

Player Name

Arjhana
 Character Name
 Dragonborn
 Race

5
 Level
 Medium
 Size
 Female
 Age
 Gender

Rogue
 Class
 Paragon Path
 Unaligned
 Alignment
 Deity

Epic Destiny
 Total XP
 5,500
 Adventuring Company
 RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	5
13	CON Constitution	1	3
19	DEX Dexterity	4	6
10	INT Intelligence	0	2
10	WIS Wisdom	0	2
10	CHA Charisma	0	2

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	12	3			1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7
17	Passive Perception	10 +	7

SPECIAL SENSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	12	4	2		1		

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		3			1

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		3			1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
50	25	13	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	3	1			

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	4	1			

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics						6	5		
2	Arcana						2	0	n/a	
10	Athletics						5	5		
2	Bluff						2	0	n/a	
2	Diplomacy						2	0	n/a	
2	Dungeoneering						2	0	n/a	
3	Endurance						3	0		
2	Heal						2	0	n/a	
4	History						2	0	n/a	2
7	Insight						2	5	n/a	
4	Intimidate						2	0	n/a	2
2	Nature						2	0	n/a	
7	Perception						2	5	n/a	
2	Religion						2	0	n/a	
11	Stealth						6	5		
2	Streetwise						2	0	n/a	
11	Thievery						6	5		

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Dexterity - Use DEX for Dragon Breath damage.

Dragon Breath Poison - Dragon Breath deals poison damage.

Draconic Heritage - Add Con mod to healing surge value.

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.

Brutal Scoundrel - Add Str mod to Sneak Attack damage.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	AC	Dagger (Melee)	1d4+4
10	AC	Dagger (Range)	1d4+5
11	AC	Sacrificial Dagger +2 (Melee)	1d4+6
12	AC	Sacrificial Dagger +2 (Range)	1d4+7

FEATS

Weapon Focus (Light Blade) - Gain +1 damage per tier with Light Blades.

Toughness - Gain 5 additional hit points per tier

Backstabber - Sneak Attack dice increase to d8s

LANGUAGES KNOWN

Common, Draconic

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Piercing Strike	
Riposte Strike	

ENCOUNTER POWERS

Dragon Breath	<input type="checkbox"/>
Guarded Attack	<input type="checkbox"/>
Nasty Backswing	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Easy Target	<input type="checkbox"/>
Deep Cut	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Tumble	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Leather Armor
Dagger (2) (E)
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 840 gp
Stored money:
Encumbrance: 82 lb. / 160 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

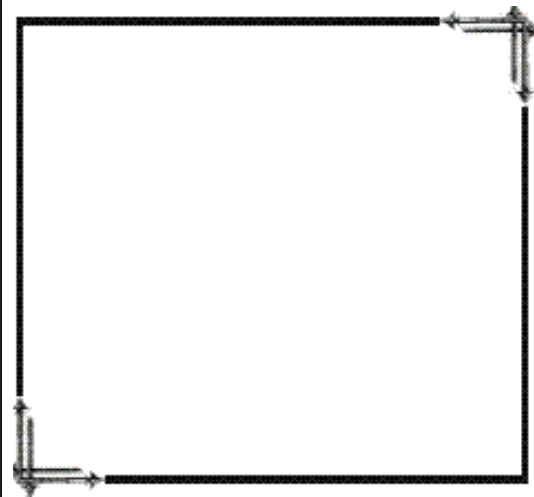
WEAPON	Sacrificial Dagger +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Shared Suffering Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of Distortion +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

Arjhana

PLAYER NAME

RACE Dragonborn CLASS Rogue LEVEL 5

HP 50	STR 16	AC 19
Spd 6	CON 13	Fort 16
Init +6	DEX 19	Ref 19
	INT 10	Will 13
	WIS 10	
	CHA 10	
17 Passive Insight	17 Passive Perception	



Second Wind

KEYWORDS USED

Standard	↓	↗	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Piercing Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← ✳	RANGE
10 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Reflex
 Hit: 1[W] + Dexterity modifier (+4) damage.
 Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

Dagger: +10 attack, 1d4+5 damage
 Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Riposte Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← ✳	RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+4) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+3) damage.
 Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Dagger: +10 attack, 1d4+5 damage
 Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	↓ ↗	Close blast 3
ACTION	3 ← ✳	RANGE
8 vs Reflex		All creatures in area.
ATTACK	DEFENSE	TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
 Hit: 1d6 + Constitution modifier (+1) damage.
 Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
 Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power

LEVEL * BOOK PH

ENCOUNTER POWER



Guarded Attack

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← ✳	RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
 Hit: 2[W] + Dexterity modifier (+4) damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.
 Secondary Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+3) damage, and the target takes a -2 penalty to the triggering attack roll.

Dagger: +10 attack, 2d4+5 damage
 Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP

ENCOUNTER POWER



Nasty Backswing

KEYWORDS Martial, Weapon USED

Free	* ↓ ↗	Melee weapon
ACTION	← ✳	RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Trigger: You miss with a melee attack
 Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. AC. You have combat advantage for this attack.
 Hit: 1[W] + Dexterity modifier (+4) damage, and you can shift 1 square.
 Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).

Dagger: +10 attack, 1d4+5 damage
 Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 3 BOOK MP

ENCOUNTER POWER



Easy Target

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	← ✳	RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
 Attack: Dexterity vs. AC
 Hit: 2[W] + Dexterity modifier (+4) damage, and the target is slowed and grants combat advantage to you (save ends both).
 Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Dagger: +10 attack, 2d4+5 damage
 Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

DAILY POWER



Deep Cut

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION		↖ ✖	RANGE
10	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	
<p>Requirement: You must be wielding a light blade. Attack: Dexterity vs. Fortitude Hit: 2[W] + Dexterity modifier (+4) damage, and ongoing damage equal to 5 + your Strength modifier (+3) (save ends). Miss: Half damage, and no ongoing damage.</p> <p>Dagger: +10 attack, 2d4+5 damage Sacrificial Dagger +2: +12 attack, 2d4+7 damage</p>			
ADDITIONAL EFFECTS			
+2d8+3 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	5
		BOOK	PH

DAILY POWER



Tumble

KEYWORDS		Martial	USED
Move	↓ ↗	Personal	
ACTION		↖ ✖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Prerequisite: You must be trained in Acrobatics. Effect: You can shift a number of squares equal to one-half your speed.</p>			
ADDITIONAL EFFECTS			
CLASS	Rogue	LEVEL	2
		BOOK	PH

UTILITY POWER



Sacrificial Dagger +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.</p>		
ITEM SLOT/TYPE	Off-hand	LEVEL 6
PRICE	1800	BOOK PH

MAGIC ITEM



Shared Suffering Leather Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.</p>		
ITEM SLOT/TYPE	Body	LEVEL 5
PRICE	1000	BOOK PH

MAGIC ITEM



Cloak of Distortion +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.</p>		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	Neck	LEVEL 4
PRICE	840	BOOK AV

MAGIC ITEM

