

Player Name _____

elfrogue 1 Rogue Paragon Path Epic Destiny 0
 Character Name Level Class Path Destiny XP
 Elf Medium Male
 Race Size Age Gender

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES
+2 AC (Cha mod) against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	1
10	CON Constitution	0	0
18	DEX Dexterity	4	4
8	INT Intelligence	-1	-1
16	WIS Wisdom	3	3
14	CHA Charisma	2	2

10 + 1/2 LVL	DEFENSE	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10	1				
16	REF	10	4	2			
13	WILL	10	3				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8
20	Passive Perception	10 +	10

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	1					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
22	11	5	6

CURRENT HIT POINTS _____ CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES

SAVING THROW MODS _____

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
2	1	2
3	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural

Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Short sword	1d6+1
5	vs AC	Dagger (Melee)	1d4+1
8	vs AC	Dagger (Range)	1d4+4
6	vs AC	Shortbow	1d8+4

SKILLS

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

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.

Artful Dodger - Add Cha mod to AC against opportunity attacks.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

FEATS

Light Step - Add to overland speed of group, +1 to Acrobatics and Stealth

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME

elfrogue

PLAYER NAME

RACE Elf CLASS Rogue LEVEL 1

HP 22	13 STR	AC 16
Spd 7	10 CON	Fort 11
Init +4	18 DEX	Ref 16
	8 INT	Will 13
	16 WIS	
	14 CHA	
18 Passive Insight	20 Passive Perception	



Second Wind

KEYWORDS USED

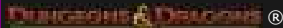
Standard	↓	↗	Personal
ACTION	↶	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

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.

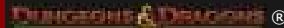
ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

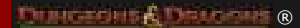
PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Sly Flourish

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	↶ ✱	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

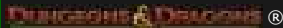
Requirement: You must be wielding a crossbow, a light blade, or a sling.
 Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+4) + Charisma modifier (+2) damage.
 Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+2) at 21st level.

Short sword: +7 attack, 1d6+6 damage
 Dagger: +8 attack, 1d4+6 damage

ADDITIONAL EFFECTS
 +2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Deft Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	↶ ✱	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

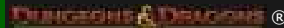
Requirement: You must be wielding a crossbow, a light blade, or a sling.
 Special: You can move 2 squares before the attack.
 Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+4) damage.
 Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

Short sword: +7 attack, 1d6+4 damage
 Dagger: +8 attack, 1d4+4 damage

ADDITIONAL EFFECTS
 +2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



Elven Accuracy

KEYWORDS USED

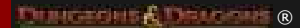
Free	↓ ↗	Personal
ACTION	↶ ✱	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER



Positioning Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	↶ ✱	RANGE
7	vs	Will
ATTACK	DEFENSE	TARGET
		One creature

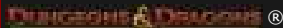
Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Will
 Hit: 1[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
 Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+2).

Short sword: +7 attack, 1d6+4 damage
 Dagger: +8 attack, 1d4+4 damage

ADDITIONAL EFFECTS
 +2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

ENCOUNTER POWER



Trick Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee or Ranged weapon
ACTION	↶ ✱	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Requirement: You must be wielding a crossbow, a light blade, or a sling.
 Attack: Dexterity vs. AC
 Hit: 3[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
 Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Short sword: +7 attack, 3d6+4 damage
 Dagger: +8 attack, 3d4+4 damage

ADDITIONAL EFFECTS
 +2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

DAILY POWER

