

Player Name

The Gray Mouser

1 Rogue

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

5'2"

135 lb

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

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
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
13	CON Constitution	1	1
18	DEX Dexterity	4	4
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
14	CHA Charisma	2	2

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	10	4	2			1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10	+ -1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+ 4

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Rapier

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

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4		0	0		3		0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
25	12	6
		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

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.
- Cunning Sneak**
- 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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Rapier

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0	0			

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0	0			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Rapier	1d8
4	vs AC	Dagger (Melee)	1d4
8	vs AC	Dagger (Range)	1d4+4
0	vs AC	Unarmed (Melee)	1d4

FEATS

- Ritual Caster** - Master and perform rituals
- Weapon Proficiency (Rapier)** - Gain proficiency with the Rapier.

SKILLS

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

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Deft Strike
Sly Flourish
Riposte Strike

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Positioning Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Trick Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

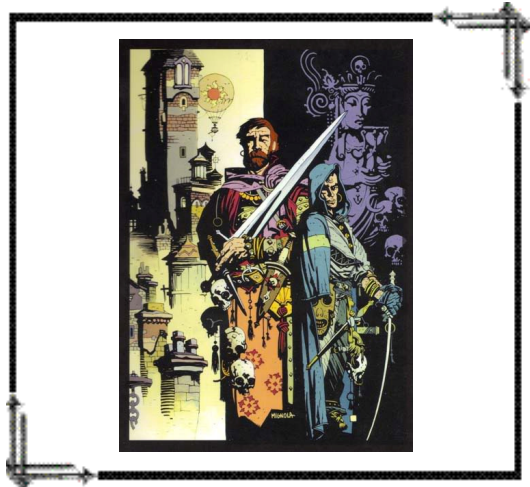
Adventurer's Kit
Thieves' Tools
Leather Armor (E)
Dagger (E)
Rapier (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 54 / 100

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Arcane Refugee
 A great conflagration of magic enveloped your home when you were a child. Your family fled, and your parents became bitter, angry people who denounced spells and those who worked them. Your family never explained to you the nature of the magical disaster that destroyed your home (and perhaps even the city or region where you lived as a child). This event stirred a great curiosity in you because of a strange red scar you have on the back of your hand—a remnant of your flight

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
The Gray Mouser

PLAYER NAME

RACE Human CLASS Rogue LEVEL 1

SCORE	ABILITY	MOD
HP	10 STR	+0
25	13 CON	+1
Spd	18 DEX	+4
6	10 INT	+0
Init	8 WIS	-1
+4	14 CHA	+2

AC 16 Fort 12 Ref 17 Will 13

9 Passive Insight 14 Passive Perception


Skills

9	Acrobatics	DEX	(Trained)
5	Arcana	INT	(Trained)
0	Athletics	STR	
7	Bluff	CHA	(Trained)
2	Diplomacy	CHA	
-1	Dungeoneering	WIS	
1	Endurance	CON	
-1	Heal	WIS	
0	History	INT	
-1	Insight	WIS	
2	Intimidate	CHA	
-1	Nature	WIS	
4	Perception	WIS	(Trained)
0	Religion	INT	
9	Stealth	DEX	(Trained)
7	Streetwise	CHA	(Trained)
9	Thievery	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 Standard, Personal, ACTION, RANGE

Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 1 BOOK PH

Deft Strike

KEYWORDS Martial, Weapon, Melee or Ranged weapon, ACTION, RANGE

Standard * Melee or Ranged weapon

7 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.

Rapier: +7 attack, 1d8+4 damage
Dagger: +8 attack, 1d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Sly Flourish

KEYWORDS Martial, Weapon, Melee or Ranged weapon, ACTION, RANGE

Standard * Melee or Ranged weapon

7 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: 1[W] + Dexterity modifier (+4) + Charisma modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+2) at 21st level.

Rapier: +7 attack, 1d8+6 damage
Dagger: +8 attack, 1d4+6 damage

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

CLASS Rogue LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS Martial, Weapon, Melee weapon, ACTION, RANGE

Standard * Melee weapon

7 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 (+0) damage. Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+0) at 21st level.

Rapier: +7 attack, 1d8+4 damage
Dagger: +8 attack, 1d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Positioning Strike

KEYWORDS Martial, Weapon, Melee weapon, ACTION, RANGE

Standard * Melee weapon

7 vs **Will** One creature

ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+2).

Rapier: +7 attack, 1d8+4 damage
Dagger: +8 attack, 1d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Trick Strike

KEYWORDS Martial, Weapon, Melee or Ranged weapon, ACTION, RANGE

Standard * Melee or Ranged weapon

7 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: 3[W] + Dexterity modifier (+4) 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.

Rapier: +7 attack, 3d8+4 damage
Dagger: +8 attack, 3d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS