

5

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Total XP

RPGA Number



CHARACTER NAME

Leyowel Rucell

PLAYER NAME

RACE

Faestir

CLASS

Rogue

LEVEL

1

SCORE

ABILITY

MOD

HP

22

STR

12

+1

AC

17

Spd

0

CON

10

+0

Fort

11

Init

+5

DEX

20

+5

Ref

17

INT

9

-1

Will

12

WIS

10

+0

CHA

14

+2

Passive Insight

10

Passive Perception

17

PLAY DATA

DUNGEONS & DRAGONS

Skills

10

Acrobatics

DEX

(Trained)

-1

Arcana

INT

6

Athletics

STR

(Trained)

7

Bluff

CHA

(Trained)

2

Diplomacy

CHA

0

Dungeoneering

WIS

0

Endurance

CON

0

Heal

WIS

-1

History

INT

0

Insight

WIS

2

Intimidate

CHA

0

Nature

WIS

7

Perception

WIS

(Trained)

-1

Religion

INT

10

Stealth

DEX

(Trained)

2

Streetwise

CHA

10

Thievery

DEX

(Trained)

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

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.

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Deft Strike

KEYWORDS

Martial, Weapon

USED

Standard

\*

Melee or Ranged weapon

ACTION

RANGE

9

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 (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Dagger:

+9 attack, 1d4+5 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS

Martial, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+5) 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 (+1) damage. Increase damage to 2[W] + Dexterity modifier (+5) and riposte to 2[W] + Strength modifier (+1) at 21st level.

Dagger:

+9 attack, 1d4+5 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Acrobat's Blade Trick

KEYWORDS

Martial, Weapon

USED

Standard

Close burst 1

ACTION

1

RANGE

9

vs

AC

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

Prerequisite:

You must be trained in Acrobatics.

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+5) damage

Effect:

After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

Dagger:

+9 attack, 1d4+5 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

1

BOOK

MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Handspring Assault

KEYWORDS

Martial, Reliable, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Prerequisite:

You must be trained in Acrobatics.

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. AC

Hit:

3[W] + Dexterity modifier (+5) damage, and you can shift 2 squares.

Special:

When charging, you can use this power in place of a melee basic attack.

Dagger:

+9 attack, 3d4+5 damage

ADDITIONAL EFFECTS

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

CLASS

Rogue

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS