

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Emily Soule

9

Level

**Kallista**  
Unaligned female Tiefling Rogue (Scoundrel)

29	6' 0"	190 lb.	Medium
Age	Height	Weight	Size

16500

Total XP

20500

**Defenses**

<b>22</b>	<b>17</b>	<b>22</b>	<b>21</b>
AC	FORT	REF	WILL

Conditional Bonuses

**Hit Points**

**Max HP**  
(Bloodied 32) **64**

Temp HP

Current Hit Points

**Healing Surges**

Surge Value **16**  
Surges/Day **7**

Current Conditions:

**Combat Statistics and Senses**

**Initiative** **9**

Conditional Modifiers:

**Speed** **6**

**Passive Insight** **15**

**Passive Perception** **22**

Special Senses: Low-light

**Action Points**

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

**Second Wind (one per encounter)** Used

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

**Death Saving Throw Failures****Saving Throw Mods** **0**

+2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized

**Resistances/Vulnerabilities**

Resist 9 Fire

**Current Conditions and Effects****Basic Attacks****Melee**

Wicked Fang Longsword +3

<b>13</b>	<b>1d8+6</b>
Strength vs. AC	Damage

**Ranged**

Rebounding Hand crossbow +2

<b>15</b>	<b>1d6+7</b>
Dexterity vs. AC	Damage

**Languages**

Abyssal, Common, Primordial

**Abilities**

<b>STR</b> Strength	<b>14</b>	Check
<b>CON</b> Constitution	<b>12</b>	5
<b>DEX</b> Dexterity	<b>20</b>	9
<b>INT</b> Intelligence	<b>14</b>	6
<b>WIS</b> Wisdom	<b>12</b>	5
<b>CHA</b> Charisma	<b>22</b>	10

**Skills**

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	<b>14</b>
Arcana	Intelligence		<b>6</b>
Athletics	Strength	<input checked="" type="checkbox"/>	<b>11</b>
Bluff	Charisma	<input checked="" type="checkbox"/>	<b>18</b>
Diplomacy	Charisma		<b>10</b>
Dungeoneering	Wisdom		<b>5</b>
Endurance	Constitution		<b>5</b>
Heal	Wisdom		<b>5</b>
History	Intelligence		<b>6</b>
Insight	Wisdom		<b>5</b>
Intimidate	Charisma		<b>12</b>
Nature	Wisdom		<b>5</b>
Perception	Wisdom	<input checked="" type="checkbox"/>	<b>12</b>
Religion	Intelligence		<b>6</b>
Stealth	Dexterity	<input checked="" type="checkbox"/>	<b>17</b>
Streetwise	Charisma		<b>10</b>
Thievery	Dexterity	<input checked="" type="checkbox"/>	<b>14</b>

Emily Soule

Player Name

**Kallista**  
Character Name



## Character Details

### Background

On the Run from the Devil

### Theme

Demon Spawn

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

Dusk Wardens

### Companions and Allies

Karriion (sister)

### Session and Campaign Notes

Other Notes

## Equipment

### Head

Headband of Perception (heroic...)

### Neck

Amulet of Physical Resolve +1

### Arms

### Hands

### Rings

### Rings

### Off Hand

### Main Hand

Wicked Fang Longsword +3

### Waist

### Feet

### Tattoo

### Ki Focus

## Other Equipment

Flagon of Ale Procurement  
Mountebank's Deck  
Arrows (90)  
Dagger (6)  
Adventurer's Kit  
Climber's Kit  
Everburning Torch  
Thieves' Tools  
Listening Cone  
Mirror  
Map case  
Gambling cheats  
Gambler's gear  
Caltrops  
Oil (1 pint) (6)  
Rebounding Hand crossbow +2  
Ironwood Hound  
Potion of Healing

Total Weight (lbs.)

145

Carrying Capacity (lbs.)

Treasure

2,600 gp  
0 gp banked

Normal

140

Heavy

280

Max

700

Emily Soule

Player Name

## Kallista

Character Name



### Racial Features

#### Bloodhunt

+1 on attacks against bloodied foes.

#### Fire Resistance

Resist fire 5 + 1/2 level.

#### Infernal Wrath

You have the infernal wrath power

### Class/Other Features

#### Brutal Scoundrel

Add Str mod to Sneak Attack damage

#### Demon Spawn Starting Feature

Your origin becomes elemental; gain the demon keyword and the demonic frenzy power

#### First Strike

At encounter start, get combat advantage against foes that haven't acted yet

#### Rogue Tactics

Choose one of the rogue tactics.

#### Sharpshooter Talent

#### Sharpshooter Talent (Crossbow)

#### Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

#### Demon Spawn Level 5 Feature

Gain +2 bonus to Intimidate and the Abyssal language

### Feats

#### Backstabber

Sneak Attack dice increase to d8s

#### Far Shot

Increase projectile weapon range by 5 squares

#### Versatile Duelist

#### Tail Slide

#### Diabolic Soul

After taking a critical hit, gain +2 feat bonus to hit that enemy until end of encounter

#### Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

**Kallista**

Level 9 Tiefling Rogue (Scoundrel)

HP	Score	Ability Mod	AC
64	14	STR 2	22
Spd	12	CON 1	Fort
6	20	DEX 5	17
Init	14	INT 2	Ref
+9	12	WIS 1	22
Will	22	CHA 6	21

15 Passive Insight

22 Passive Perception

Player Name: Emily Soule

**Melee Basic Attack**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +13 vs. AC, 1d8+6 damage**Dagger:** +10 vs. AC, 1d4+2 damage**Melee weapon**      **Target:** One creature*You resort to the simple attack you learned when you first picked up a melee weapon.***Keyword:** Weapon**Attack:** Strength vs. AC**Hit:** 1[W] + Str modifier (+2) damage.**Level 21:** 2[W] + Str modifier (+2) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

**Basic Attack****Sly Flourish**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +16 vs. AC, 1d8+15 damage**Rebounding Hand crossbow +2:** +15 vs. AC, 1d6+13 damage**Dagger:** +13 vs. AC, 1d4+11 damage**Melee or Ranged weapon**      **Target:** One creature*You use a distracting flourish with your off hand to land a solid blow.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a crossbow, a light blade, or a sling.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+5) + Cha modifier (+6) damage.

Additional Effects

+1 Racial bonus to attack rolls against

**Skills**

Acrobatics	Dexterity	• 14
Arcana	Intelligence	6
Athletics	Strength	• 11
Bluff	Charisma	• 18
Diplomacy	Charisma	10
Dungeoneering	Wisdom	5
Endurance	Constitution	5
Heal	Wisdom	5
History	Intelligence	6
Insight	Wisdom	5
Intimidate	Charisma	12
Nature	Wisdom	5
Perception	Wisdom	• 12
Religion	Intelligence	6
Stealth	Dexterity	• 17
Streetwise	Charisma	10
Thievery	Dexterity	• 14

• indicates a trained skill.

**Action Point**

Base action points: 1

**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.**Encounter Special****Duelist's Flurry**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +16 vs. AC, 5 damage**Dagger:** +13 vs. AC, 5 damage**Melee weapon**      **Target:** One creature*You move your blade quickly, stinging your foe with a series of cuts and slashes. Each slice does little damage, but when combined, they form a deadly threat.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. AC**Hit:** Dex modifier (+5) damage, slide the target 1 square, and you shift 1 square. You may use your sneak attack damage even if you do not have combat advantage with this attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

**Rogue Attack 1****Acrobat's Blade Trick**

Encounter ♦ Standard Action

**Wicked Fang Longsword +3:** +16 vs. AC, 1d8+9 damage**Dagger:** +13 vs. AC, 1d4+5 damage**Close burst 1**      **Target:** Each enemy in the burst you can see*You flip into a spinning acrobatic display of flashing blades. Then the display transforms into a deadly attack.***Keywords:** Martial, Weapon**Prerequisite:** You must be trained in Acrobatics.**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+5) 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.

Additional Effects

+1 Racial bonus to attack rolls against

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +16 vs. AC, 1d8+15 damage**Rebounding Hand crossbow +2:** +15 vs. AC, 1d6+13 damage**Dagger:** +13 vs. AC, 1d4+11 damage**Melee or Ranged weapon**      **Target:** One creature*You use a distracting flourish with your off hand to land a solid blow.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a crossbow, a light blade, or a sling.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+5) + Cha modifier (+6) damage.

Additional Effects

+1 Racial bonus to attack rolls against

<h3>Flailing Shove</h3> <p>Encounter ♦ Standard Action</p> <p><b>Wicked Fang Longsword +3:</b> +16 vs. AC, 1d8+9 damage  <b>Dagger:</b> +13 vs. AC, 1d4+5 damage  <b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>The enemy recoils from your slashing blade and accidentally strikes its allies.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage. You push the target 1 square, and after the push, each enemy adjacent to the target takes 3 damage.  <b>Brutal Scoundrel:</b> Each enemy instead takes damage equal to 2 + your Str modifier (+2).</p> <p><b>Additional Effects</b>  <b>+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</b></p>	<h3>Cloud of Steel</h3> <p>Encounter ♦ Standard Action</p> <p><b>Rebounding Hand crossbow +2:</b> +15 vs. AC, 1d6+7 damage  <b>Dagger:</b> +13 vs. AC, 1d4+5 damage  <b>Close blast 5</b>      <b>Target:</b> Each enemy you can see in the blast</p> <p><i>You shower your enemies with a host of projectiles.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage.</p> <p><b>Additional Effects</b>  <b>+2d8+2 to damage once per turn (Sneak Attack)</b>  <b>+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</b></p>	<h3>Duelist's Prowess</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>The way you stand appears to allow a foe an opening, but in truth your skill is such that you use your foe's attack to draw it in for your own quick strike.</i></p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Effect:</b> Until the stance ends, each time an enemy hits or misses you, you can use the Duelist's Prowess Attack power against it.</p>
<p>Rogue Attack 3      Used <input type="checkbox"/></p> <h3>Bloodbath</h3> <p>Daily ♦ Standard Action</p> <p><b>Wicked Fang Longsword +3:</b> +16 vs. Fortitude, 1d8+9 damage  <b>Rebounding Hand crossbow +2:</b> +15 vs. Fortitude, 1d6+7 damage  <b>Dagger:</b> +13 vs. Fortitude, 1d4+5 damage  <b>Melee or Ranged</b>      <b>Target:</b> One creature</p> <p><i>You slice your foe's artery, inflicting a gushing wound.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light blade, or a sling.</p> <p><b>Attack:</b> Dexterity vs. Fortitude</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).  <b>Effect:</b> 1[W] + Dex modifier (+5) damage.</p> <p><b>Additional Effects</b>  <b>+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</b></p>	<p>Rogue Attack 7      Used <input type="checkbox"/></p> <h3>Burst Fire</h3> <p>Daily ♦ Standard Action</p> <p><b>Rebounding Hand crossbow +2:</b> +15 vs. Reflex, 2d6+7 damage  <b>Dagger:</b> +13 vs. Reflex, 2d4+5 damage  <b>Area burst 1</b> within 10 squares      <b>Target:</b> Each enemy in the burst you can see</p> <p><i>You loose missiles in an unpredictable pattern.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p><b>Attack:</b> Dexterity vs. Reflex</p> <p><b>Hit:</b> 2[W] + Dex modifier (+5) damage.  <b>Miss:</b> Half damage.</p> <p><b>Additional Effects</b>  <b>+2d8+2 to damage once per turn (Sneak Attack)</b>  <b>+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</b></p>	<p>Rogue Attack 1      Used <input type="checkbox"/></p> <h3>Perfect Balance</h3> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p><i>No matter how narrow the path, you have the balance and coordination needed to walk it.</i></p> <p><b>Effect:</b> You move your speed - 2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide without making an Acrobatics check.</p> <p><b>Prerequisite:</b> You must be trained in Acrobatics.</p> <p><b>Additional Effects</b></p>
<p>Rogue Attack 5      Used <input type="checkbox"/></p> <p>Tumble</p> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p><i>You dodge and tumble past your foes with such speed and precision that they are unable to react.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Acrobatics.</p> <p><b>Effect:</b> You shift up to your speed.</p> <p><b>Additional Effects</b></p>	<p>Rogue Attack 9      Used <input type="checkbox"/></p> <h3>Black Wrath of Hell</h3> <p>Daily ♦ Free Action</p> <p><b>Personal</b></p> <p><i>You burn through the very essence of your own soul to lend terrifying power to your attack.</i></p> <p><b>Trigger:</b> You hit an enemy with an attack.</p> <p><b>Effect:</b> The attack deals 1d10 extra damage and the target takes a penalty to attack rolls against you equal to the higher of your Intelligence or Cha modifier (+6) (save ends). The bonus damage increases to 2d10 at 11th level and 3d10 at 21st level.</p> <p><b>Additional Effects</b></p>	<p>Acrobatics Utility 6</p> <h3>Diabolic Transformation</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You roar with fury as the hellish blood that flows through your veins reveals its true power. In the blink of an eye, you transform into a brutish fiend.</i></p> <p><b>Keyword:</b> Polymorph</p> <p><b>Effect:</b> You transform into a diabolic brute until the end of the encounter. While you are in this form, you gain regeneration 2, you increase fire resistance by 5, you gain a +2 bonus to damage rolls, and the bonus to attack rolls granted by your Bloodhunt racial trait increases to +2.  11th level: Regeneration 4.  21st level: Regeneration 6.</p> <p><b>Special:</b> Once during this encounter while you are in this form, you can use the black wrath of hell power.</p> <p><b>Additional Effects</b></p>

<p><b>Duelist's Prowess...</b></p> <p>Daily ♦ Immediate Interrupt</p> <p><b>Wicked Fang Longsword +3:</b> +16 vs. Reflex, 1d8+9 damage  <b>Dagger:</b> +13 vs. Reflex, 1d4+5 damage  <b>Melee weapon</b>      <b>Target:</b> The triggering enemy</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> The power Duelist's Prowess must be active in order to use this power.</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Trigger:</b> An enemy adjacent to you attacks you</p> <p><b>Attack:</b> Dexterity vs. Reflex</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage.</p> <p><b>Additional Effects</b> +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p> <p>Used <input type="checkbox"/></p>	<p><b>Headband of Perception...</b></p> <p>Head Slot Item ♦ Level 1</p> <p><b>Properties</b></p> <p>You gain a +1 item bonus to Perception checks.</p>	<p><b>Wicked Fang Longsword +3</b></p> <p>Weapon ♦ Level 13</p> <p><b>Damage:</b> 1d8  <b>Proficiency Bonus:</b> 3  <b>Properties:</b> Versatile  <b>Enhancement:</b> +3 attack rolls and damage rolls  <b>Critical:</b> +1d8 damage per plus</p> <p><b>Properties</b></p> <p>Whenever you use a power with the weapon keyword that deals ongoing damage, increase that ongoing damage by an amount equal to the weapon's enhancement bonus.</p> <p><b>Power ♦ Daily (Free Action)</b></p> <p>Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the attack, the target takes ongoing 10 damage (save ends).</p>
<p><b>Ironwood Hound</b></p> <p>Wondrous Item ♦ Level 10</p> <p><b>Power</b> (Conjunction) ♦ <b>Daily</b> (Standard Action)</p> <p>Use this figurine to conjure a yellow-furred hunting hound (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.</p>	<p><b>Mountebank's Deck</b></p> <p>Wondrous Item ♦ Level 1</p> <p><b>Properties</b></p> <p>You can attune this deck of cards to yourself by shedding six drops of blood on it during a short rest. From that point forward, whenever you draw or deal a card from this deck, it is of a suit and value of your choice. Anyone else who interacts with the deck finds it to be a normal deck of whatever game it is designed for. Only one creature can be attuned to the deck at a time.</p>	<p><b>Flagon of Ale Procurement</b></p> <p>Wondrous Item ♦ Level 5</p> <p><b>Properties</b></p> <p>You know the distance to the nearest alcoholic beverage.</p> <p><b>Power ♦ Daily (Minor Action)</b></p> <p>For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.</p>
<p><b>Potion of Healing</b></p> <p>Consumable ♦ Level 5</p> <p><b>Power</b> (Healing) ♦ <b>Consumable</b> (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>	<p><b>Rebounding Hand crossbow...</b></p> <p>Weapon ♦ Level 7</p> <p><b>Damage:</b> 1d6  <b>Proficiency Bonus:</b> 2  <b>Range:</b> 10/20  <b>Properties:</b> Load Free  <b>Enhancement:</b> +2 attack rolls and damage rolls  <b>Critical:</b> +1d6 damage per plus</p> <p><b>Power ♦ Encounter (Free Action)</b></p> <p><b>Trigger:</b> You attack an enemy with this weapon and miss.  <b>Effect:</b> You make a ranged basic attack against a different enemy within 5 squares of that enemy.</p>	<p><b>Amulet of Physical Resolve +1</b></p> <p>Neck Slot Item ♦ Level 2</p> <p><b>Enhancement:</b> +1 Fortitude, Reflex, and Will</p> <p><b>Properties</b></p> <p>Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.</p>

## Gloaming Leather Armor +1

Armor ♦ Level 5

**Armor Bonus:** 2

**Enhancement:** +1 AC

### Properties

You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

### Utility Power (Illusion) ♦ Encounter

(Standard Action)

*Effect:* You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.