

Player Name \_\_\_\_\_

Steve Epsilon 1 Rogue  
 Character Name Level Class Paragon Path Epic Destiny Total XP 0  
 Bullywug Medium Male Unaligned  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

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

### FORT

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

CONDITIONAL BONUSES

### REF

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

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
15	Passive Perception	10	5

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Club

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	1		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	1					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
27	13	8

1/2 HP: 13    1/4 HP: 6

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

**Rancid Air**

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### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Club

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	AC	Club	1d6+1
1	AC	Unarmed (Melee)	1d4+1
4	AC	Unarmed (Range)	1d4+4
_____	_____	_____	_____

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX	4	5		
0	Arcana	INT	0	0	n/a	
8	Athletics	STR	1	5		2
7	Bluff	CHA	2	5	n/a	
2	Diplomacy	CHA	2	0	n/a	
0	Dungeoneering	WIS	0	0	n/a	
2	Endurance	CON	2	0		
0	Heal	WIS	0	0	n/a	
0	History	INT	0	0	n/a	
5	Insight	WIS	0	5	n/a	
2	Intimidate	CHA	2	0	n/a	
0	Nature	WIS	0	0	n/a	
5	Perception	WIS	0	5	n/a	
0	Religion	INT	0	0	n/a	
9	Stealth	DEX	4	5		
2	Streetwise	CHA	2	0	n/a	
9	Thievery	DEX	4	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.

**Ruthless Ruffian** - Proficient with club, mace; use with Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling 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.

**Pact Initiate (star pact)** - Gain Dire Radiance as an encounter power, can use warlock implements for warlock powers

### FEATS

**Pact Initiate** - Warlock: skill training, pact at-will power 1/ encounter

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### LANGUAGES KNOWN

Common, Primordial

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**POWER INDEX**

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

**AT-WILL POWERS**

Disheartening Strike	
Deft Strike	

**ENCOUNTER POWERS**

Dire Radiance	<input type="checkbox"/>
King's Castle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Handspring Assault	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

	<input type="checkbox"/>
	<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**

Adventurer's Kit
Leather Armor (E)
Club (E)

**COINS AND OTHER WEALTH**

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 53 / 120

**MAGIC ITEM INDEX**

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

**MAGIC ITEMS**

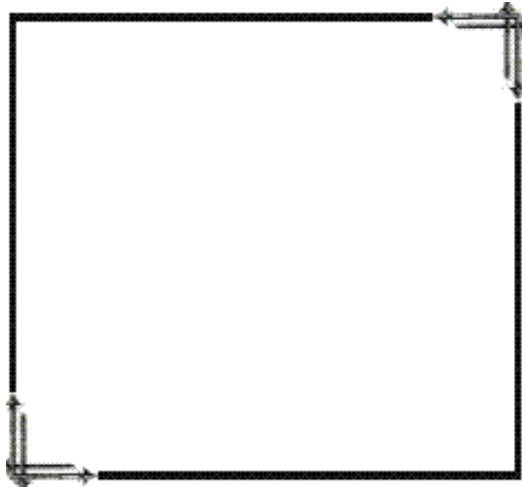
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<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**


CHARACTER NAME  
**Steve Epsilon**

PLAYER NAME

RACE Bullywug CLASS Rogue LEVEL 1

<b>HP</b> 27	<b>12 STR</b>	<b>AC</b> 16
<b>Spd</b> 6	<b>15 CON</b>	<b>Fort</b> 12
<b>Init</b> +4	<b>18 DEX</b>	<b>Ref</b> 16
	<b>11 INT</b>	<b>Will</b> 12
	<b>10 WIS</b>	
	<b>14 CHA</b>	

**15** Passive Insight    **15** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS®

**Disheartening Strike**

KEYWORDS Martial, Rattling, Weapon USED

Standard	* ↓ * ✈	Melee or Ranged weapon
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
<b>6</b>	vs <b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Club: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS  
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP

**AT-WILL POWER** DUNGEONS & DRAGONS®

**King's Castle**

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ✈	Melee or Ranged weapon
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
<b>6</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

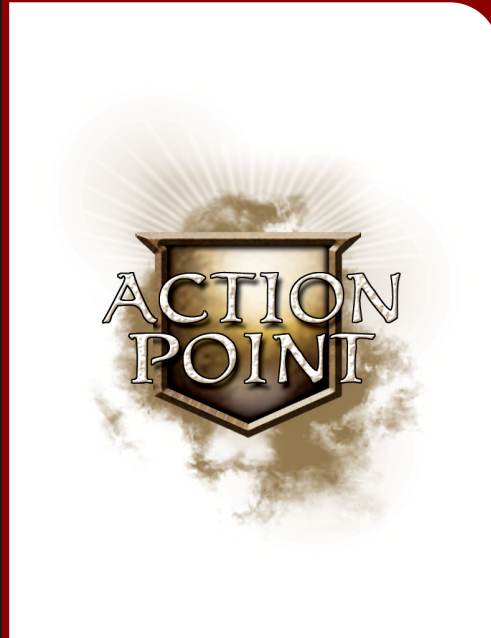
Requirement: You must be wielding a crossbow, a light blade, or a sling.  
 Attack: Dexterity vs. Reflex  
 Hit: 2[W] + Dexterity modifier (+4) damage.  
 Effect: Switch places with a willing adjacent ally.

Club: +6 attack, 2d6+4 damage

ADDITIONAL EFFECTS  
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS®



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS®

**Deft Strike**

KEYWORDS Martial, Weapon USED

Standard	* ↓ * ✈	Melee or Ranged weapon
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
<b>6</b>	vs <b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Club: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS  
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS®

**Handspring Assault**

KEYWORDS Martial, Reliable, Weapon USED

Standard	* ↓ * ✈	Melee weapon
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
<b>6</b>	vs <b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Prerequisite: You must be trained in Acrobatics.  
 Requirement: You must be wielding a light blade.  
 Attack: Dexterity vs. AC  
 Hit: 3[W] + Dexterity modifier (+4) damage, and you can shift 2 squares.  
 Special: When charging, you can use this power in place of a melee basic attack.

Club: +6 attack, 3d6+4 damage

ADDITIONAL EFFECTS  
+2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP

**DAILY POWER** DUNGEONS & DRAGONS®

**Second Wind**

KEYWORDS USED

Standard	↓ ✈	Personal
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
	vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

**ENCOUNTER ACTION** DUNGEONS & DRAGONS®

**Dire Radiance**

KEYWORDS Arcane, Fear, Implement, Radiant USED

Standard	↓ 10 ✈	Ranged 10
<b>ACTION</b>	↔ ✨	<b>RANGE</b>
<b>2</b>	vs <b>Fort</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Constitution vs. Fortitude  
 Hit: 1d6 + Constitution modifier (+2) radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier (+2) damage.  
 Increase damage and extra damage to 2d6 + Constitution modifier (+2) at 21st level.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS®