

Player Name

Marissa 1 Rogue
 Character Name Level Class
 Elf Medium Female Paragon Path
 Race Size Age Gender Good
Height Weight Alignment Deity

Epic Destiny

Total XP

Adventuring Company

RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	2
14	CON Constitution	2	2
16	DEX Dexterity	3	3
12	INT Intelligence	1	1
13	WIS Wisdom	1	1
10	CHA Charisma	0	0

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	3	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10	1					

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
26	13	6	8
	1/2 HP	1/4 HP	

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1
18	Passive Perception	10 +	8

SPECIAL SENSES

Low-light Vision

SKILLS

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

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and slings.
Group Awareness - Non-elf allies within 5 get +1 to Perception.
Elven Accuracy - Use elven accuracy as an encounter power.
Fey Origin - Your origin is fey, not natural.
Wild Step - Ignore difficult terrain when shifting (even when

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.

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Elven

FEATS

Backstabber - Sneak Attack dice increase to d8s

OTHER EQUIPMENT

Adventurer's Kit

Thieves' Tools

Leather Armor (E)

Short sword (E)

Shortbow

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 55 / 150

CHARACTER NAME
Marlissa

PLAYER NAME

RACE Elf CLASS Rogue LEVEL 1

SCORE	ABILITY	MOD
HP 26	15 STR	+2
Spd 7	14 CON	+2
Init +3	16 DEX	+3
	12 INT	+1
	13 WIS	+1
	10 CHA	+0

AC 15
Fort 12
Ref 15
Will 11

11 Passive Insight **18** Passive Perception


Skills

8	Acrobatics	DEX	(Trained)
1	Arcana	INT	
7	Athletics	STR	(Trained)
0	Bluff	CHA	
0	Diplomacy	CHA	
6	Dungeoneering	WIS	(Trained)
2	Endurance	CON	
1	Heal	WIS	
1	History	INT	
1	Insight	WIS	
0	Intimidate	CHA	
3	Nature	WIS	
8	Perception	WIS	(Trained)
1	Religion	INT	
8	Stealth	DEX	(Trained)
0	Streetwise	CHA	
8	Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 1 BOOK PH

Deft Strike

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

6 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Special: You can move 2 squares before the attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Short sword: +6 attack, 1d6+3 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Riposte Strike

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

6 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) 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 (+2) damage. Increase damage to 2[W] + Dexterity modifier (+3) and riposte to 2[W] + Strength modifier (+2) at 21st level.

Short sword: +6 attack, 1d6+3 damage

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

CLASS Rogue LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS: Free, Personal, ACTION, RANGE

vs

ATTACK DEFENSE TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

King's Castle

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

6 vs Reflex One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier (+3) damage.
Effect: Switch places with a willing adjacent ally.

Short sword: +6 attack, 2d6+3 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Trick Strike

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

6 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: 3[W] + Dexterity modifier (+3) damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Short sword: +6 attack, 3d6+3 damage

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

CLASS Rogue LEVEL 1 BOOK PH


ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS


Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
<small>PROPERTIES</small> Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.) Melee Basic Attack: +5 attack, 1d6+2 damage			
NOTES			
ITEM SLOT	Off-hand	WEIGHT 2	PRICE 10 BOOK <i>PH</i>

WEAPON 


Shortbow

1d8	2	Bow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
<small>PROPERTIES</small> Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.) Small (This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for example, even though halflings can't normally use two-handed weapons.) Ranged Basic Attack: +5 attack, 1d8+3 damage			
NOTES			
ITEM SLOT	Two-Hands	WEIGHT 2	PRICE 25 BOOK <i>PH</i>

WEAPON 


Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
<small>PROPERTIES</small> This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.			
NOTES			
ITEM SLOT		WEIGHT 33	PRICE 15 BOOK <i>PH</i>

ITEM 

Thieves' Tools

			1
AC BONUS	CHECK	SPEED	QUANTITY
<small>PROPERTIES</small> To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disarm a trap.			
NOTES			
ITEM SLOT		WEIGHT 1	PRICE 20 BOOK <i>PH</i>

ITEM 

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
<small>PROPERTIES</small>			
NOTES			
ITEM SLOT	Body	WEIGHT 15	PRICE 25 BOOK <i>PH</i>

ITEM 