

Player Name

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

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 12    | 4   | 4       | 4    |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 21    | AC      | 14           | 6           |       |      | 1   |      |      |

CONDITIONAL BONUSES

### MOVEMENT

| SCORE | BASE            | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 6     | Speed (Squares) | 6     |      |      |

SPECIAL MOVEMENT

### ABILITY SCORES

| SCORE | ABILITY             | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 13    | STR<br>Strength     | 1        | 5             |
| 13    | CON<br>Constitution | 1        | 5             |
| 18    | DEX<br>Dexterity    | 4        | 8             |
| 12    | INT<br>Intelligence | 1        | 5             |
| 16    | WIS<br>Wisdom       | 3        | 7             |
| 13    | CHA<br>Charisma     | 1        | 5             |

### HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES | SURGE VALUE | SURGES/DAY |
|--------|----------|----------------|-------------|------------|
| 60     | 30       | 16             | 7           |            |
|        | 1/2 HP   | 1/4 HP         |             |            |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
|                    |                    |

SECOND WIND 1/ENCOUNTER

USED

| TEMPORARY HIT POINTS |
|----------------------|
|                      |

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against charm effects

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

Trance - Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 Will; +5 to saving throws against charm.

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural.

### 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.

Brutal Scoundrel - Add Str mod to Sneak Attack damage.

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.

### LANGUAGES KNOWN

Common, Elven

### SENSES

| SCORE | PASSIVE SENSE      | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 17    | Passive Insight    | 10 + | 7           |
| 22    | Passive Perception | 10 + | 12          |

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 8       | 4       | 4    |       |      |      |     |      |

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d4+1  | 1    |      |     |      |      |

ABILITY: Ranged Basic Attack - Unarmed

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d4+4  | 4    |      |     |      |      |

### BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER           | DAMAGE |
|--------|---------|---------------------------|--------|
| 9      | vs AC   | Thundering Short sword +1 | 1d6+2  |
| 11     | vs AC   | Magic Dagger +2 (Melee)   | 1d4+3  |
| 14     | vs AC   | Magic Dagger +2 (Range)   | 1d4+6  |
| 11     | vs AC   | Inescapable Hand Crossbow | 1d6+5  |

### FEATS

Backstabber - Sneak Attack dice increase to d8s

Improved Initiative - +4 to initiative checks

Nimble Blade - +1 to attacks with light blade and combat advantage

Slaying Action - Deal Sneak Attack damage again with an action point

Moon Elf Resilience - Spend healing surge as free action when using fey step in certain situations



CHARACTER NAME

Dayereth

PLAYER NAME

RACEEladrin

CLASSRogue

LEVEL8

HP

60

Spd

6

Init

+12

13

STR

13

CON

16

WIS

13

CHA

21

AC

17

Fort

22

Ref

20

Will

17

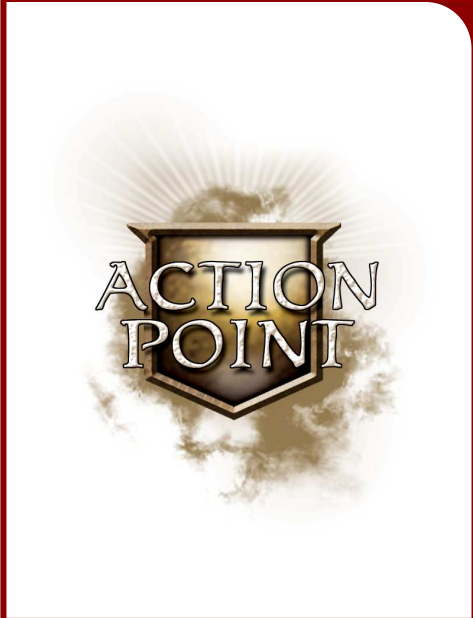
Passive Insight

22

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

⬇️

⬅️

⬆️

Melee or Ranged weapon

ACTION

⬅️

⬆️

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 16 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇️ \*

⬅️

⬆️

Melee or Ranged weapon

ACTION

⬅️

⬆️

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Special:** You can move 2 squares before the attack.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage.  
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.  
  
Thundering Short sword +1: +12 attack, 1d6+5 damage  
Magic Dagger +2: +14 attack, 1d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)  
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Riposte Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇️ ⬆️

⬅️

⬆️

Melee weapon

ACTION

⬅️

⬆️

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+1) damage.  
Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+1) at 21st level.  
  
Thundering Short sword +1: +12 attack, 1d6+5 damage  
Magic Dagger +2: +14 attack, 1d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)  
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Fey Step

KEYWORDS

Teleportation

USED

Move

⬇️

⬅️

⬆️

Personal

ACTION

⬅️

⬆️

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

\*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Torturous Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇️ ⬆️

⬅️

⬆️

Melee weapon

ACTION

⬅️

⬆️

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+4) damage.  
**Brutal Scoundrel:** You gain a bonus to the damage roll equal to your Strength modifier (+1).  
  
Thundering Short sword +1: +12 attack, 2d6+6 damage  
Magic Dagger +2: +14 attack, 2d4+7 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)  
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Bait and Switch

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇️ ⬆️

⬅️

⬆️

Melee weapon

ACTION

⬅️

⬆️

RANGE

12

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. Will  
**Hit:** 2[W] + Dexterity modifier (+4) damage. In addition, you switch places with the target and can then shift 1 square.  
**Artful Dodger:** You can shift a number of squares equal to your Charisma modifier (+1).  
  
Thundering Short sword +1: +12 attack, 2d6+5 damage  
Magic Dagger +2: +14 attack, 2d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)  
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Circling Predator

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇️ ⬆️

⬅️

⬆️

Melee weapon

ACTION

⬅️

⬆️

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier (+4) damage.  
**Effect:** You can shift 1 square and must end adjacent to the target. Then make a secondary attack against it.  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage, and you gain combat advantage against the target until the end of your next turn.  
  
Thundering Short sword +1: +12 attack, 1d6+5 damage  
Magic Dagger +2: +14 attack, 1d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)  
+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

7

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Easy Target

KEYWORDS

Martial, Weapon

USED

Standard

\*

⬇

\*

↗

Melee or Ranged weapon

ACTION

⬅

⬆

RANGE

12

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 (+4) damage, and the target is slowed and grants combat advantage to you (save ends both).

**Miss:** Half damage, and the target grants combat advantage to you until the end of your next turn.

Thundering Short sword +1: +12 attack, 2d6+5 damage

Magic Dagger +2: +14 attack, 2d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)

+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Clever Riposte

KEYWORDS

Martial, Weapon

USED

Standard

\*

⬇

\*

↗

Melee weapon

ACTION

⬅

⬆

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier (+4) damage.

**Effect:** Until the end of the encounter, the target takes damage equal to your Dexterity modifier (+4) each time it attacks you, and you can shift as an immediate reaction after such an attack.

Thundering Short sword +1: +12 attack, 2d6+5 damage

Magic Dagger +2: +14 attack, 2d4+6 damage

ADDITIONAL EFFECTS

+2d8+1 to damage once per round (Sneak Attack)

+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS

Rogue

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Sneak in the Attack

KEYWORDS

Martial

USED

Minor

\*

⬇

\*

↗

Melee 1

ACTION

⬅

⬆

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** One creature

**Effect:** Until the start of your next turn, the next ally who hits the target and has combat advantage against it deals extra damage against it equal to your Sneak Attack damage.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Vexing Flanker

KEYWORDS

Martial

USED

Imm React

\*

⬇

\*

↗

Personal

ACTION

⬅

⬆

RANGE

AT-WILL

ENCOUNTER

DAILY

**Trigger:** An ally enters a square adjacent to an enemy adjacent to you

**Effect:** You can shift to any other square adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

6

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Magic Dagger +2

|                                  |            |             |             |
|----------------------------------|------------|-------------|-------------|
| 1d4                              | 3          | Light Blade | 5/10        |
| DAMAGE                           | PROFICIENT | GROUP       | RANGE       |
| +2 attack rolls and damage rolls |            | 6           | +2d6 damage |
| ENHANCEMENT                      |            | LEVEL       | CRITICAL    |

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +11 attack, 1d4+3 damage

Ranged Basic Attack: +14 attack, 1d4+6 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

1

PRICE

1800

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Thundering Short sword +1

|                                  |            |             |                     |
|----------------------------------|------------|-------------|---------------------|
| 1d6                              | 3          | Light Blade |                     |
| DAMAGE                           | PROFICIENT | GROUP       | RANGE               |
| +1 attack rolls and damage rolls |            | 3           | +1d6 thunder damage |
| ENHANCEMENT                      |            | LEVEL       | CRITICAL            |

PROPERTIES

Off-hand

Melee Basic Attack: +9 attack, 1d6+2 damage

AT-WILL

ENCOUNTER

DAILY

POWER

**Power (Daily • Thunder):** Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

680

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Inescapable Hand Crossbow +1

|                                  |            |          |             |
|----------------------------------|------------|----------|-------------|
| 1d6                              | 2          | Crossbow | 10/20       |
| DAMAGE                           | PROFICIENT | GROUP    | RANGE       |
| +1 attack rolls and damage rolls |            | 3        | +1d6 damage |
| ENHANCEMENT                      |            | LEVEL    | CRITICAL    |

PROPERTIES

Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit. Load Free

Ranged Basic Attack: +11 attack, 1d6+5 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

2

PRICE

680

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Veteran's Leather Armor +1

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

PROPERTIES

When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Body

WEIGHT

15

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Potion of Healing (heroic tier)

|             |       |       |          |
|-------------|-------|-------|----------|
|             |       |       | 2        |
| AC BONUS    | CHECK | SPEED | QUANTITY |
|             |       | 5     | Potion   |
| ENHANCEMENT |       | 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.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Bracers of Defense (heroic tier)

|  |       |                     |                |
|--|-------|---------------------|----------------|
|  |       |                     | 1              |
| AC BONUS   | CHECK | SPEED               | QUANTITY       |
|  |       | 7                   | Arms Slot Item |
| ENHANCEMENT  |       | LEVEL               | TYPE           |
| PROPERTIES   |       |                     |                |
|  |       |                     |                |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input checked="" type="checkbox"/> DAILY</div></div>          |       |                     |                |
| POWER  |       |                     |                |
| <p><b>Power (Daily):</b> Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.</p> |       |                     |                |
| ITEM SLOT  | Arms  | WEIGHT              | 0              |
| PRICE  | 2600  | BOOK                | PH             |
| MAGIC ITEM   |       | DUNGEONS & DRAGONS® |                |

Elven Cloak +2

|  |       |                     |                |
|--|-------|---------------------|----------------|
|  |       |                     | 1              |
| AC BONUS   | CHECK | SPEED               | QUANTITY       |
| +2 Fortitude, Reflex, and Will   |       | 7                   | Neck Slot Item |
| ENHANCEMENT  |       | LEVEL               | TYPE           |
| PROPERTIES   |       |                     |                |
| <p>Gain a +2 item bonus to Stealth checks.</p>   |       |                     |                |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div> |       |                     |                |
| POWER  |       |                     |                |
|  |       |                     |                |
| ITEM SLOT  | Neck  | WEIGHT              | 0              |
| PRICE  | 2600  | BOOK                | PH             |
| MAGIC ITEM   |       | DUNGEONS & DRAGONS® |                |

Belt of Vigor (heroic tier)

|  |       |                     |                 |
|--|-------|---------------------|-----------------|
|  |       |                     | 1               |
| AC BONUS   | CHECK | SPEED               | QUANTITY        |
|  |       | 2                   | Waist Slot Item |
| ENHANCEMENT  |       | LEVEL               | TYPE            |
| PROPERTIES   |       |                     |                 |
| <p>You gain a +1 item bonus to your healing surge value.</p>   |       |                     |                 |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div> |       |                     |                 |
| POWER  |       |                     |                 |
|  |       |                     |                 |
| ITEM SLOT  | Waist | WEIGHT              | 0               |
| PRICE  | 520   | BOOK                | PH              |
| MAGIC ITEM   |       | DUNGEONS & DRAGONS® |                 |