

# Character Sheet

Player Name

Total XP

RPGA Number

## CONDITIONAL BONUSES



CHARACTER NAME  
Arjhana

PLAYER NAME

RACEDragonborn

CLASSRogue

LEVEL5

HP

50

STR

16

AC

19

Spd

6

CON

13

Fort

16

Init

+6

DEX

19

Ref

19

INT

10

WIS

10

Will

13

CHA

10

Passive Insight

17

Passive Perception

17

PLAY DATA

ACTION POINT

ENCOUNTER SPECIAL

Second Wind

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

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

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER ACTION

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

Sacrificial Dagger +2: +12 attack, 1d4+7 damage  
Dagger: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

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 (+3) damage.  
Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Sacrificial Dagger +2: +12 attack, 1d4+7 damage  
Dagger: +10 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

Dragon Breath

KEYWORDS

Acid, Cold, Fire, Lightning or Poison

USED

Minor

Close blast 3

ACTION

RANGE

8

vs

Reflex

All creatures in area.

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex  
Hit: 1d6 + Constitution modifier (+1) damage.  
Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.  
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRacial Power

LEVEL\*

BOOKPH

ENCOUNTER POWER

Guarded Attack

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: 2[W] + Dexterity modifier (+4) damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.  
Secondary Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage, and the target takes a –2 penalty to the triggering attack roll.

Sacrificial Dagger +2: +12 attack, 2d4+7 damage  
Dagger: +10 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRogue

LEVEL1

BOOKMP

ENCOUNTER POWER

Nasty Backswing

KEYWORDS

Martial, Weapon

USED

Free

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Trigger: You miss with a melee attack  
Requirement: You must be wielding a light blade.  
Attack: Dexterity vs. AC. You have combat advantage for this attack.  
Hit: 1[W] + Dexterity modifier (+4) damage, and you can shift 1 square.  
Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).

Sacrificial Dagger +2: +12 attack, 1d4+10 damage  
Dagger: +10 attack, 1d4+8 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRogue

LEVEL3

BOOKMP

ENCOUNTER POWER

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.

Sacrificial Dagger +2: +12 attack, 2d4+7 damage  
Dagger: +10 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSRogue

LEVEL1

BOOKPH

DAILY POWER

Deep Cut

KEYWORDS

Martial, Weapon

USED

Standard

\*

↓

↗

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 (+4) damage, and ongoing damage equal to 5 + your Strength modifier (+3) (save ends).  
Miss: Half damage, and no ongoing damage.

Sacrificial Dagger +2: +12 attack, 2d4+7 damage  
Dagger: +10 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+2d8+3 to damage once per round (Sneak Attack)  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Rogue

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Tumble

KEYWORDS

Martial

USED

Move

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Prerequisite: You must be trained in Acrobatics.  
Effect: You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Sacrificial 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+6 damage  
Ranged Basic Attack: +12 attack, 1d4+7 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT

Off-hand

WEIGHT

1

PRICE

1800

BOOK

MAGIC WEAPON

DUNGEONS & DRAGONS®

Shared Suffering Leather Armor +1

2

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

5

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage (save ends).

ITEM SLOT

Body

WEIGHT

15

PRICE

1000

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®

Cloak of Distortion +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

4

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®