

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Emily Soule

10

Level

Kallista
Unaligned female Tiefling Rogue (Scoundrel)

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

20500

Total XP

26000

Defenses

23	18	23	22
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points
Max HP
(Bloodied 34) **69**

Temp HP

Current Hit Points

Healing Surges
 Surge Value **17**
 Surges/Day **7**

Current Conditions:

Combat Statistics and Senses
Initiative **10**

Conditional Modifiers:

Speed **6**
Passive Insight **16**
Passive Perception **23**

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 10 Fire

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

Wicked Fang Longsword +3

14**1d8+6**

Strength vs. AC

Damage

Ranged

Rebounding Hand crossbow +2

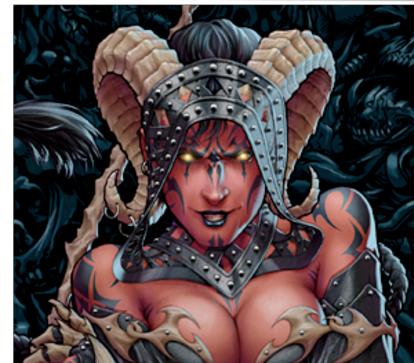
16**1d6+7**

Dexterity vs. AC

Damage

Languages

Abyssal, Common, Primordial

**Abilities**

STR Strength	14	Check
CON Constitution	12	6
DEX Dexterity	20	10
INT Intelligence	14	7
WIS Wisdom	12	6
CHA Charisma	22	11

Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	21
Arcana	Intelligence		7
Athletics	Strength	<input checked="" type="checkbox"/>	18
Bluff	Charisma	<input checked="" type="checkbox"/>	19
Diplomacy	Charisma		11
Dungeoneering	Wisdom		6
Endurance	Constitution		6
Heal	Wisdom		6
History	Intelligence		7
Insight	Wisdom		6
Intimidate	Charisma		13
Nature	Wisdom		6
Perception	Wisdom	<input checked="" type="checkbox"/>	13
Religion	Intelligence		7
Stealth	Dexterity	<input checked="" type="checkbox"/>	18
Streetwise	Charisma		11
Thievery	Dexterity	<input checked="" type="checkbox"/>	15

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

Main Hand

Wicked Fang Longsword +3

Off Hand

Waist

Armor

Gloaming Leather Armor +1

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

Demon Spawn Level 10 Feature

When first bloodied gain resist 5/10/15 acid, cold, fire, lightning, or thunder until the end of the encounter, but you must make opportunity attacks against allies until the end of your next turn

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

Duelist's Panache

Gain Cha modifier as feat bonus to Acrobatics and Athletics.

Kallista

Level 10 Tiefling Rogue (Scoundrel)

HP	Score	Ability Mod	AC
69	14	STR 2	23
Spd	12	CON 1	Fort
6	20	DEX 5	18
Init	14	INT 2	Ref
+10	12	WIS 1	23
Will	22	CHA 6	22

16 Passive Insight**23** Passive Perception

Player Name: Emily Soule

Melee Basic Attack

At-Will ♦ Standard Action

Wicked Fang Longsword +3: +14 vs. AC, 1d8+6 damage**Dagger:** +11 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: +17 vs. AC, 1d8+15 damage**Rebounding Hand crossbow +2:** +16 vs. AC, 1d6+13 damage**Dagger:** +14 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	• 21
Arcana	Intelligence	7
Athletics	Strength	• 18
Bluff	Charisma	• 19
Diplomacy	Charisma	11
Dungeoneering	Wisdom	6
Endurance	Constitution	6
Heal	Wisdom	6
History	Intelligence	7
Insight	Wisdom	6
Intimidate	Charisma	13
Nature	Wisdom	6
Perception	Wisdom	• 13
Religion	Intelligence	7
Stealth	Dexterity	• 18
Streetwise	Charisma	11
Thievery	Dexterity	• 15

• 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: +17 vs. AC, 5 damage**Dagger:** +14 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: +17 vs. AC, 1d8+9 damage**Dagger:** +14 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: +17 vs. AC, 1d8+15 damage**Rebounding Hand crossbow +2:** +16 vs. AC, 1d6+13 damage**Dagger:** +14 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>Wicked Fang Longsword +3: +17 vs. AC, 1d8+9 damage Dagger: +14 vs. AC, 1d4+5 damage Melee weapon Target: One creature</p> <p><i>The enemy recoils from your slashing blade and accidentally strikes its allies.</i></p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a light blade.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 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. Brutal Scoundrel: Each enemy instead takes damage equal to 2 + your Str modifier (+2).</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Cloud of Steel</h3> <p>Encounter ◆ Standard Action</p> <p>Rebounding Hand crossbow +2: +16 vs. AC, 1d6+7 damage Dagger: +14 vs. AC, 1d4+5 damage Close blast 5 Target: Each enemy you can see in the blast</p> <p><i>You shower your enemies with a host of projectiles.</i></p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +2d8+2 to damage once per turn (Sneak Attack) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Duelist's Prowess</h3> <p>Daily ◆ Minor Action</p> <p>Personal</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>Keywords: Martial, Stance</p> <p>Effect: Until the stance ends, each time an enemy hits or misses you, you can use the Duelist's Prowess Attack power against it.</p>
<h3>Bloodbath</h3> <p>Daily ◆ Standard Action</p> <p>Wicked Fang Longsword +3: +17 vs. Fortitude, 1d8+9 damage Rebounding Hand crossbow +2: +16 vs. Fortitude, 1d6+7 damage Dagger: +14 vs. Fortitude, 1d4+5 damage Melee or Ranged Target: One creature</p> <p><i>You slice your foe's artery, inflicting a gushing wound.</i></p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light blade, or a sling.</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: 1[W] + Dex modifier (+5) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends). Effect: 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Burst Fire</h3> <p>Daily ◆ Standard Action</p> <p>Rebounding Hand crossbow +2: +16 vs. Reflex, 2d6+7 damage Dagger: +14 vs. Reflex, 2d4+5 damage Area burst 1 within 10 squares Target: Each enemy in the burst you can see</p> <p><i>You loose missiles in an unpredictable pattern.</i></p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2[W] + Dex modifier (+5) damage. Miss: Half damage.</p> <p>Additional Effects +2d8+2 to damage once per turn (Sneak Attack) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Perfect Balance</h3> <p>At-Will ◆ Move Action</p> <p>Personal</p> <p><i>No matter how narrow the path, you have the balance and coordination needed to walk it.</i></p> <p>Effect: 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>Prerequisite: You must be trained in Acrobatics.</p>
<h3>Shadow Stride</h3> <p>At-Will ◆ Move Action</p> <p>Personal</p> <p><i>You silently step from shadow to shadow, slipping past your foes unseen and unheard.</i></p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Stealth.</p> <p>Requirement: You must be hidden.</p> <p>Effect: Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.</p> <p>Additional Effects</p>	<h3>Tumble</h3> <p>Encounter ◆ Move Action</p> <p>Personal</p> <p><i>You dodge and tumble past your foes with such speed and precision that they are unable to react.</i></p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Acrobatics.</p> <p>Effect: You shift up to your speed.</p> <p>Additional Effects</p>	<h3>Black Wrath of Hell</h3> <p>Daily ◆ Free Action</p> <p>Personal</p> <p><i>You burn through the very essence of your own soul to lend terrifying power to your attack.</i></p> <p>Trigger: You hit an enemy with an attack.</p> <p>Effect: 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>Additional Effects</p>

Diabolic Transformation

Daily ♦ Minor Action

Personal

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.

Keyword: Polymorph

Effect: 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.

Special: Once during this encounter while you are in this form, you can use the black wrath of hell power.

Additional Effects

Feat Utility

Used

Mountebank's Deck

Wondrous Item ♦ Level 1

Properties

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.

Duelist's Prowess...

Daily ♦ Immediate Interrupt

Wicked Fang Longsword +3: +17 vs. Reflex, 1d8+9 damage

Dagger: +14 vs. Reflex, 1d4+5 damage

Melee weapon **Target:** The triggering enemy

Keywords: Martial, Weapon

Requirement: The power Duelist's Prowess must be active in order to use this power.

Requirement: You must be wielding a light blade.

Trigger: An enemy adjacent to you attacks you

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dex modifier (+5) damage.

Additional Effects

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

Headband of Perception...

Head Slot Item ♦ Level 1

Properties

You gain a +1 item bonus to Perception checks.

Ironwood Hound

Wondrous Item ♦ Level 10

Power (Conjuration) ♦ Daily (Standard Action)

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.

Rebounding Hand crossbow...

Weapon ♦ Level 7

Damage: 1d6

Proficiency Bonus: 2

Range: 10/20

Properties: Load Free

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power ♦ Encounter (Free Action)

Trigger: You attack an enemy with this weapon and miss.

Effect: You make a ranged basic attack against a different enemy within 5 squares of that enemy.

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.

Amulet of Physical Resolve +1

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will**Properties**

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.