

Poison

Character Name

Elf

Race

Medium

Size

Age

Female

Gender

Rogue

Class

Paragon Path

Good

Alignment

Deity

Epic Destiny

Soulai

Adventuring Company

Total XP

2,250

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	
INITIATIVE			
CONDITIONAL MODIFIERS			

DEFENSES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		
MOVEMENT				
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
12	CON Constitution	1	2
18	DEX Dexterity	4	5
10	INT Intelligence	0	1
10	WIS Wisdom	0	1
12	CHA Charisma	1	2

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES SURGES/DAY
34	17	8	7
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			

ACTION POINTS

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

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and sword

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 not a Fey)

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, Elven

FEATS

Backstabber - Sneak Attack dice increase to d8s

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1
18	Passive Perception	10 +	8
SPECIAL SENSES			
Low-light Vision			

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 8	1	3		3		1		
ABILITY: Melee Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 4	1	3						

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d6+4	3		1			
ABILITY: Melee Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4+3	3					

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Duelist's Short sword +1	1d6+4
4	vs AC	Unarmed (Melee)	1d4+3
5	vs AC	Unarmed (Range)	1d4+4
	vs		

POWER INDEX

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

AT-WILL POWERS

Riposte Strike

Piercing Strike

ENCOUNTER POWERS

Second Wind

Elven Accuracy

Torturous Strike

Topple Over

DAILY POWERS

Easy Target

UTILITY POWERS

Tumble

OTHER EQUIPMENT

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	Duelist's Short sword +1 (E)
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WEAPON

WEAPON

WEAPON

ARMOR	Bloodcut Leather Armor +1 (E)
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ARMS

FEET

HANDS

HEAD

NECK	Cloak of Resistance +1 (E)
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RING

RING

[illegible]

Daily Item Powers Per Day

Heroic (1-10) ☐ Milestone ☐ / ☐ / ☐ / ☐

Paragon (11-20) Milestone / / /

Epic (21-30)				Milestone		/		/		/	
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RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

Money on hand: 5 pp; 20 gp

Stored money: 0 gp

Encumbrance: 17 / 160

CHARACTER NAME
Poison

PLAYER NAME

RACE
Elf

CLASS
Rogue

LEVEL
3

SCORE

ABILITY

MOD

HP
34

STR
16

STR
+3

AC
18

Spd
7

CON
12

CON
+1

Fort
15

Init
+5

INT
10

INT
+0

Ref
18

WIS
10

WIS
+0

Will
13

CHA
12

CHA
+1

11 Passive
Insight

18 Passive
Perception

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS

USED

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

ENCOUNTER POWER

DUNGEONS & DRAGONS

Skills

5 Acrobatics DEX

1 Arcana INT

9 Athletics STR (Trained)

7 Bluff CHA (Trained)

2 Diplomacy CHA

1 Dungeoneering WIS

2 Endurance CON

1 Heal WIS

1 History INT

1 Insight WIS

2 Intimidate CHA

3 Nature WIS

8 Perception WIS (Trained)

1 Religion INT

10 Stealth DEX (Trained)

7 Streetwise CHA (Trained)

10 Thievery DEX (Trained)

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

VS

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) 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 (+3) damage. Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Duelist's Short sword +1: +9 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2d8+3 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

DUNGEONS & DRAGONS

Torturous Strike

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

VS

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage.
Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier (+3).

Duelist's Short sword +1: +9 attack, 2d6+8 damage

ADDITIONAL EFFECTS

+2d8+3 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

DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Piercing Strike

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

VS

Reflex

One creature

ATTACK

DEFENSE

TARGET

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

Duelist's Short sword +1: +9 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2d8+3 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

DUNGEONS & DRAGONS

Topple Over

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

12

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 (+4) damage, and the target is knocked prone.

Duelist's Short sword +1: +12 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

3

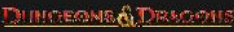
BOOK

PH

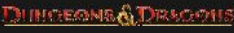
ENCOUNTER POWER

DUNGEONS & DRAGONS

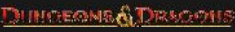
Easy Target

KEYWORDS		Martial, Weapon	USED
Standard	*  *	Melee or Ranged weapon	
ACTION	 	RANGE	
9	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: 2[W] + Dexterity modifier (+4) damage, and the target is slowed and grants combat advantage to you (save ends both). Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.			
Duelist's Short sword +1: +9 attack, 2d6+5 damage			
ADDITIONAL EFFECTS +2d8+3 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			

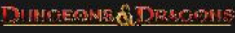
Bloodcut Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
☐ AT-WILL ☐ ENCOUNTER ☐ DAILY			
POWER Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.			
ITEM SLOT	Body	WEIGHT	15
		PRICE	840
		BOOK	PH
MAGIC ITEM			

Tumble

KEYWORDS		Martial	USED
Move	 	Personal	
ACTION	 	RANGE	
☐ AT-WILL	☒ ENCOUNTER	☐ DAILY	
Prerequisite: You must be trained in Acrobatics. Effect: You can shift up to your speed.			
ADDITIONAL EFFECTS			
CLASS	Rogue	LEVEL	2
		BOOK	PH
UTILITY POWER			

Cloak of Resistance +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		2	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
☐ AT-WILL ☐ ENCOUNTER ☐ DAILY			
POWER Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.			
ITEM SLOT	Neck	WEIGHT	0
		PRICE	520
		BOOK	PH
MAGIC ITEM			

Duelist's Short sword +1

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES On a critical hit you deal +1d8 damage instead of +1d6 if you have combat advantage. Off-hand			
Melee Basic Attack: +8 attack, 1d6+4 damage			
☐ AT-WILL	☐ ENCOUNTER	☐ DAILY	
POWER Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.			
ITEM SLOT	Off-hand	WEIGHT	2
		PRICE	680
		BOOK	PH
MAGIC WEAPON		