

Character Sheet

Player Name

Toox			7	Rogue				10.000			
Character Name			Level	Class			Paragon Path		Epic Destiny		Total XP
Changeling		Medium	Female			Unaligned					
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
12 Initiative	5	3	4

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
10	CON Constitution	0	3
20	DEX Dexterity	5	8
9	INT Intelligence	-1	2
12	WIS Wisdom	1	4
18	CHA Charisma	4	7

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	7			2		

CONDITIONAL BONUSES
+4 AC against opportunity attacks

		10 +						
		DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
15	FORT	13					2	

CONDITIONAL BONUSES

		10 +						
DEFENSE		1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	REF	13	5	2		2		

CONDITIONAL BONUSES

	10 +							
	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4			2	1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11

$$\boxed{19} \text{ Passive Perception } 10 + \boxed{9}$$

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1

ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	11	3	4		3		1	

ABILITY: Melee Basic Attack - Rebounding Dagger +1

ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	12	3	4		3		1	1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Duelist's Short sword +1					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	4		1		

ABILITY: Melee Basic Attack - Rebounding Dagger +1					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	4		1		

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
11	vs	AC	Duelist's Short sword +1	1d6+5
12	vs	AC	Rebounding Dagger +1 (Mel)	1d4+5
13	vs	AC	Rebounding Dagger +1 (Ran)	1d4+6
11	vs	AC	Shuriken	1d6+5

FEATS

[illegible]

HIT POINTS

MAX HP		HEALING SURGES	
52	BLOODIED 26 1/2 HP	SURGE VALUE 13 1/4 HP	SURGES/DAY 6
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	8	5	n/a	0
2	Arcana	INT	2	0	n/a	0
3	Athletics	STR	3	0	n/a	0
14	Bluff	CHA	7	5	n/a	2
7	Diplomacy	CHA	7	0	n/a	0
4	Dungeoneering	WIS	4	0	n/a	0
3	Endurance	CON	3	0	n/a	0
4	Heal	WIS	4	0	n/a	0
2	History	INT	2	0	n/a	0
11	Insight	WIS	4	5	n/a	2
7	Intimidate	CHA	7	0	n/a	0
4	Nature	WIS	4	0	n/a	0
9	Perception	WIS	4	5	n/a	0
2	Religion	INT	2	0	n/a	0
13	Stealth	DEX	8	5	n/a	0
7	Streetwise	CHA	7	0	n/a	0
13	Thievery	DEX	8	5	n/a	0

ACTION POINTS

	0	1	2	3
Action Points				
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS				

RACE FEATURES

Change Shape - Use changeling disguise as an at-will power

Mental Defense - +1 to Will

Shapechanger - You have the shapechanger quality.

Changeling Trick - You have the changeling trick power.

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.

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

LANGUAGES KNOWN

Common

CHARACTER NAME

Toox

PLAYER NAME

RACE

Changeling

CLASS

Rogue

LEVEL

7

SCORE

ABILITY

MOD

HP

52

STR

+0

AC

22

CON

+0

Fort

15

Spd

6

DEX

+5

Ref

22

INT

-1

Will

20

WIS

+1

CHA

+4

Init

+12

21

Passive Insight

19

Passive Perception

Skills

13

Acrobatics

DEX

(Trained)

2

Arcana

INT

3

Athletics

STR

14

Bluff

CHA

(Trained)

7

Diplomacy

CHA

4

Dungeoneering

WIS

3

Endurance

CON

4

Heal

WIS

2

History

INT

11

Insight

WIS

(Trained)

7

Intimidate

CHA

4

Nature

WIS

9

Perception

WIS

(Trained)

2

Religion

INT

13

Stealth

DEX

(Trained)

7

Streetwise

CHA

13

Thiery

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

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.

Special:

You can use an unarmed attack as a weapon to make a melee basic attack.

Duelist's Short sword +1:

+11 attack, 1d6+5 damage

Rebounding Dagger +1:

+12 attack, 1d4+5 damage

Dagger:

+11 attack, 1d4+4 damage

Unarmed:

+7 attack, 1d4+4 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASS

LEVEL

*

BOOK

PH

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Special:

Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Rebounding Dagger +1:

+13 attack, 1d4+6 damage

Shuriken:

+11 attack, 1d6+5 damage

Dagger:

+12 attack, 1d4+5 damage

Unarmed:

+8 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASS

LEVEL

*

BOOK

PH

Changeling Disguise

KEYWORDS

Polymorph

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect:

You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

EPG

Piercing Strike

KEYWORDS

Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. Reflex

Hit:

1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Duelist's Short sword +1:

+12 attack, 1d6+6 damage

Rebounding Dagger +1:

+13 attack, 1d4+6 damage

Dagger:

+12 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

1

BOOK

PH

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 (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Duelist's Short sword +1:

+12 attack, 1d6+6 damage

Rebounding Dagger +1:

+13 attack, 1d4+6 damage

Shuriken:

+11 attack, 1d6+5 damage

Dagger:

+12 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

1

BOOK

PH

Changeling Trick

KEYWORDS

USED

Minor

*

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Melee 1

ACTION

↔

✱

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Positioning Strike

KEYWORDS

USED

Standard

*

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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: 1[W] + Dexterity modifier (+5) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+4).

Duelist's Short sword +1: +12 attack, 1d6+6 damage
Rebounding Dagger +1: +13 attack, 1d4+6 damage
Dagger: +12 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Setup Strike

KEYWORDS

USED

Standard

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Melee weapon

ACTION

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✱

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 (+5) damage, and the target grants you combat advantage until the end of your next turn.

Duelist's Short sword +1: +12 attack, 2d6+6 damage
Rebounding Dagger +1: +13 attack, 2d4+6 damage
Dagger: +12 attack, 2d4+5 damage

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Circling Predator

KEYWORDS

USED

Standard

*

↓

↗

Melee weapon

ACTION

↔

✱

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Primary Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) 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 (+5) damage, and you gain combat advantage against the target until the end of your next turn.

Duelist's Short sword +1: +12 attack, 1d6+6 damage
Rebounding Dagger +1: +13 attack, 1d4+6 damage
Dagger: +12 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

7

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Precise Incision

KEYWORDS

USED

Standard

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Melee weapon

ACTION

↔

✱

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 3[W] + Dexterity modifier (+5) damage.

Duelist's Short sword +1: +12 attack, 3d6+6 damage
Rebounding Dagger +1: +13 attack, 3d4+6 damage
Dagger: +12 attack, 3d4+5 damage

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS

Deep Cut

KEYWORDS

USED

Standard

*

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↗

Melee weapon

ACTION

↔

✱

RANGE

12

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier (+5) damage, and ongoing damage equal to 5 + your Strength modifier (+0) (save ends).
Miss: Half damage, and no ongoing damage.

Duelist's Short sword +1: +12 attack, 2d6+6 damage
Rebounding Dagger +1: +13 attack, 2d4+6 damage
Dagger: +12 attack, 2d4+5 damage

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Sneak in the Attack

KEYWORDS

USED

Minor

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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

Chameleon

KEYWORDS

USED

Imm Interr

↑

↗

Personal

ACTION

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✱

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

UTILITY POWER

DUNGEONS & DRAGONS

Shuriken

1d6

3

Light Blade

6/12

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.).

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

NOTES

ITEM SLOT

One-hand

WEIGHT

0

PRICE

0

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.). Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).

Melee Basic Attack: +11 attack, 1d4+4 damage
Ranged Basic Attack: +12 attack, 1d4+5 damage

NOTES

ITEM SLOTOff-handWEIGHT1PRICE1BOOKPH

WEAPONDUNGEONS & DRAGONS

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOTWEIGHT33PRICE15BOOKPH

ITEMDUNGEONS & DRAGONS

Thieves' Tools

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disarm a trap.

NOTES

ITEM SLOTWEIGHT1PRICE20BOOKPH

ITEMDUNGEONS & DRAGONS

Duelist's Short sword +1

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

| +1 attack rolls and damage rolls | 3 | +1d6 damage | |
| ENHANCEMENT | LEVEL | CRITICAL | |

PROPERTIES

On a critical hit you deal +1d8 damage instead of +1d6 if you have combat advantage.

Off-hand

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

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

ITEM SLOTOff-handWEIGHT2PRICE680BOOKPH

MAGIC WEAPONDUNGEONS & DRAGONS

Rebounding Dagger +1

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE

| +1 attack rolls and damage rolls | 2 | +1d6 damage per plus | |
| ENHANCEMENT | LEVEL | CRITICAL | |

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +12 attack, 1d4+5 damage
Ranged Basic Attack: +13 attack, 1d4+6 damage

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Encounter): Free. 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.

ITEM SLOTOff-handWEIGHT1PRICE520BOOKPH

MAGIC WEAPONDUNGEONS & DRAGONS

Flute of the Dancing Satyr (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

| | | 6 | Wondrous Item |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Move Action. You shift 2 squares, and each ally within 5 squares of your destination space can shift 1 square as a free action.

ITEM SLOTWEIGHT0PRICE1800BOOKPH2

MAGIC ITEMDUNGEONS & DRAGONS

Rat Form Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

| +2 AC | 8 | Armor | |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily • Polymorph): Standard Action. You and your gear assume the form of a common sewer rat. While in this form:

- You can't attack.
- Your gear is merged into your form and unusable.
- You gain a +5 bonus to Stealth checks.
- All your defenses remain the same.

You can sustain this power as a standard action on your turn and end the power to return to your normal form as a free action. You resume normal form if knocked unconscious or dropped to 0 or fewer hit points.

ITEM SLOTBodyWEIGHT15PRICE3400BOOKPH

MAGIC ITEMDUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			3
AC BONUS	CHECK	SPEED	QUANTITY

| | 5 | Potion | |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

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 SLOTWEIGHT0PRICE50BOOKPH

MAGIC ITEMDUNGEONS & DRAGONS

Cloak of Resistance +2

			1
AC BONUS	CHECK	SPEED	QUANTITY

| +2 Fortitude, Reflex, and Will | 7 | Neck Slot Item | |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOTNeckWEIGHT0PRICE2600BOOKPH

MAGIC ITEMDUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

ENCOUNTER POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

ENCOUNTER POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

DAILY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

DAILY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

AT-WILL

ENCOUNTER

DAILY

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

UTILITY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

AT-WILL

ENCOUNTER

DAILY

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

UTILITY POWER

DUNGEONS & DRAGONS