

Character Sheet

Player Name/RPGA

Nick Green

Deity

4

Level

5500

Zero Uhlit

Good male Human Rogue

22 5'8 190lbs Medium
Age Height Weight Size

3750

Defenses







40



Temp HP

Conditional Bonuses

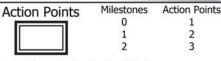
Hit Points

(Bloodied 20)

Current Hit Points

Max HP

Action Points



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

Healing Surges

Surge Value



10 7
Current Conditions:

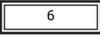
Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Short sword



1d6+1

Damage

Ranged

Strength vs. AC

Kangeu

Entrapping Hand Crossbow +1



Dexterity vs. AC

1d6+4 Damage

Speed 6 Special Movement:

Combat Statistics and Senses

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Initiative

Conditional Modifiers:

Passive Insight 18

Passive Perception 20

Special Senses: Normal

Languages

Common, Elven



Total XP

Abilities

		Check
STR Strength	13	3
CON Constitution	13	3
DEX Dexterity	16	5
INT Intelligence	14	4
WIS Wisdom	13	3
CHA Charisma	14	4

Skills

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

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Nick	Green
LVICE	Corcon

Player Name





Character Details	Equipment
Paragon Path	Head
1594	Neck
Epic Destiny	Necklace of Keys +1
	Arms
Mannerisms and Appearance	
	Rings
	Off Hand
Personality Traits	Short sword
	Main Hand Entrapping Hand Crossbow +1 Waist
	Armor
	Bloodcut Leather Armor +1
Adventuring Company	Tattoo
Blackengorge	Feet
	Ki Focus
Companions and Allies	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
Session and Campaign Notes	12 Spider Bolt +1
Other Notes	
	Total Weight (lbs.) 77 Carrying Capacity (lbs.)
	Treasure Normal 130
	Heavy 260
	Max 650

Nick Green

Player Name

Zero Uhlit

Character Name



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)

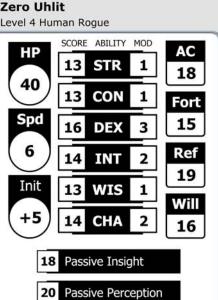
+3 to Stealth checks

Backstabber

Sneak Attack dice increase to d8s

Alertness

Cannot be surprised, +2 to Perception



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
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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

Player Name: Nick Green **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)

Ranged Basic Attack At-Will . Standard Action

· indicates a trained skill.

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 Target: One creature weapon

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

Basic Attack **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.

+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 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

2d6+4 damage

weapon

blade, or a sling.

Melee or Ranged

Keywords: Martial, Weapon

check to become hidden.

Attack: Dexterity vs. AC

Entrapping Hand Crossbow +1: +9 vs. AC,

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

Requirement: You must be wielding a crossbow, a light

Cunning Sneak: After the shift, you can make a Stealth

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

Cunning Sneak: After the shift, you can make a Stealth

Effect: Before the attack, you shift 3 squares.

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



Target: One

creature

Confounding Attack

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

Your attack causes your opponent to accidentally wallop his ally.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light

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.

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

Fleeting Ghost At-Will . Move Action



Personal

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

Keyword: Martial

Prerequisite: You must be trained in

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

Used ☐ Rogue Utility 2

Additional Effects

and Will

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

Enhancement: +1 Fortitude, Reflex,

Property: You gain an item bonus to

the necklace's enhancement bonus.

you can teleport 3 squares.

Thievery checks to open locks equal to

Power (Daily * Teleportation): Minor

Action. If you're grabbed or restrained,

Rogue Attack 3

Necklace of Keys +1

Used ☐ Rogue Attack 1

Property: When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the

Spider Bolt +1

Enhancement: +1 attack rolls and damage rolls

end of your next turn.

Entrapping Hand Crossbow + 1

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 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.