

Player Name Paolo

Veleno 1 Rogue 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 20 Male Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
13	CON Constitution	1	1
17	DEX Dexterity	3	3
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
9	CHA Charisma	-1	-1

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	3	2			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	10	1				1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	2		2			

ABILITY: Ranged Basic Attack - Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	3		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
29	14	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

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.

Ruthless Ruffian - Proficient with club, mace; use with Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling 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, Draconic

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Mace	1d8+2
5	vs AC	Sling	1d6+3
4	vs AC	Unarmed (Melee)	1d4+2
5	vs AC	Unarmed (Range)	1d4+3

FEATS

Initiate of the Faith - Cleric: Religion skill, healing word 1/day

Armor Proficiency (Chainmail) - Training with chainmail armor

CHARACTER NAME
Veleno

PLAYER NAME
Paolo

RACE Human CLASS Rogue LEVEL 1

HP 29	14 STR	AC 16
Spd 5	13 CON	Fort 13
Init +3	17 DEX	Ref 16
	10 INT	Will 12
	13 WIS	
	9 CHA	

16 Passive Insight **16** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	+	↗	Personal
ACTION	↶	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 7 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

Disheartening Strike

KEYWORDS Martial, Rattling, Weapon USED

Standard	* + ↗	Melee or Ranged weapon
ACTION	↶ ✳	RANGE
5	vs	AC
ATTACK	DEFENSE	One creature
		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Mace: +5 attack, 1d8+5 damage

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

CLASS Rogue LEVEL 1 BOOK *MP*

AT-WILL POWER DUNGEONS & DRAGONS

Deft Strike

KEYWORDS Martial, Weapon USED

Standard	* + ↗	Melee or Ranged weapon
ACTION	↶ ✳	RANGE
5	vs	AC
ATTACK	DEFENSE	One creature
		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 (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Mace: +5 attack, 1d8+3 damage

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

CLASS Rogue LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Piercing Strike

KEYWORDS Martial, Weapon USED

Standard	* + ↗	Melee weapon
ACTION	↶ ✳	RANGE
5	vs	Reflex
ATTACK	DEFENSE	One creature
		TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Mace: +5 attack, 1d8+3 damage

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

CLASS Rogue LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Impact Shot

KEYWORDS Martial, Weapon USED

Standard	+ * ↗	Ranged weapon
ACTION	↶ ✳	RANGE
5	vs	AC
ATTACK	DEFENSE	One creature
		TARGET

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+3) damage, and you push the target 1 square.

Sling: +5 attack, 2d6+3 damage

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

CLASS Rogue LEVEL 1 BOOK *MP*

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, Healing USED

Minor	+ ↗	Close burst 5 (10 at 11th level, 15 at 17th level)
ACTION	↶ 5 ✳	RANGE
	vs	You or one ally
ATTACK	DEFENSE	TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *PH*

DAILY POWER DUNGEONS & DRAGONS

Trick Strike

KEYWORDS Martial, Weapon USED

Standard	* + ↗	Melee or Ranged weapon
ACTION	↶ ✳	RANGE
5	vs	AC
ATTACK	DEFENSE	One creature
		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+3) damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Mace: +5 attack, 3d8+3 damage

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

CLASS Rogue LEVEL 1 BOOK *PH*

DAILY POWER DUNGEONS & DRAGONS