

Player Name

Harnost - Guildmaster

3

Rogue

2,250

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Halfling

Small

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	5	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7			1		

CONDITIONAL BONUSES

+2 AC against opportunity attacks, +3 AC (Cha mod) against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	1
10	CON Constitution	0	1
20	DEX Dexterity	5	6
10	INT Intelligence	0	1
8	WIS Wisdom	-1	0
16	CHA Charisma	3	4

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
32	16	8	6
	1/2 HP	1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	6	5	2
1	Arcana	INT	1	0	n/a
7	Athletics	STR	1	5	1
4	Bluff	CHA	4	0	n/a
4	Diplomacy	CHA	4	0	n/a
0	Dungeoneering	WIS	0	0	n/a
1	Endurance	CON	1	0	
0	Heal	WIS	0	0	n/a
1	History	INT	1	0	n/a
5	Insight	WIS	0	5	n/a
4	Intimidate	CHA	4	0	n/a
0	Nature	WIS	0	0	n/a
5	Perception	WIS	0	5	n/a
1	Religion	INT	1	0	n/a
11	Stealth	DEX	6	5	

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.**Second Chance** - Use second chance as an encounter power.**Nimble Reaction** - +2 AC against opportunity attacks.

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.**Artful Dodger** - Add Cha mod to AC against opportunity 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.

LANGUAGES KNOWN

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SCORE	BASE	ARMOR	ITEM	MISC
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SPECIAL MOVEMENT

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 - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	1	0		3			1

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	1	5		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	0	1			

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	5	1			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	AC	Dagger (Melee)	1d4+1
10	AC	Dagger (Range)	1d4+6
8	AC	Sling	1d6+5
3	AC	Unarmed (Melee)	1d4

FEATS

Backstabber - Sneak Attack dice increase to d8s**Weapon Focus (Light Blade)** - Gain +1 damage per tier with Light Blades.

CHARACTER NAME
Harnost - Guildmaster

PLAYER NAME

RACE Halfling CLASS Rogue LEVEL 3

HP 32	11 STR	AC 19
Spd 6	10 CON	Fort 11
Init +6	20 DEX	Ref 18
	10 INT	Will 14
	8 WIS	
	16 CHA	

15 Passive Insight 15 Passive Perception



Second Wind

KEYWORDS USED

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

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

PLAY DATA

ENCOUNTER SPECIAL

ENCOUNTER ACTION

Sly Flourish

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: 1[W] + Dexterity modifier (+5) + Charisma modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+5) + Charisma modifier (+3) at 21st level.

Dagger: +10 attack, 1d4+9 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Deft Strike

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.
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.

Dagger: +10 attack, 1d4+6 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Second Chance

KEYWORDS USED

Imm Intern.	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

AT-WILL POWER

AT-WILL POWER

ENCOUNTER POWER

Positioning Strike

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
10 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier (+5) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+3).

Dagger: +10 attack, 1d4+6 damage

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

Trickster's Blade

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 (+5) damage. Add your Charisma modifier (+3) to your AC until the start of your next turn.

Dagger: +10 attack, 2d4+6 damage

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

Trick Strike

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: 3[W] + Dexterity modifier (+5) damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Dagger: +10 attack, 3d4+6 damage

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

Tumble

KEYWORDS Martial USED

Move Action   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



Slick Leather Armor +1

+1 AC

BONUS **ENHANCEMENT** **CRITICAL**

PROPERTIES

Gain a bonus to Acrobatics checks to escape actions equal to twice the armor's enhancement bonus.

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE Body LEVEL 2 PRICE 520 BOOK PH

MAGIC ITEM

