

Wren			6		Rogue			7,500					
Character Name			Level		Class			Paragon Path		Epic Destiny		Total XP	
Bugbear			Medium		Male			Unaligned		Loth			
Race			Size		Age		Gender		Height		Weight		
									Alignment		Deity		
											Adventuring Company		
													RPGA Number

INITIATIVE				
SCORE		DEX	1/2 LVL	MISC
9	Initiative	5	3	1
CONDITIONAL MODIFIERS				

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
21	AC	13	7			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
17	STR Strength	3	6
10	CON Constitution	0	3
21	DEX Dexterity	5	8
8	INT Intelligence	-1	2
11	WIS Wisdom	0	3
10	CHA Charisma	0	3

16	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
	FORT	13	3					

		10 +							
		DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	13	5	2					

CONDITIONAL BONUSES

		10 +						
DEFENSE		1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	13						

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3
18	Passive Perception	10 +	8

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Bloodclaw Dagger (Large) +							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	3	5		3		1	1
ABILITY: Ranged Basic Attack - Bloodclaw Dagger (Large)							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	3	5		3		1	1

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	HEALING SURGES SURGES/DAY
47	23	11	6
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE SURPLUS	
0		6	
SECOND WIND 1/ENCOUNTER			USED <input type="checkbox"/>
TEMPORARY HIT POINTS		0	
DEATH SAVING THROW FAILURES			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
	MILESTONES	ACTION POINTS
1 Action Points	0	1
	1	2
	2	3
	ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	

RACE FEATURES

Oversized - Use weapons one size larger.

Predatory Eye - Use predatory eye as an encounter power

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Bloodclaw Dagger (Large) +					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+7	5	1	1		
ABILITY: Ranged Basic Attack - Bloodclaw Dagger (Large)					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+7	5	1	1		

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

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.
LANGUAGES KNOWN
Common, Goblin

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Bloodclaw Dagger (Large) +1	1d6+7
13	vs AC	Bloodclaw Dagger (Large) +1	1d6+7
8	vs AC	Unarmed (Melee)	1d4+5
8	vs AC	Unarmed (Range)	1d4+5

FEATS

Melee Training (Dexterity) - Use Dexterity for melee basic attacks

Backstabber - Sneak Attack dice increase to d8s

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

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

CHARACTER NAME
Wren

PLAYER NAME

RACEBugbear

CLASSRogue

LEVEL6

HP

47

STR

17

AC

21

CON

10

Fort

16

Spd

6

DEX

21

Ref

20

INT

8

Will

13

WIS

11

CHA

10

Init

+9

13

Passive Insight

18

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

+

↓

↗

Personal

ACTION

↶

↷

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Piercing Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

13

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+5) damage.
Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Bloodclaw Dagger (Large) +1: +13 attack, 1d6+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

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Melee or Ranged weapon

ACTION

↶

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RANGE

13

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 (+5) damage.
Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Bloodclaw Dagger (Large) +1: +13 attack, 1d6+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Predatory Eye

KEYWORDS

USED

Minor

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↗

Personal

ACTION

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn.
Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

MM

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Torturous Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

↶

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RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage.
Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier (+3).

Bloodclaw Dagger (Large) +1: +13 attack, 2d6+10 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Topple Over

KEYWORDS

Martial, Weapon

USED

Standard

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↗

Melee weapon

ACTION

↶

↷

RANGE

16

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier (+3).
Hit: 1[W] + Dexterity modifier (+5) damage, and the target is knocked prone.

Bloodclaw Dagger (Large) +1: +16 attack, 1d6+7 damage

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

CLASS

Rogue

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Precise Incision

KEYWORDS

Martial, Reliable, Weapon

USED

Standard

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Melee weapon

ACTION

↶

↷

RANGE

13

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 3[W] + Dexterity modifier (+5) damage.

Bloodclaw Dagger (Large) +1: +13 attack, 3d6+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Downward Spiral

KEYWORDS

Martial, Rattling, Weapon

USED

Standard

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1

✱

Close burst 1

ACTION

RANGE

13

vs

Reflex

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+5) damage.
Effect: You knock the target prone.

Bloodclaw Dagger (Large) +1: +13 attack, 1d6+7 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

5

BOOK

MP

DAILY POWER

Fleeting Ghost

KEYWORDS

Martial

USED

Move

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Personal

ACTION

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

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.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

PH

UTILITY POWER

Chameleon

KEYWORDS

Martial

USED

Imm Interr

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↶

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Personal

ACTION

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Trigger: You are hidden and lose cover or concealment against an enemy
Prerequisite: You must be trained in Stealth.
Effect: Make a Stealth check. You remain hidden from the triggering enemy if your check beats its passive Perception check. Until the end of your next turn, you can remain hidden without needing any cover or concealment.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

6

BOOK

PH

UTILITY POWER

Bloodclaw Dagger (Large) +1

1d6

3

Light Blade

5/10

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

2

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +13 attack, 1d6+7 damage
Ranged Basic Attack: +13 attack, 1d6+7 damage

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will): Free Action. Use this power before making a melee attack on your turn. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. If you hit, increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

520

BOOK

MAGIC WEAPON

Gloves of Agility (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

5

Hands Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Acrobatics, Stealth, and Dexterity checks (but not Dexterity attacks).

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Hands

ITEM SLOT

Hands

WEIGHT

0

PRICE

1000

BOOK

MAGIC ITEM

Magic Leather Armor +1

2

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

1

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

15

PRICE

360

BOOK

MAGIC ITEM

Wren

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