

Player Name/RPGA

Nick Green

4

Level

### Zero Uhlit

Good male Human Rogue

22

 5'8  
Age Height

 190lbs  
Weight

 Medium  
Size

Deity

3750

Total XP

5500

### Defenses

<b>18</b> AC	<b>15</b> FORT	<b>19</b> REF	<b>16</b> WILL
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Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 20 ) **40**

Temp HP

Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>10</b>	<b>7</b>

Current Conditions:

### Combat Statistics and Senses

**Initiative** **5**

Conditional Modifiers:

**Speed** **6**

Special Movement:

**Passive Insight** **18**
**Passive Perception** **20**

Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

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.

### Second Wind (one per encounter)

 Used

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

### Death Saving Throw Failures

  
**Saving Throw Mods** **0**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Short sword

**6**

Strength vs. AC

**1d6+1**

Damage

#### Ranged

Entrapping Hand Crossbow +1

**9**

Dexterity vs. AC

**1d6+4**

Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>13</b>	<b>3</b>
<b>CON</b> Constitution	<b>13</b>	<b>3</b>
<b>DEX</b> Dexterity	<b>16</b>	<b>5</b>
<b>INT</b> Intelligence	<b>14</b>	<b>4</b>
<b>WIS</b> Wisdom	<b>13</b>	<b>3</b>
<b>CHA</b> Charisma	<b>14</b>	<b>4</b>

### Skills

Acrobatics	Dexterity	<b>5</b>
Arcana	Intelligence	<b>4</b>
Athletics	Strength	<b>3</b>
Bluff	Charisma	<b>9</b> ✓
Diplomacy	Charisma	<b>9</b> ✓
Dungeoneering	Wisdom	<b>3</b>
Endurance	Constitution	<b>3</b>
Heal	Wisdom	<b>3</b>
History	Intelligence	<b>4</b>
Insight	Wisdom	<b>8</b> ✓
Intimidate	Charisma	<b>4</b>
Nature	Wisdom	<b>3</b>
Perception	Wisdom	<b>10</b> ✓
Religion	Intelligence	<b>4</b>
Stealth	Dexterity	<b>13</b> ✓
Streetwise	Charisma	<b>9</b> ✓
Thievery	Dexterity	<b>10</b> ✓

Nick Green

**Zero Uhlit**  
Character Name

Player Name



**Character Details**

**Paragon Path**

**Epic Destiny**

**Mannerisms and Appearance**

**Personality Traits**

**Adventuring Company**

Blackengorge

**Companions and Allies**

**Session and Campaign Notes**

Other Notes

**Equipment**

Head

Neck

Necklace of Keys +1

Arms

Hands

Rings

Rings

Off Hand

Short sword

Main Hand

Entrapping Hand Crossbow +1

Waist

Armor

Bloodcut Leather Armor +1

Tattoo

Ki Focus

Feet

**Other Equipment**

1 Climber's Kit  
1 Lantern  
1 Thieves' Tools  
1 Adventurer's Kit  
1 Fine Clothing  
1 Oil (1 pint)  
40 Crossbow Bolts  
12 Spider Bolt +1

Total Weight (lbs.)

77

Carrying Capacity (lbs.)

Treasure

Normal 130

Heavy 260

Max 650

Nick Green

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Zero Uhlit

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## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

### Bonus At-Will Power

Know one extra 1st-level attack power from your class.

## Class/Other 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

#### Sharpshooter Talent

#### Sharpshooter Talent (Crossbow)

### Sneak Attack

Once per turn, if you have combat advantage and hit with a crossbow, light blade, shortbow, or sling, deal extra damage.

## Feats

### Trap Sense

+2 to all defenses against traps, +2 to find traps

### Far Shot

Increase projectile weapon range by 5 squares

### Skill Focus (Stealth)

+3 to Stealth checks

### Backstabber

Sneak Attack dice increase to d8s

### Alertness

Cannot be surprised, +2 to Perception

# Zero Uhlit

Level 4 Human Rogue

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>40</b>	<b>STR</b>	<b>1</b>	<b>AC</b>
		<b>CON</b>	<b>1</b>	<b>Fort</b>
<b>Spd</b>	<b>6</b>	<b>DEX</b>	<b>3</b>	<b>Ref</b>
		<b>INT</b>	<b>2</b>	<b>Ref</b>
<b>Init</b>	<b>+5</b>	<b>WIS</b>	<b>1</b>	<b>Will</b>
		<b>CHA</b>	<b>2</b>	<b>Will</b>
	<b>18</b>	<b>Passive Insight</b>		<b>16</b>
	<b>20</b>	<b>Passive Perception</b>		

Player Name: Nick Green

## Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength	3
Bluff	Charisma	• 9
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	3
Endurance	Constitution	3
Heal	Wisdom	3
History	Intelligence	4
Insight	Wisdom	• 8
Intimidate	Charisma	4
Nature	Wisdom	3
Perception	Wisdom	• 10
Religion	Intelligence	4
Stealth	Dexterity	• 13
Streetwise	Charisma	• 9
Thievery	Dexterity	• 10

• indicates a trained skill.

## Action Point

Base action points: 1



**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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Short sword:** +6 vs. AC, 1d6+1 damage

**Melee** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+1) damage.

**Level 21:** 2[W] + Str modifier (+1) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 1d6+4 damage

**Ranged** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+3) damage.

**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Basic Attack

## Gloaming Cut

At-Will ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 1d6+1 damage

**Short sword:** +8 vs. AC, 1d6+0 damage

**Melee** or **Ranged** weapon **Target:** One creature

*From the shadows you strike, and into the shadows you flee.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage.

**Effect:** You shift a number of squares equal to your Int modifier (+2), and you can make a Stealth check to become hidden.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

## Preparatory Shot

At-Will ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 5 damage

**Ranged** weapon **Target:** One creature

*You feint and nick the target, inhibiting its movement to set up an even deadlier attack.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Attack:** Dexterity vs. AC

**Hit:** Dex modifier (+3) + Int modifier (+2) damage, and the target grants combat advantage to you until the end of your next turn.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

## Sly Flourish

At-Will ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 1d6+6 damage

**Short sword:** +8 vs. AC, 1d6+5 damage

**Melee** or **Ranged** weapon **Target:** One creature

*A distracting flourish causes the enemy to forget the blade at his throat.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+3) + Cha modifier (+2) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

## Unbalancing Shot

Encounter ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 2d6+4 damage

**Ranged** weapon **Target:** One creature

*The impact of your shot leaves your enemy wobbly.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+3) damage, and the target is slowed until the end of your next turn.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Used

### Fleeting Spirit Strike

Encounter ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 2d6+4 damage

**Short sword:** +8 vs. AC, 2d6+3 damage

**Melee** or Ranged      **Target:** One  
 weapon                      creature

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*You dart from shadow to shadow, striking out along the way.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Effect:** Before the attack, you shift 3 squares.

**Cunning Sneak:** After the shift, you can make a Stealth check to become hidden.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+3) damage. You shift 3 squares.

**Cunning Sneak:** After the shift, you can make a Stealth check to become hidden.

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Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 3                      Used

### Confounding Attack

Daily ♦ Standard Action

**Entrapping Hand Crossbow +1:** +9 vs. AC, 2d6+4 damage

**Short sword:** +8 vs. AC, 2d6+3 damage

**Melee** or Ranged      **Target:** One  
 weapon                      creature

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*Your attack causes your opponent to accidentally wallop his ally.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+3) damage.

**Effect:** As a free action, the target makes a melee basic attack against a creature of your choice adjacent to it. If you or the target has combat advantage against the creature and you haven't dealt your Sneak Attack damage during this round, you can deal your Sneak Attack damage against the creature.

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Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1                      Used

### Fleeting Ghost

At-Will ♦ Move Action

**Personal**

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*You are stealthy and fleet of foot at the same time.*

**Keyword:** Martial

**Prerequisite:** You must be trained in Stealth.

**Effect:** You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

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Additional Effects

Rogue Utility 2

### Necklace of Keys +1

Neck Slot Item ♦ Level 3

**Enhancement:** +1 Fortitude, Reflex, and Will

**Property:** You gain an item bonus to Thievery checks to open locks equal to the necklace's enhancement bonus.

**Power (Daily \* Teleportation):** Minor Action. If you're grabbed or restrained, you can teleport 3 squares.

### Spider Bolt +1

Ammunition ♦ Level 3

**Enhancement:** +1 attack rolls and damage rolls

**Property:** When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the end of your next turn.

### Entrapping Hand Crossbow +1

Weapon ♦ Level 2

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 10/20

**Properties:** Load Free

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or the target is restrained until the end of your next turn.

### Bloodcut Leather Armor +1

Armor ♦ Level 4

**Armor Bonus:** 2

**Enhancement:** +1 AC

**Power (Healing Surge):** Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.