

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Emily Soule

11

Level

Kallista
Unaligned female Tiefling Rogue (Scoundrel)

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

26000

Total XP

32000

Defenses

23	18	23	22
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	75	Temp HP
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Current Hit Points

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Healing Surges

Surge Value	Surges/Day	
24	8	

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

15

1d8+6

Strength vs. AC

Damage

Ranged

Rebounding Hand crossbow +2

17

1d6+7

Dexterity vs. AC

Damage

Languages

Abyssal, Common, Primordial

**Abilities**

STR Strength	15	Check
CON Constitution	13	6
DEX Dexterity	21	10
INT Intelligence	15	7
WIS Wisdom	13	6
CHA Charisma	23	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.)

Normal

150

Heavy

300

Max

750

Treasure

2,600 gp
0 gp banked

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

Tail Sweep Action

Turathi Tenacity

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 11 Tiefling Rogue (Scoundrel)

HP	75	Score	Ability Mod	AC
Spd	6	15	STR 2	23
Init	+10	13	CON 1	Fort
		21	DEX 5	18
		15	INT 2	Ref
		13	WIS 1	Will
		23	CHA 6	22

16 Passive Insight

23 Passive Perception

Player Name: Emily Soule

Melee Basic Attack

At-Will ♦ Standard Action

Wicked Fang Longsword +3: +15 vs. AC, 1d8+6 damage**Dagger:** +12 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: +18 vs. AC, 1d8+15 damage**Rebounding Hand crossbow +2:** +17 vs. AC, 1d6+13 damage**Dagger:** +15 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

Tail Sweep Action: When you spend an action point to make a melee attack, each enemy adjacent to the target of the attack is knocked prone if you hit or miss.**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: +18 vs. AC, 5 damage**Dagger:** +15 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: +18 vs. AC, 1d8+9 damage**Dagger:** +15 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

Demonic Frenzy

Encounter ♦ No Action

Melee 1 **Target:** One randomly determined creature adjacent to you*When your anger breaks free, your claws and teeth lengthen and you can't stop yourself from lashing out.***Keyword:** Elemental**Trigger:** You hit with a melee attack on your turn.**Effect:** The target takes 1d6 damage.

Level 11: 2d6 damage.

Additional Effects

+1 Racial bonus to attack rolls against

<h3>Flailing Shove</h3> <p>Encounter ♦ Standard Action</p> <p>Wicked Fang Longsword +3: +18 vs. AC, 1d8+9 damage Dagger: +15 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. 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: +17 vs. AC, 1d6+7 damage Dagger: +15 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. Attack: Dexterity vs. AC</p> <p>Hit: 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +3d8+2 to damage once per turn (Sneak Attack) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Hell's Ram</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed: +14 vs. Fortitude Melee 1 Target: One enemy</p> <p><i>Using a simple but brutal technique, you slam your gnarled forehead into your shocked foe.</i></p> <p>Keyword: Martial</p> <p>Attack: Dexterity + 4 or Strength + 4 vs. Fortitude</p> <p>Hit: The target is dazed until the end of your next turn.</p>
<p>Rogue Attack 3 Used <input type="checkbox"/></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> <p>Additional Effects</p>	<p>Rogue Attack 7 Used <input type="checkbox"/></p> <h3>Bloodbath</h3> <p>Daily ♦ Standard Action</p> <p>Wicked Fang Longsword +3: +18 vs. Fortitude, 1d8+9 damage Rebounding Hand crossbow +2: +17 vs. Fortitude, 1d6+7 damage Dagger: +15 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. 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>	<p>Turathi Hell-Kite Attack 11 Used <input type="checkbox"/></p> <h3>Burst Fire</h3> <p>Daily ♦ Standard Action</p> <p>Rebounding Hand crossbow +2: +17 vs. Reflex, 2d6+7 damage Dagger: +15 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. Attack: Dexterity vs. Reflex</p> <p>Hit: 2[W] + Dex modifier (+5) damage. Miss: Half damage.</p> <p>Additional Effects +3d8+2 to damage once per turn (Sneak Attack) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>
<p>Rogue Attack 1 Used <input type="checkbox"/></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> <p>Additional Effects</p>	<p>Rogue Attack 5 Used <input type="checkbox"/></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>	<p>Rogue Attack 9 Used <input type="checkbox"/></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>

<p>Black Wrath of Hell Daily ♦ Free Action</p> <p>Personal</p> <p>You burn through the very essence of your own soul to lend terrifying power to your attack.</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> <p>Used <input type="checkbox"/></p>	<p>Diabolic Transformation Daily ♦ Minor Action</p> <p>Personal</p> <p>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.</p> <p>Keyword: Polymorph</p> <p>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.</p> <p>Special: Once during this encounter while you are in this form, you can use the black wrath of hell power.</p> <p>Additional Effects</p> <p>Feat Utility</p> <p>Used <input type="checkbox"/></p>	<p>Duelist's Prowess... Daily ♦ Immediate Interrupt</p> <p>Wicked Fang Longsword +3: +18 vs. Reflex, 1d8+9 damage Dagger: +15 vs. Reflex, 1d4+5 damage</p> <p>Melee weapon Target: The triggering enemy</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: The power Duelist's Prowess must be active in order to use this power.</p> <p>Requirement: You must be wielding a light blade.</p> <p>Trigger: An enemy adjacent to you attacks you</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p> <p>Used <input type="checkbox"/></p>
<p>Flagon of Ale Procurement Wondrous Item ♦ Level 5</p> <p>Properties</p> <p>You know the distance to the nearest alcoholic beverage.</p> <p>Power ♦ Daily (Minor Action)</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>Ironwood Hound Wondrous Item ♦ Level 10</p> <p>Power (Conjunction) ♦ Daily (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>Headband of Perception... Head Slot Item ♦ Level 1</p> <p>Properties</p> <p>You gain a +1 item bonus to Perception checks.</p>
<p>Gloaming Leather Armor +1 Armor ♦ Level 5</p> <p>Armor Bonus: 2 Enhancement: +1 AC</p> <p>Properties</p> <p>You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.</p> <p>Utility Power (Illusion) ♦ Encounter (Standard Action)</p> <p>Effect: You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.</p>	<p>Wicked Fang Longsword +3 Weapon ♦ Level 13</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +3 attack rolls and damage rolls Critical: +1d8 damage per plus</p> <p>Properties</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>Power ♦ Daily (Free Action)</p> <p>Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the</p>	<p>Potion of Healing Consumable ♦ Level 5</p> <p>Power (Healing) ♦ Consumable (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>

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.**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.

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.