

Player Name Nick Green

Zero Uhlit 3 Rogue 2,250
Character Name Level Class Paragon Path Epic Destiny Total XP
Human Medium 22 Male 5'8 190lbs Good Blackengorge
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	5					

CONDITIONAL BONUSES

+2 AC against attacks by traps and to Perception checks to find traps

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	2
13	CON Constitution	1	2
16	DEX Dexterity	3	4
13	INT Intelligence	1	2
13	WIS Wisdom	1	2
13	CHA Charisma	1	2

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7
17	Passive Perception	10 +	7

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Entrapping Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	3		2		1	1

ABILITY: Melee Basic Attack - Short sword

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
35	17	8		7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

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.**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 / 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

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.

LANGUAGES KNOWN

Common, Elven

SKILLS

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

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Entrapping Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	3	1			

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Entrapping Hand Crossbow +	1d6+4
5	vs AC	Short sword	1d6+1
2	vs AC	Unarmed (Melee)	1d4+1
4	vs AC	Unarmed (Range)	1d4+3

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

POWER INDEX

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

AT-WILL POWERS

Gloaming Cut	
Sly Flourish	
Preparatory Shot	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Unbalancing Shot	<input type="checkbox"/>
Fleeting Spirit Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

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

UTILITY POWERS

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

OTHER EQUIPMENT

Leather Armor (E)
Short sword (E)
Climber's Kit
Lantern
Thieves' Tools
Adventurer's Kit
Fine Clothing
Oil (1 pint)
Crossbow Bolts (40)

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 79 / 130

MAGIC ITEM INDEX

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

MAGIC ITEMS

WEAPON	Entrapping Hand Crossbow +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Gloaming Shroud +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Spider Bolt +1 (12)	<input type="checkbox"/>
	Necklace of Keys +1 (Neck)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>		
Heroic (1-10)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

CHARACTER PORTRAIT



PERSONALITY TRAITS

Born into wealth, Zero turned his back on the family business, having no desire to be a merchant. An incorrigible bon-viveur, he enjoys fine art and fine food and, equally, the thrill of the crime, the challenge and the triumph.

He spends his money as quickly as he makes it.

Kind-hearted and affable, he would give his last penny to anyone who truly needed it.

MANNERISMS AND APPEARANCE

Not exactly built like the stereotypical thief, he is every bit as capable when it comes to picking locks, pockets and sneaking.

Smart and silver-tongued, he either avoids or talks his way out of trouble. On the rare occasions he has to engage in combat, he relies on his trusty shortsword and crossbow.

CHARACTER BACKGROUND

Society - Noble
You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many people stand between you and that title? Under what circumstances did you become an adventurer?

CHARACTER NAME
Zero Uhlit

PLAYER NAME
Nick Green

RACE Human CLASS Rogue LEVEL 3

SCORE	ABILITY	MOD
HP	13 STR	+1
35	13 CON	+1
Spd	16 DEX	+3
6	13 INT	+1
Init	13 WIS	+1
+4	13 CHA	+1

AC	16
Fort	14
Ref	18
Will	14

17 Passive Insight 17 Passive Perception


Skills

4	Acrobatics	DEX
2	Arcana	INT
2	Athletics	STR
7	Bluff	CHA (Trained)
7	Diplomacy	CHA (Trained)
2	Dungeoneering	WIS
2	Endurance	CON
2	Heal	WIS
2	History	INT
7	Insight	WIS (Trained)
2	Intimidate	CHA
2	Nature	WIS
7	Perception	WIS (Trained)
2	Religion	INT
12	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

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon, Standard, Melee weapon, ACTION, RANGE

5 vs AC One creature

ATTACK DEFENSE TARGET

You resort to the simple attack you learned when you first picked up a melee weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+1) damage.
Level 21: 2[W] + Strength modifier (+1) damage.

Short sword: +5 attack, 1d6+1 damage
Unarmed: +2 attack, 1d4+1 damage

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

CLASS: LEVEL: BOOK: PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon, Standard, Ranged weapon, ACTION, RANGE

8 vs AC One creature

ATTACK DEFENSE TARGET

You resort to the simple attack you learned when you first picked up a ranged weapon.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage.
Level 21: 2[W] + Dexterity modifier (+3) damage.

Entrapping Hand Crossbow +1: +8 attack, 1d6+4 damage
Unarmed: +4 attack, 1d4+3 damage

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

CLASS: LEVEL: BOOK: PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Gloaming Cut

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

8 vs AC One creature

ATTACK DEFENSE TARGET

From the shadows you strike, and into the shadows you flee.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 1[W] damage.
Level 21: 2[W] damage.
Effect: You shift a number of squares equal to your Intelligence modifier (+1), and you can make a Stealth check to become hidden.

Entrapping Hand Crossbow +1: +8 attack, 1d6+1 damage
Short sword: +7 attack, 1d6+0 damage

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

CLASS: Rogue LEVEL: 1 BOOK: MP2

Preparatory Shot

KEYWORDS: Martial, Weapon, Standard, Ranged weapon, ACTION, RANGE

8 vs AC One creature

ATTACK DEFENSE TARGET

You feint and nick the target, inhibiting its movement to set up an even deadlier attack.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: Dexterity modifier (+3) + Intelligence modifier (+1) damage, and the target grants combat advantage to you until the end of your next turn.
Level 21: 5 + Dexterity modifier (+3) + Intelligence modifier (+1) damage.

Entrapping Hand Crossbow +1: +8 attack, 4 damage

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

CLASS: Rogue LEVEL: 1 BOOK: MP2

Sly Flourish

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

8 vs AC One creature

ATTACK DEFENSE TARGET

A distracting flourish causes the enemy to forget the blade at his throat.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) + Charisma modifier (+1) damage.
Increase damage to 2[W] + Dexterity modifier (+3) + Charisma modifier (+1) at 21st level.

Entrapping Hand Crossbow +1: +8 attack, 1d6+5 damage
Short sword: +7 attack, 1d6+4 damage

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

CLASS: Rogue LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Unbalancing Shot

KEYWORDS		Martial, Weapon	USED
Standard		Ranged weapon	
ACTION		RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

The impact of your shot leaves your enemy wobbling.

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 the target is slowed until the end of your next turn.

Entrapping Hand Crossbow +1: +8 attack, 2d6+4 damage

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

CLASS	Rogue	LEVEL	1	BOOK	MP
-------	-------	-------	---	------	----

Fleeting Spirit Strike

KEYWORDS		Martial, Weapon	USED
Standard		Melee or Ranged weapon	
ACTION		RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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

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] + Dexterity modifier (+3) damage. You shift 3 squares.

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

Entrapping Hand Crossbow +1: +8 attack, 2d6+4 damage
Short sword: +7 attack, 2d6+3 damage

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

CLASS	Rogue	LEVEL	3	BOOK	MP2
-------	-------	-------	---	------	-----

Confounding Attack

KEYWORDS		Martial, Weapon	USED
Standard		Melee or Ranged weapon	
ACTION		RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Your attack causes your opponent to accidentally wallop his ally.

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

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity 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.

Entrapping Hand Crossbow +1: +8 attack, 2d6+4 damage
Short sword: +7 attack, 2d6+3 damage

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

CLASS	Rogue	LEVEL	1	BOOK	MP
-------	-------	-------	---	------	----

Fleeting Ghost

KEYWORDS		Martial	USED
Move		Personal	
ACTION		RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

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

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.

ADDITIONAL EFFECTS

CLASS	Rogue	LEVEL	2	BOOK	PH
-------	-------	-------	---	------	----

Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

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: +5 attack, 1d6+1 damage

NOTES

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	10	BOOK	PH
-----------	----------	--------	---	-------	----	------	----

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

NOTES

ITEM SLOT	Body	WEIGHT	15	PRICE	25	BOOK	PH
-----------	------	--------	----	-------	----	------	----

Climber's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This kit includes all the items grouped beneath its entry: a grappling hook, a small hammer, and ten pitons. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing.

NOTES

ITEM SLOT		WEIGHT	11	PRICE	2	BOOK	PH
-----------	--	--------	----	-------	---	------	----

Lantern

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT		WEIGHT	2	PRICE	7	BOOK	PH
-----------	--	--------	---	-------	---	------	----

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 disable a trap.

NOTES

ITEM SLOT		WEIGHT	1	PRICE	20	BOOK	PH
-----------	--	--------	---	-------	----	------	----

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1

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 SLOT WEIGHT 33 PRICE 15 BOOK PH

ITEM DUNGEONS & DRAGONS

Fine Clothing

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 6 PRICE 30 BOOK PH

ITEM DUNGEONS & DRAGONS

Oil (1 pint)

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT WEIGHT 1 PRICE BOOK PH

ITEM DUNGEONS & DRAGONS

Crossbow Bolts

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

Crossbow bolts come in a case that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

NOTES

ITEM SLOT WEIGHT 2 PRICE 1 BOOK PH

ITEM DUNGEONS & DRAGONS

Entrapping Hand Crossbow +1

DAMAGE	PROFICIENT	GROUP	RANGE
1d6	2	Crossbow	10/20

+1 attack rolls and damage rolls

ENHANCEMENT	LEVEL	CRITICAL
2		+1d6 damage per plus

PROPERTIES

Load Free

Ranged Basic Attack: +8 attack, 1d6+4 damage

AT-WILL ENCOUNTER DAILY

POWER

An arrow fired from this weapon keeps your enemy from wandering off.

ITEM SLOT One-hand WEIGHT 2 PRICE 520 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Gloaming Shroud +1

AC BONUS	CHECK	SPEED	QUANTITY
			1

+1 Fortitude, Reflex, and Will

ENHANCEMENT	LEVEL	TYPE
3		Neck Slot Item

PROPERTIES

Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER

This billowing cloak drinks in the light around it.

Power (Daily • Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Spider Bolt +1

AC BONUS	CHECK	SPEED	QUANTITY
			12

+1 attack rolls and damage rolls

ENHANCEMENT	LEVEL	TYPE
3		Ammunition

PROPERTIES

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.

AT-WILL ENCOUNTER DAILY

POWER

This web-strewn quarrel envelops the enemy when it hits.

ITEM SLOT WEIGHT 0 PRICE 30 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS

Necklace of Keys +1

AC BONUS	CHECK	SPEED	QUANTITY
			1

+1 Fortitude, Reflex, and Will

ENHANCEMENT	LEVEL	TYPE
3		Neck Slot Item

PROPERTIES

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

AT-WILL ENCOUNTER DAILY

POWER

Each key threaded through this leather cord necklace can unlock a portal, even one you haven't detected yet.

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

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS