Character Sheet Wren Rogue 7,500 Character Name Paragon Path Epic Destiny Bugbear Medium Male Unaligned Lolth Weight Adventuring Company RPGA Number Race Age Gender Height Deity Alignment **INITIATIVE DEFENSES MOVEMENT** SC<u>OR</u>E 5 3 1 **Initiative** 6 6 Speed (Squares) 21 13 CONDITIONAL BONUSES **ABILITY SCORES** SENSES SCORE 1/2 LVL STR 17 3 16 13 **Passive Insight** 10 **FORT** CONDITIONAL BONUSES CON 10 0 3 18 **Passive Perception** 10 SPECIAL SENSES Low-light Vision DEX 21 20 5 2 **REF** ATTACK WORKSPACE INT CONDITIONAL BONUSES 8 ABILITY: Melee Basic Attack - Bloodclaw Dagger (Large) + 13 5 3 WIS 3 11 0 WILL 13 ABILITY: Ranged Basic Attack - Bloodclaw Dagger (Large) CHA 3 10 CONDITIONAL BONUSES ABIL 3 5 13 **HIT POINTS** ACTION POINTS MAX HP **HEALING SURGES** DAMAGE WORKSPACE **Action Points** BLOODIE ABILITY: Melee Basic Attack - Bloodclaw Dagger (Large) + 47 23 11 6 ADDITIONAL FEFFCTS FOR SPENDING ACTION POINTS 1/4 HF CURRENT HIT POINTS **CURRENT SURGE USES** 5 RACE FEATURES ABILITY: Ranged Basic Attack - Bloodclaw Dagger (Large) 0 6 Oversized - Use weapons one size larger 5 1d6+7 1 1 SECOND WIND 1/ENCOUNTER **USED** Predatory Eye - Use predatory eye as an encounter power 0 **BASIC ATTACKS DEATH SAVING THROW FAILURES** 13 AC ٧S Bloodclaw Dagger (Large) +1 1d6+7 13 AC RESISTANCES Bloodclaw Dagger (Large) +1 1d6+7 8 AC Unarmed (Melee) 1d4+5 CURRENT CONDITIONS AND EFFECTS 8 AC Unarmed (Range) 1d4+5 **SKILLS CLASS / PATH / DESTINY FEATURES** ARMOR PENALTY MISC First Strike - At encounter start, get combat advantage **FEATS** (+5)Melee Training (Dexterity) - Use Dexterity for melee 8 5 against foes that haven't acted yet. 14 **Acrobatics** Rogue Tactics - Choose one of the rogue tactics. n/a Arcana Backstabber - Sneak Attack dice increase to d8s Brutal Scoundrel - Add Str mod to Sneak Attack Athletics

BONUS

3

3

3

3

3

Streetwise

Thievery

5 STR 0 n/a CHA

Bluff 0 n/a CHA n/a

**Diplomacy Dungeoneering** 0 **Endurance** 0 Heal n/a WIS

3 2 n/a History 3 n/a **Insight** WIS 10 n/a **Intimidate** CHA 3 0 n/a Nature WIS 5 8 n/a Perception 0 2 n/a Religion INT 5 16 Stealth DEX

3

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.

**LANGUAGES KNOWN** Common, Goblin

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

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

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with Light Blades.

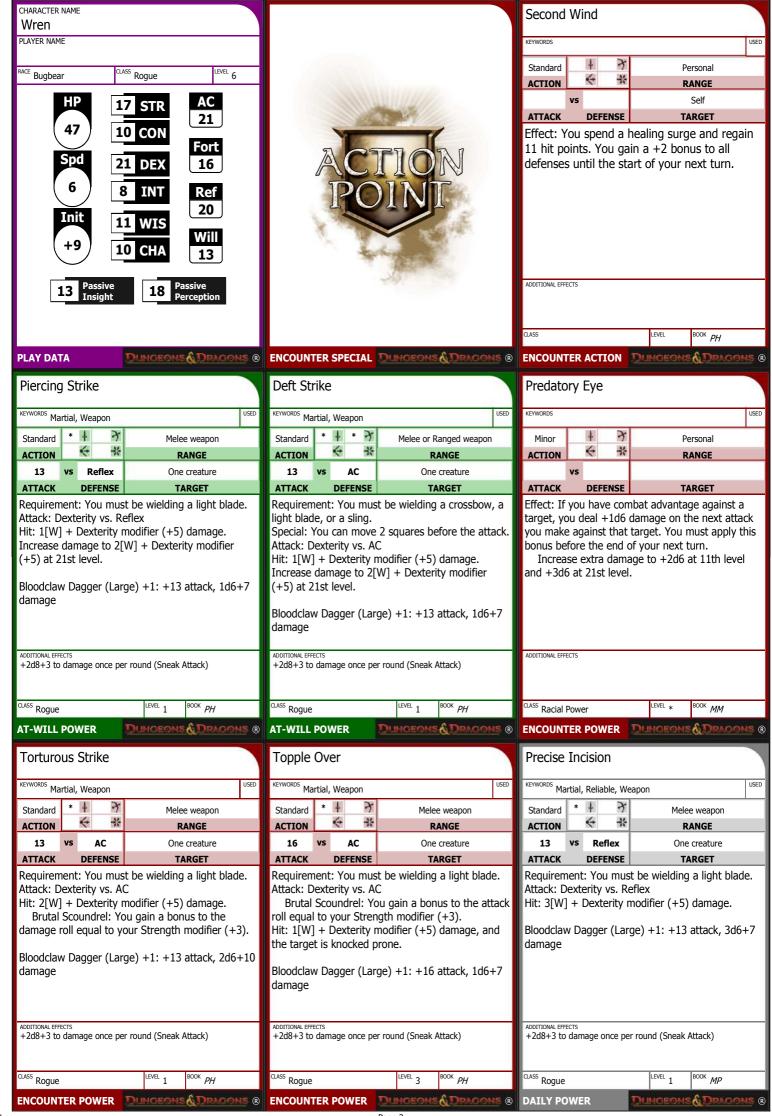
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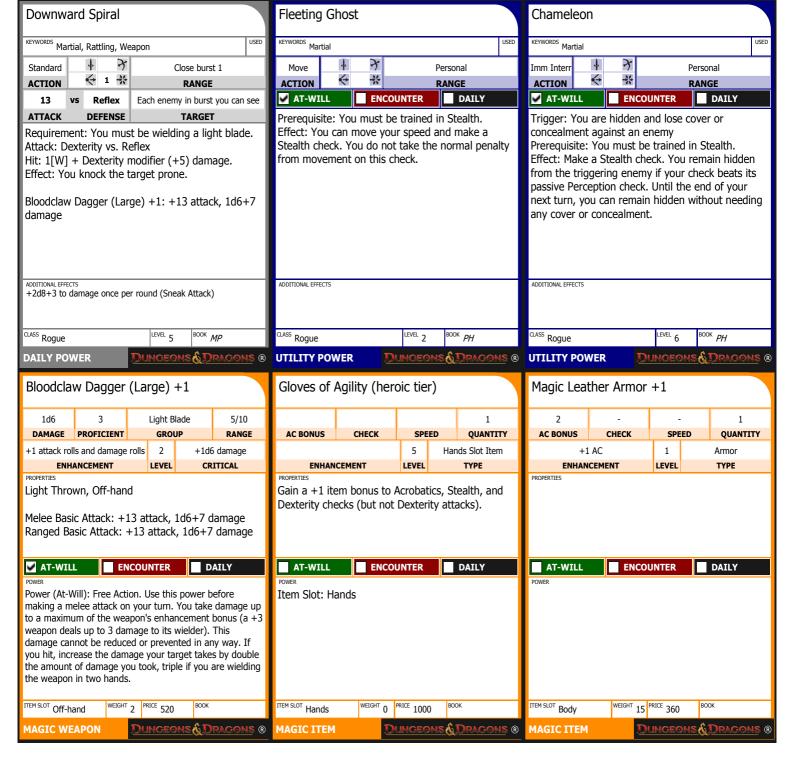
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## **POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT** List your powers below. List your powers below. Check the box when the power is used. Clear the box when the power renews. Check the box when the power is used. Clear the box when the power renews. **MAGIC ITEMS AT-WILL POWERS** WEAPON Piercing Strike Bloodclaw Dagger (Large) +1 (E) Deft Strike WEAPON WEAPON ARMOR Magic Leather Armor +1 (E) ARMS FEET **ENCOUNTER POWERS** HANDS Gloves of Agility (heroic tier) (E) Predatory Eye HEAD Torturous Strike NECK Topple Over RING RING **PERSONALITY TRAITS** WAIST **DAILY POWERS** Precise Incision Downward Spiral **MANNERISMS AND APPEARANCE UTILITY POWERS** Fleeting Ghost Chameleon Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) Milestone The untamed lands formed by the draining of much of the Epic (21-30) Milestone Vilhon Reach and the destruction of Chondath are known as the Vilhon Wilds. Wracked by the Spellplague and the **OTHER EQUIPMENT ALCHEMY RITUALS** continuing threat posed by the Plaguewrought Land, the Vilhon Wilds is a true frontier. Light Shield You can reroll any Dungeoneering check, but you must keep the second result, even if it is worse. Adventurer's Kit You also gain a +1 bonus to initiative checks. **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 100 gp Stored money: 0 gp Encumbrance: 58 / 170

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