

Player Name **Dustin Haugen**

 Character Name **Barack Tenderfoot**

 Level **3** Class **Rogue**

 Total XP **2,400**

 Race **Halfing** Size **Small** Age **14** Gender **Male** Height **3'10"** Weight **75** Alignment **Unaligned** Deity Epic Destiny **Dragonslayer Cohort** Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
37	18	9 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 **+5** Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6			1		

CONDITIONAL BONUS

+2 AC against opportunity attacks, +4 AC (Cha mod) against opportunity attacks

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

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	4	2				

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	4					

CONDITIONAL BONUS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter

power.

Nimble Reaction - +2 AC against opportunity attacks.

Acrobatics Bonus
Thievery Bonus

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.

Artful Dodger - Add Cha mod to AC against

opportunity attacks.

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.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

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

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	+ 6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	1		3			1

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Dagger (Melee)	1d4+1
9	vs AC	Dagger (Range)	1d4+4
8	vs AC	Shuriken	1d6+4
2	vs AC	Unarmed (Melee)	1d4+1

FEATS

Backstabber - Sneak Attack dice increase to d8s

Nimble Blade - +1 to attacks with light blade and combat advantage

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"/>

ENCOUNTER POWERS

Second Chance	<input type="checkbox"/>
Dazing Strike	<input type="checkbox"/>
Nasty Backswing	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Blinding Barrage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Fleeting Ghost	<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

Shuriken
Dagger

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 17 / 130

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	Dragons Tooth Dagger +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Veteran's Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<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"/>
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		<input type="checkbox"/>
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		<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

Barack Tenderfoot

PLAYER NAME

Dustin Haugen

RACE Halfling

CLASS Rogue

LEVEL 3

HP 37	13 STR	AC 18
Spd 6	15 CON	Fort 13
Init +5	19 DEX	Ref 17
	13 INT	Will 15
	11 WIS	
	19 CHA	
11 Passive Insight	16 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS: USED

Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: _____ LEVEL: _____ BOOK: PH

Deft Strike

KEYWORDS: Martial, Weapon USED

Standard	*	Melee or Ranged weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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 (+4) damage.
 Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

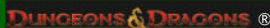
Dragons Tooth Dagger +1: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Sneak Attack)
 +1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Rogue LEVEL: 1 BOOK: PH

AT-WILL POWER



Sly Flourish

KEYWORDS: Martial, Weapon USED

Standard	*	Melee or Ranged weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

Dragons Tooth Dagger +1: +10 attack, 1d4+9 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Sneak Attack)
 +1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Rogue LEVEL: 1 BOOK: PH

AT-WILL POWER



Second Chance

KEYWORDS: USED

Imm Interru		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

CLASS: Racial Power LEVEL: * BOOK: PH

ENCOUNTER POWER



Dazing Strike

KEYWORDS: Martial, Weapon USED

Standard	*	Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage, and the target is dazed until the end of your next turn.

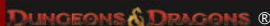
Dragons Tooth Dagger +1: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Sneak Attack)
 +1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Rogue LEVEL: 1 BOOK: PH

ENCOUNTER POWER



Nasty Backswing

KEYWORDS: Martial, Weapon USED

Free	*	Melee weapon
ACTION		RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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 (+1).

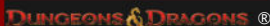
Dragons Tooth Dagger +1: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Sneak Attack)
 +1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Rogue LEVEL: 3 BOOK: MP

ENCOUNTER POWER



Blinding Barrage

KEYWORDS: Martial, Weapon USED

Standard		Close blast 3
ACTION	3	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Each enemy in blast you can see

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage, and the target is blinded until the end of your next turn.
Miss: Half damage, and the target is not blinded.

Dragons Tooth Dagger +1: +10 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Sneak Attack)
 +1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Rogue LEVEL: 1 BOOK: PH

DAILY POWER



Fleeting Ghost

KEYWORDS		Martial	USED
Move			Personal
ACTION			RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Prerequisite: You must be trained in Stealth. Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.</p>			
ADDITIONAL EFFECTS			
CLASS	Rogue	LEVEL	2
BOOK	PH		

UTILITY POWER



Dragons Tooth Dagger +1

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL
<p>PROPERTIES</p> <p>Light Thrown, Off-hand</p> <p>Melee Basic Attack: +7 attack, 1d4+2 damage Ranged Basic Attack: +10 attack, 1d4+5 damage</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Off-hand	WEIGHT	1
PRICE	360	BOOK	PH

MAGIC WEAPON



Veteran's Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		2	Armor
ENHANCEMENT		LEVEL	TYPE
<p>PROPERTIES</p> <p>When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Body	WEIGHT	15
PRICE	520	BOOK	PH

MAGIC ITEM

