

Character Sheet

Arjhana			5	Rogue						5,500	
Character Name			Level	Class			Paragon Path			Epic Destiny	Total XP
Dragonborn		Medium	Female			Unaligned					
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number	

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7

17 D.

ATTACK WORKSPACE

ABILITY: Mole

+	9		2	3		3			1
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ABILITY: Ranged Basic Attack - Dagger

ATT BONUS

DAMAGE WORKSPACE

DAMAGE WORKSPACE
ABILITY: Melee Basic Attack - Dagger
DAMAGE:

	ARL	FEAT	ENH	MISC	MISC
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
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97	97	97	97	97	97
98	98	98	98	98	98
99	99	99	99	99	99
100	100	100	100	100	100

CURRENT SURGE USES

RACE FEATURES

Ranged Basic Attack - Dagger						
DAMAGE		ABIL	FEAT	ENH	MISC	MISC
1d4+5		4	1			

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Dagger (Melee)	1d4+4
10	vs AC	Dagger (Range)	1d4+5
11	vs AC	Sacrificial Dagger +2 (Melee)	1d4+6
12	vs AC	Sacrificial Dagger +2 (Range)	1d4+7

CURRENT CONDITIONS AND EFFECTS

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
9	vs	AC	Dagger (Melee)	1d4+4
10	vs	AC	Dagger (Range)	1d4+5
11	vs	AC	Sacrificial Dagger +2 (Melee)	1d4+6
12	vs	AC	Sacrificial Dagger +2 (Range)	1d4+7

CHARACTER NAME
Arjhana

PLAYER NAME

RACEDragonborn

CLASSRogue

LEVEL5

HP

50

STR

16

AC

19

Spd

6

CON

13

Fort

16

Init

+6

DEX

19

Ref

19

INT

10

WIS

10

Will

13

CHA

10

17

Passive Insight

17

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 13 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

* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

10

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.

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS

Martial, Weapon

USED

Standard

* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

10

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.

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS

Acid, Cold, Fire, Lightning or Poison

USED

Minor

↓

↗

Close blast 3

ACTION

3 ↶ ✱

RANGE

8

vs

Reflex

All creatures in area.

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+1) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Guarded Attack

KEYWORDS

Martial, Weapon

USED

Standard

* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier (+4) damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and the target takes a –2 penalty to the triggering attack roll.

Dagger: +10 attack, 2d4+5 damage
Sacrificial Dagger +2: +12 attack, 2d4+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Nasty Backswing

KEYWORDS

Martial, Weapon

USED

Free

* ↓ ↗

Melee weapon

ACTION

↶ ✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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 (+3).

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

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

CLASS

Rogue

LEVEL

3

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Easy Target

KEYWORDS

Martial, Weapon

USED

Standard

* ↓ ↗

Melee or Ranged weapon

ACTION

↶ ✱

RANGE

10

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.

Dagger: +10 attack, 2d4+5 damage
Sacrificial Dagger +2: +12 attack, 2d4+7 damage

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

CLASS

Rogue

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Deep Cut

KEYWORDS

Martial, Weapon

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 (+4) damage, and ongoing damage equal to 5 + your Strength modifier (+3) (save ends).
Miss: Half damage, and no ongoing damage.

Dagger: +10 attack, 2d4+5 damage
Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

5

BOOK

PH

DAILY POWER

Tumble

KEYWORDS

Martial

USED

Move

⬆ ⬇ ⬆

Personal

ACTION

⬅ ⬆ ⬇

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

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

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

PH

UTILITY POWER

Sacrificial Dagger +2

+2 attack rolls and damage

+2d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

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

6

PRICE

1800

BOOK

PH

MAGIC ITEM

Shared Suffering Leather Armor +1

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER
Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

ITEM SLOT/TYPE

Body

LEVEL

5

PRICE

1000

BOOK

PH

MAGIC ITEM

Cloak of Distortion +1

+1 Fortitude, Reflex, and Will

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES
A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER
Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

4

PRICE

840

BOOK

AV

MAGIC ITEM