

Player Name Uffe

Pokh		8	Rogue		13,000	
Character Name		Level	Class	Paragon Path	Epic Destiny	Total XP
Bullywug		Medium	Male	Unaligned		
Race	Size	Age	Gender	Height	Weight	Alignment
						Deity
				Adventuring Company	RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	6	4	0

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	14	8			2		

CONDITIONAL BONUSES
+3 AC against opportunity attacks, +2 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT
+2 Speed when you charge or run

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	4
14	CON Constitution	2	6
22	DEX Dexterity	6	10
11	INT Intelligence	0	4
8	WIS Wisdom	-1	3
16	CHA Charisma	3	7

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	14	2			2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	14	6	2		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	14	3			2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Cloaked Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+16	4	6		3		2	1

ABILITY: Ranged Basic Attack - Cloaked Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+16	4	6		3		2	1

HIT POINTS

MAX HP	61	BLOODIED	30	HEALING SURGES	15	SURGES/DAY	8
	1/2 HP		1/4 HP				
CURRENT HIT POINTS		CURRENT SURGE USES					
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>					
TEMPORARY HIT POINTS							
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
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 - Gain poison aura 2: enemies that spend healing surge become weakened.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Cloaked Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+10	6		2	2	

ABILITY: Ranged Basic Attack - Cloaked Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+8	6		2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
16	vs AC	Cloaked Dagger +2 (Melee)	1d4+10
16	vs AC	Cloaked Dagger +2 (Range)	1d4+8
13	vs AC	Shuriken	1d6+6
10	vs AC	Unarmed (Melee)	1d4+8

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics							10	5	n/a	0
4	Arcana							4	0	n/a	0
11	Athletics							4	5	n/a	2
12	Bluff							7	5	n/a	0
7	Diplomacy							7	0	n/a	0
3	Dungeoneering							3	0	n/a	0
6	Endurance							6	0	n/a	0
3	Heal							3	0	n/a	0
4	History							4	0	n/a	0
3	Insight							3	0	n/a	0
7	Intimidate							7	0	n/a	0
3	Nature							3	0	n/a	0
3	Perception							3	0	n/a	0
4	Religion							4	0	n/a	0
15	Stealth							10	5	n/a	0
12	Streetwise							7	5	n/a	0
15	Thievery							10	5	n/a	0

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.

FEATS

Fast Runner - +2 to speed when you charge or run

Nimble Runner - +2 Reflex when you run, and don't grant combat advantage

Defensive Mobility - +2 to AC against opportunity attacks

Opportunity Knocks - Gain combat advantage after some opportunity attacks

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

LANGUAGES KNOWN

Common, Primordial

POWER INDEX

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

AT-WILL POWERS

Sly Flourish	<input type="checkbox"/>
Acrobatic Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Acrobat's Blade Trick	<input type="checkbox"/>
Jumping Blade Assault	<input type="checkbox"/>
From the Shadows	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Spinning Blade Leap	<input type="checkbox"/>
Go for the Eyes	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Agile Recovery	<input type="checkbox"/>
Tumbling Dodge	<input type="checkbox"/>
Swift Parry	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Thieves' Tools
Shuriken (10)
Bottle of Wine
Waterskin (3)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 29 / 100

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 Cloaked Dagger +2 (E)	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR Summoned Leather Armor +2 (E)	<input type="checkbox"/>
ARMS Bracers of Mighty Striking (heroic tier) (E)	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK Amulet of Resolution +2 (E)	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
Ebony Fly (heroic tier)	<input type="checkbox"/>
Potion of Healing (heroic tier) (3)	<input type="checkbox"/>
Lesser Elixir of Invisibility (heroic tier)	<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"/>
	<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
Pokh

PLAYER NAME
Uffe

RACE Bullywug CLASS Rogue LEVEL 8

SCORE	ABILITY	MOD
HP 61	10 STR +0	AC 24
Spd 6	14 CON +2	Fort 18
Init +10	22 DEX +6	Ref 24
	11 INT +0	Will 19
	8 WIS -1	
	16 CHA +3	

13 Passive Insight **13** Passive Perception


Skills

15	Acrobatics	DEX	(Trained)
4	Arcana	INT	
11	Athletics	STR	(Trained)
12	Bluff	CHA	(Trained)
7	Diplomacy	CHA	
3	Dungeoneering	WIS	
6	Endurance	CON	
3	Heal	WIS	
4	History	INT	
3	Insight	WIS	
7	Intimidate	CHA	
3	Nature	WIS	
3	Perception	WIS	
4	Religion	INT	
15	Stealth	DEX	(Trained)
12	Streetwise	CHA	(Trained)
15	Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

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.

PLAY DATA **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 1 BOOK PH

Sly Flourish

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

16 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 (+6) + Charisma modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+6) + Charisma modifier (+3) at 21st level.
Cloaked Dagger +2: +16 attack, 1d4+11 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Acrobatic Strike

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

16 vs AC One creature

ATTACK DEFENSE TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+6) damage. If you are grabbed, you escape the grab.
Level 21: 2[W] + Dexterity modifier (+6) damage.
Effect: Before or after the attack, you shift 1 square.
Cloaked Dagger +2: +16 attack, 1d4+8 damage

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

CLASS Rogue LEVEL 1 BOOK MP2

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Acrobat's Blade Trick

KEYWORDS: Martial, Weapon, Standard, Close burst 1, ACTION, RANGE

16 vs AC Each enemy in burst you can see

ATTACK DEFENSE TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+6) damage
Effect: After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.
Cloaked Dagger +2: +16 attack, 1d4+8 damage

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

CLASS Rogue LEVEL 1 BOOK MP2

Jumping Blade Assault

KEYWORDS: Martial, Weapon, Standard, Melee weapon, ACTION, RANGE

16 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Artful Dodger: If you use this power as part of a charge, you can target Reflex instead of AC.
Effect: You knock the target prone.
Hit: 2[W] + Dexterity modifier (+6) damage.
Special: When charging, you can use this power in place of a melee basic attack.
Cloaked Dagger +2: +16 attack, 2d4+8 damage

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

CLASS Rogue LEVEL 3 BOOK MP2

From the Shadows

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

16 vs AC One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Effect: Before the attack, you can shift 2 squares. If the target could not see you before the shift, you gain combat advantage for this attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+6) damage, and you can shift 2 squares. If you have any cover or concealment after this shift, you can make a Stealth check as a free action.
Artful Dodger: Before the attack and after the hit, you can instead shift a number of squares equal to 1 + your Charisma modifier (+3).
Cloaked Dagger +2: +16 attack, 1d4+8 damage

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

CLASS Rogue LEVEL 7 BOOK MP

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Spinning Blade Leap

KEYWORDS Martial, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

16 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a light blade.
Effect: Before and after the attack, you shift your speed.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+6) damage.
Miss: Half damage.

Cloaked Dagger +2: +16 attack, 2d4+8 damage

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

CLASS Rogue LEVEL 1 BOOK MP2

DAILY POWER

Go for the Eyes

KEYWORDS Martial, Weapon USED

Standard * Melee or Ranged weapon

ACTION **RANGE**

16 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 (+6) damage, and the target is blinded and can't shift until the end of your next turn.
Aftereffect: Until the end of the encounter, whenever you damage the target, it takes a -2 penalty to attack rolls and can't shift until the end of your next turn.
Miss: If you were hidden from the target before the attack, you do not expend this power.

Cloaked Dagger +2: +16 attack, 2d4+8 damage

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

CLASS Rogue LEVEL 5 BOOK MP2

DAILY POWER

Agile Recovery

KEYWORDS USED

Minor

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You stand up.
Prerequisite: You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS Acrobatics LEVEL 2 BOOK PH3

UTILITY POWER

Tumbling Dodge

KEYWORDS USED

Imm Interr Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: A melee attack hits you
Effect: You make an Acrobatics check and gain a bonus to all defenses against the triggering attack equal to the check result divided by 10. If the bonus causes the attack to miss, you shift 1 square.
Prerequisite: You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS Acrobatics LEVEL 6 BOOK PH3

UTILITY POWER

Swift Parry

KEYWORDS Weapon USED

Imm Interr Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Requirement: You must be wielding a light blade.
Trigger: You are hit by a melee attack
Effect: You gain a bonus to defenses against the attack equal to your Charisma modifier (+3), and you gain combat advantage against the triggering attacker until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 6 BOOK Dragon 381

UTILITY POWER

Cloaked Dagger +2

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).
Light Thrown, Off-hand

Melee Basic Attack: +16 attack, 1d4+10 damage
Ranged Basic Attack: +16 attack, 1d4+8 damage

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT	Off-hand	WEIGHT	1	PRICE	3400	BOOK	PH
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MAGIC WEAPON

Summoned Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT	Body	WEIGHT	15	PRICE	1800	BOOK	PH
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MAGIC ITEM

Ebony Fly (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

POWER
Power (Daily • Conjuration): Standard Action. Use this figurine to conjure a giant black fly (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.
The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.
Ebony Fly:
Large natural animate (mount).
Initiative as conjurer Senses Perception +5.
HP 14; Bloodied 7.
AC 18; Fortitude 16, Reflex 15, Will 14.
Speed 4, fly 10, overland flight 15.
M Bite (Standard, at-will) .
+12 vs Armor Class; 1d6+4 damage.
Aerial Agility (While mounted by a friendly rider of 9th level or higher) • Mount.

ITEM SLOT		WEIGHT	0	PRICE	4200	BOOK	AV
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MAGIC ITEM

Amulet of Resolution +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

POWER
Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

ITEM SLOT	Neck	WEIGHT	0	PRICE	2600	BOOK	AV
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MAGIC ITEM

Bracers of Mighty Striking (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		2	Arms Slot Item
		LEVEL	TYPE

PROPERTIES

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
Arms	0	520	PH

MAGIC ITEM

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			3
ENHANCEMENT		5	Potion
		LEVEL	TYPE

PROPERTIES

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
	0	50	PH

MAGIC ITEM

Lesser Elixir of Invisibility (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		7	Potion
		LEVEL	TYPE

PROPERTIES

Power (Consumable): Minor Action. Effect: You drink the elixir and become invisible until the end of your next turn. The effect ends if you make an attack roll.

Special: Consuming this elixir counts as a use of a magic item daily power.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
	0	100	SOTAC

MAGIC ITEM