

Player Name _____

Character Name **11** **Rogue** **Daggermaster** **26,000**
 Halfling **Small** **Level** **Class** **Paragon Path** **Epic Destiny** **Total XP**
 Race **Size** **Age** **Gender** **Height** **Weight** **Alignment** **Deity** **Adventuring Company or Other Affiliations**

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
14	5	5	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	15	7				3		

CONDITIONAL BONUSSES
+2 against opportunity attacks, +1 against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT
+2 when you charge or run

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	7
14	CON Constitution	2	7
21	DEX Dexterity	5	10
12	INT Intelligence	1	6
11	WIS Wisdom	0	5
18	CHA Charisma	4	9

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	15	2					

CONDITIONAL BONUSSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	REF	15	5	2				

CONDITIONAL BONUSSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	15	4					

CONDITIONAL BONUSSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	10

Passive Perception

SCORE	BASE	SKILL BONUS
20	10	10

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
	1/2 HP	1/4 HP
76	38	19
		8

CURRENT HIT POINTS	CURRENT SURGE USES
76	0

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
19	Acrobatics	DEX	10	5		4
6	Arcana	INT	6	0	n/a	
7	Athletics	STR	7	0		
14	Bluff	CHA	9	5	n/a	
9	Diplomacy	CHA	9	0	n/a	
5	Dungeoneering	WIS	5	0	n/a	
7	Endurance	CON	7	0		
5	Heal	WIS	5	0	n/a	
6	History	INT	6	0	n/a	
10	Insight	WIS	5	5	n/a	
9	Intimidate	CHA	9	0	n/a	
5	Nature	WIS	5	0	n/a	
10	Perception	WIS	5	5	n/a	
6	Religion	INT	6	0	n/a	
15	Stealth	DEX	10	5		
9	Streetwise	CHA	9	0	n/a	
17	Thievery	DEX	10	5		2

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Bold
- Second Chance
- Nimble Reaction

CLASS / PATH / DESTINY FEATURES

- First Strike
- Rogue Tactics
- Artful Dodger
- Rogue Weapon Talent
- Sneak Attack
- Dagger Precision
- Daggermaster's Action

LANGUAGES KNOWN

- Common
- Goblin

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack using Sacrificial Dagger +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	2		3		

ABILITY: Ranged Basic Attack using Sacrificial Dagger +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+8	5		3		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Sacrificial Dagger +3 (1d4+5
17	vs AC	Sacrificial Dagger +3 (1d4+8
11	vs AC	Dagger (Melee)	1d4+2
14	vs AC	Dagger (Range)	1d4+5

FEATS

- Backstabber - Sneak Attack dice increase to d8s
- Halfling Agility - Attacker takes a -2 penalty with second chance reroll
- Escape Artist - Escape a grab as a minor action, +2 to Acrobatics
- Far Throw - Increase thrown weapon range by 2 squares
- Fast Runner - +2 to speed when you charge or run
- Improved Initiative - +4 to initiative checks
- Evasion - No damage from missed area or close attack

POWER INDEX

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

AT-WILL POWERS

Deft Strike	<input type="checkbox"/>
Sly Flourish	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Chance	<input type="checkbox"/>
Positioning Strike	<input type="checkbox"/>
Bait and Switch	<input type="checkbox"/>
Cloud of Steel	<input type="checkbox"/>
Critical Opportunity	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Trick Strike	<input type="checkbox"/>
Walking Wounded	<input type="checkbox"/>
Crimson Edge	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Tumble	<input type="checkbox"/>
Slippery Mind	<input type="checkbox"/>
Dangerous Theft	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Dagger (10)
Thieves' Tools

COINS AND OTHER WEALTH

Money on hand: 50 pp
Stored money:
Residium: 0

MAGIC ITEM INDEX

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

MAGIC ITEMS

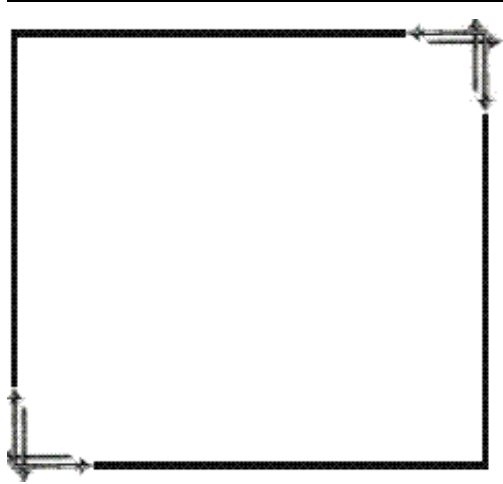
WEAPON	Sacrificial Dagger +3 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Slick Leather armor +3 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Antipathy Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<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

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Halfling CLASS Rogue LEVEL 11

HP 76	14 STR	Fort 17
AC 25	14 CON	Ref 22
Speed 6	21 DEX	Will 19
Init +14	12 INT	
	11 WIS	
	18 CHA	

20 Passive Insight **20** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Action Points

1 Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

SPEND AN ACTION POINT: FREE ACTION

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL * PAGE PHB

ACTION POINTS DUNGEONS & DRAGONS

Second Wind

19 Surge Value **8** Surges Per Day

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

SECOND WIND: STANDARD ACTION

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL * PAGE PHB

SECOND WIND DUNGEONS & DRAGONS

Deft Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ↗	Melee or Ranged weapon
ACTION	← *	RANGE
17 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 damage.
 Increase damage to 2[W] + Dexterity modifier at 21st level.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 1d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

Sly Flourish

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ↗	Melee or Ranged weapon
ACTION	← *	RANGE
17 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: 1[W] + Dexterity modifier + Charisma modifier damage.
 Increase damage to 2[W] + Dexterity modifier + Charisma modifier at 21st level.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 1d4+12 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

Second Chance

KEYWORDS

Immediate	↓ ↗	Personal
ACTION	← *	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Racial Power LEVEL * PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Positioning Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ↗	Melee weapon
ACTION	← *	RANGE
17 vs Will		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Will
 Hit: 1[W] + Dexterity modifier damage, and you slide the target 1 square.
 Artful Dodger: You slide the target a number of squares equal to your Charisma modifier.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 1d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 1 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Bait and Switch

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ↗	Melee weapon
ACTION	← *	RANGE
17 vs Will		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Will
 Hit: 2[W] + Dexterity modifier damage. In addition, you switch places with the target and can then shift 1 square.
 Artful Dodger: You can shift a number of squares equal to your Charisma modifier.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 2d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 3 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Cloud of Steel

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ↗	Close blast 5
ACTION	5 ← *	RANGE
17 vs AC		Each enemy in blast you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
 Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier damage.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 1d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 7 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Critical Opportunity

KEYWORDS Martial, Weapon USED

Minor	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
17 vs AC	The same creature you hit with a cr	
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dagger and have scored a critical hit with a dagger against an enemy during this turn.
 Attack: Dexterity vs. AC
 Hit: 3[W] + Dexterity modifier damage.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 3d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 11 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Trick Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	← *	RANGE
17 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 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.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 3d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 1 PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Walking Wounded

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	← *	RANGE
17 vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
 Attack: Dexterity vs. Fortitude
 Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.
 Miss: Half damage, and the target is not knocked prone.

Your stats using Sacrificial Dagger +3: +17 bonus to hit, 2d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 5 PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Crimson Edge

KEYWORDS Martial USED

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

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Fortitude
 Hit: 2[W] + Dexterity modifier damage, and the target takes ongoing damage equal to 5 + your Strength modifier and grants combat advantage to you (save ends both).
 Miss: Half damage, and no ongoing damage.

Your stats (Unarmed): +10 bonus to hit, 2d4+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 9 PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Tumble

KEYWORDS Martial USED

Move Action	↓ ↗	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Acrobatics.
 Effect: You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 2 PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Slippery Mind

KEYWORDS Martial USED

Immediate	↓ ↗	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack against your Will defense
 Prerequisite: You must be trained in Bluff.
 Effect: Gain a +2 power bonus to your Will defense against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 6 PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Dangerous Theft

KEYWORDS Martial USED

Free Action	↓ ↗	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Thievery.
 Effect: On your next action, ignore the -10 penalty when you make a Thievery check to pick a pocket during combat.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Rogue LEVEL 10 PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Sacrificial Dagger +3

BONUS	+3 Attack rolls and damage	+3d6 damage
ENHANCEMENT		CRITICAL

PROPERTIES

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

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.

ITEM SLOT/TYPE Off-hand LEVEL 11 PRICE 9000 PAGE AV

MAGIC ITEM DUNGEONS & DRAGONS

Slick Leather armor +3

BONUS	+3 AC	CRITICAL
ENHANCEMENT		

Gain a bonus to Acrobatics checks to escape actions equal to twice the armor's enhancement bonus.

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT/TYPE Body LEVEL 12 PRICE 13000 PAGE AV

MAGIC ITEM DUNGEONS & DRAGONS

Antipathy Gloves (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
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PROPERTIES
An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

KEYWORDS	USED
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ACTION

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER
Item Slot: Hands
Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

ITEM SLOT/TYPE	LEVEL	PRICE	PAGE
Hands	10	5000	AV