

Player Name Thor Fejerskov Jensen

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

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	5	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	14	7			2		

CONDITIONAL BONUSES
+5 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
13	STR Strength	1	5
13	CON Constitution	1	5
20	DEX Dexterity	5	9
10	INT Intelligence	0	4
8	WIS Wisdom	-1	3
20	CHA Charisma	5	9

FORT

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

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	REF	14	5	2		2		

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	14	5			2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8

Passive Perception

SCORE	BASE	SKILL BONUS
13	10	3

SPECIAL SENSES
Darkvision

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
60	30	15
	1/2 HP	1/4 HP
		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

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Zebith's Master Blade

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	4	1		3		2	

ABILITY: Ranged Basic Attack - Zebith's Hand of Justice

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	5		2		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Zebith's Master Blade

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	1		2		

ABILITY: Ranged Basic Attack - Zebith's Hand of Justice

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	5		2		

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lolthouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Zebith's Master Blade	1d6+3
13	vs AC	Zebith's Hand of Justice	1d8+7
5	vs AC	Unarmed (Melee)	1d4+1
9	vs AC	Unarmed (Range)	1d4+5

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	
14	Acrobatics	DEX	9	5	n/a	0
4	Arcana	INT	4	0	n/a	0
5	Athletics	STR	5	0	n/a	0
9	Bluff	CHA	9	0	n/a	0
9	Diplomacy	CHA	9	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
5	Endurance	CON	5	0	n/a	0
3	Heal	WIS	3	0	n/a	0
4	History	INT	4	0	n/a	0
8	Insight	WIS	3	5	n/a	0
16	Intimidate	CHA	9	5	n/a	2
3	Nature	WIS	3	0	n/a	0
3	Perception	WIS	3	0	n/a	0
4	Religion	INT	4	0	n/a	0
16	Stealth	DEX	9	5	n/a	2
14	Streetwise	CHA	9	5	n/a	0
14	Thievery	DEX	9	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.

Sharpshooter Talent

Sharpshooter Talent (Crossbow)

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

FEATS

Far Shot - Increase projectile weapon range by 5 squares

Ruthless Hunter - Your hand crossbow deals 1d8 damage, gains high crit property

Two-Fisted Shooter - Treat hand crossbow as off-hand weapon, reload free action

Drow Fighting Style - While armed with a light blade and hand crossbow, you don't provoke opportunity attacks with the hand crossbow

Backstabber - Sneak Attack dice increase to d8s

Berserker's Fury - Barbarian: skill training, bonus damage 1/day

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Zebith Orkallael

PLAYER NAME
Thor Fejerskov Jensen

RACE **Drow** CLASS **Rogue** LEVEL **8**

	SCORE	ABILITY	MOD	
HP	60	STR	+1	AC
Spd	6	CON	+1	Fort
Init	+9	DEX	+5	Ref
		INT	+0	Will
		WIS	-1	
		CHA	+5	

18 Passive Insight **13** Passive Perception


Skills

14	Acrobatics	DEX	(Trained)
4	Arcana	INT	
5	Athletics	STR	
9	Bluff	CHA	
9	Diplomacy	CHA	
3	Dungeoneering	WIS	
5	Endurance	CON	
3	Heal	WIS	
4	History	INT	
8	Insight	WIS	(Trained)
16	Intimidate	CHA	(Trained)
3	Nature	WIS	
3	Perception	WIS	
4	Religion	INT	
16	Stealth	DEX	(Trained)
14	Streetwise	CHA	(Trained)
14	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

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: LEVEL: BOOK: *PH*

PLAY DATA DUNGEONS & DRAGONS

Preparatory Shot

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

13 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: Dexterity modifier (+5) + Intelligence modifier (+0) damage, and the target grants combat advantage to you until the end of your next turn.
Level 21: 5 + Dexterity modifier (+5) + Intelligence modifier (+0) damage.
Zebith's Hand of Justice: +13 attack, 5 damage

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

CLASS: **Rogue** LEVEL: **1** BOOK: *MP2*

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Sly Flourish

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

14 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 (+5) damage.
Increase damage to 2[W] + Dexterity modifier (+5) + Charisma modifier (+5) at 21st level.
Zebith's Master Blade: +14 attack, 1d6+12 damage
Zebith's Hand of Justice: +13 attack, 1d8+12 damage

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

CLASS: **Rogue** LEVEL: **1** BOOK: *PH*

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Cloud of Darkness

KEYWORDS: Minor, Close burst 1, ACTION, RANGE

vs

ATTACK DEFENSE TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS: **Racial Power** LEVEL: * BOOK: *FRPG*

Darkfire

KEYWORDS: Minor, Ranged 10, ACTION, RANGE

13 vs **Reflex** One creature

ATTACK DEFENSE TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.
Unarmed: +13 attack

ADDITIONAL EFFECTS

CLASS: **Racial Power** LEVEL: * BOOK: *FRPG*

Shadow Strike

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

14 vs **AC** One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden after the attack.
Hit: 1[W] + Dexterity modifier (+5) damage.
Zebith's Master Blade: +14 attack, 1d6+7 damage
Zebith's Hand of Justice: +13 attack, 1d8+7 damage

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

CLASS: **Rogue** LEVEL: **1** BOOK: *MP2*

ENCOUNTER POWER DUNGEONS & DRAGONS

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Strike and Move

KEYWORDS: Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

14 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a light blade.
Effect: You can shift a number of squares equal to your Charisma modifier (+5). At any point during this shift, you can make the following attack.
Artful Dodger: You instead shift 2 + your Charisma modifier (+5) squares.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage.

Zebith's Master Blade: +14 attack, 2d6+7 damage

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

CLASS Rogue LEVEL 3 BOOK *Dragon 381*

From the Shadows

KEYWORDS: Martial, Weapon

Standard * Melee or Ranged weapon

ACTION **RANGE**

14 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 (+5) 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 (+5).

Zebith's Master Blade: +14 attack, 1d6+7 damage
Zebith's Hand of Justice: +13 attack, 1d8+7 damage

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

CLASS Rogue LEVEL 7 BOOK *MP*

Duelist's Demand

KEYWORDS: Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

14 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage, and the target is immobilized and grants combat advantage to you. This effect ends if the target ends its turn and you are not adjacent to it.
Miss: Half damage, and the target is immobilized and grants combat advantage to you until the end of your next turn.

Zebith's Master Blade: +14 attack, 2d6+7 damage

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

CLASS Rogue LEVEL 5 BOOK *Dragon 381*

Hounding Assault

KEYWORDS: Martial, Rattling, Weapon

Standard * Melee or Ranged weapon

ACTION **RANGE**

14 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.
Miss: Half damage.
Effect: Until the end of the encounter, your melee attacks have the rattling keyword.

Zebith's Master Blade: +14 attack, 2d6+7 damage
Zebith's Hand of Justice: +13 attack, 2d8+7 damage

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

CLASS Rogue LEVEL 1 BOOK *MP2*

Fleeting Ghost

KEYWORDS: Martial

Move Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Prerequisite: You must be trained in Stealth.
Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 2 BOOK *PH*

Fast Hands

KEYWORDS: Martial

Free Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item
Special: You can use this power only once per round.
Prerequisite: You must be trained in Thievery.

ADDITIONAL EFFECTS

CLASS Thievery LEVEL 2 BOOK *PH3*

Chameleon

KEYWORDS: Martial

Imm Interr Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You are hidden and lose cover or concealment against an enemy
Prerequisite: You must be trained in Stealth.
Effect: Make a Stealth check. You remain hidden from the triggering enemy if your check beats its passive Perception check. Until the end of your next turn, you can remain hidden without needing any cover or concealment.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 6 BOOK *PH*

Zebith's Hand of Justice

1d8	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon. Load Free, High Crit, Off-hand

Ranged Basic Attack: +13 attack, 1d8+7 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter): Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	3400	BOOK	<i>PH</i>
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Zebith's Master Blade

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+1d6 damage per plus
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
While you're using a stance power, you gain a +1 bonus to attack rolls on melee basic attacks and at-will attacks with this weapon. Off-hand

Melee Basic Attack: +10 attack, 1d6+3 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor. Until the end of the encounter, while you wield this weapon, you can have two stances active at the same time.

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	4200	BOOK	<i>PH</i>
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Cask of Sweet Relief

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

PROPERTIES

At the start of each day, the cask fills to its full volume with dwarven ale. Any ale taken from the cask evaporates if it has not been consumed when the cask refills.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 680 BOOK AV2

MAGIC ITEM **DUNGEONS & DRAGONS**

Skyggerjægerens beskyttelse

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+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

MAGIC ITEM **DUNGEONS & DRAGONS**

Augmenting Whetstone (level 6)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		6	Whetstones
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

ITEM SLOT WEIGHT 0 PRICE 75 BOOK AV

MAGIC ITEM **DUNGEONS & DRAGONS**

Skyggerjægernes Læderfrakke

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

PROPERTIES

The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds. Drawing an item from a deep-pocket cloak is a minor action.

AT-WILL ENCOUNTER DAILY

POWER

Level 22 or 27: The cloak can hold 2,000 pounds in weight or 200 cubic feet in volume.
Power (At-Will): Free. 1/round. You draw an item from the cloak or store an item within it.

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK AV2

MAGIC ITEM **DUNGEONS & DRAGONS**

Frozen Whetstone (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		7	Whetstones
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable • Cold): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.

ITEM SLOT WEIGHT 0 PRICE 100 BOOK AV

MAGIC ITEM **DUNGEONS & DRAGONS**

Gadgeteer's Garb

Characters drawn to the inner workings of traps and alchemy covet this set of items. The items of the Gadgeteer's Garb bestow a wide range of utilitarian magic, combat boons, and power over traps and alchemical devices. All the items of the set share a skillful synthesis of mechanical and magical design.

Artificers and rogues most often seek out and collect the items of this set.

2: When you or an ally within 5 squares of you spends a healing surge, you or that ally regains additional hit points equal to the number of items you have from this set.

4: You gain a +4 bonus to all defenses against traps.

ITEM SET **DUNGEONS & DRAGONS**