

Player Name John Tyler

Jenner		1	Rogue				0
Character Name		Level	Class		Paragon Path	Epic Destiny	Total XP
Changeling		Medium	Male		Unaligned	Erathis	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
				Adventuring Company		RPGA Number	

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
14	AC	10	4					

CONDITIONAL BONUSES
+4 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
10	FORT	10						

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	4	2				

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4				1	

CONDITIONAL BONUSES

SENSSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+

Passive Perception

SCORE	BASE	SKILL BONUS
15	10	+

SPECIAL SENSES

HIT POINTS

MAX HP	22
BLOODIED	11
HEALING SURGES	5
SURGE VALUE	5
SURGES/DAY	6
CURRENT HIT POINTS	
CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER	USED <input type="checkbox"/>
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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

Change Shape - Use changeling disguise as an at-will power

Mental Defense - +1 to Will

Shapechanger - You have the shapechanger quality.

Changeling Trick - You have the changeling trick power.

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	-1		3			

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	-1		3			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6-1	-1				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Short sword	1d6-1
3	vs AC	Dagger (Melee)	1d4-1
8	vs AC	Dagger (Range)	1d4+4
-1	vs AC	Unarmed (Melee)	1d4-1

SKILLS

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

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

Backstabber - Sneak Attack dice increase to d8s

LANGUAGES KNOWN

Common

CHARACTER NAME
Jenner

PLAYER NAME
John Tyler

RACE Changeling CLASS Rogue LEVEL 1

SCORE	ABILITY	MOD
HP	9 STR	-1
22	10 CON	+0
Spd	18 DEX	+4
6	13 INT	+1
Init	10 WIS	+0
+4	18 CHA	+4

AC	14
Fort	10
Ref	16
Will	15

17 Passive Insight 15 Passive Perception


Skills

4	Acrobatics	DEX
1	Arcana	INT
-1	Athletics	STR
11	Bluff	CHA (Trained)
4	Diplomacy	CHA
0	Dungeoneering	WIS
0	Endurance	CON
0	Heal	WIS
1	History	INT
7	Insight	WIS (Trained)
4	Intimidate	CHA
0	Nature	WIS
5	Perception	WIS (Trained)
1	Religion	INT
9	Stealth	DEX (Trained)
9	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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
AT-WILL	ENCOUNTER
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
	1 PH

Changeling Disguise

KEYWORDS Polymorph

Minor	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.	
ADDITIONAL EFFECTS	
CLASS	LEVEL * BOOK
Racial Power	* EPG

Sly Flourish

KEYWORDS Martial, Weapon

Standard	Melee or Ranged weapon
ACTION	RANGE
7	vs AC
ATTACK	DEFENSE
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 (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+4) at 21st level.	
Short sword: +7 attack, 1d6+8 damage Dagger: +8 attack, 1d4+8 damage	
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)	
CLASS	LEVEL BOOK
Rogue	1 PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Clever Strike

KEYWORDS Martial, Weapon

Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	DEFENSE
One creature	
Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+4) damage. Level 21: 2[W] + Dexterity modifier (+4) damage. Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.	
Short sword: +7 attack, 1d6+4 damage Dagger: +8 attack, 1d4+4 damage	
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)	
CLASS	LEVEL BOOK
Rogue	1 PHS2

Changeling Trick

KEYWORDS

Minor	Melee 1
ACTION	RANGE
vs	
ATTACK	DEFENSE
One creature	
Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.	
ADDITIONAL EFFECTS	
CLASS	LEVEL * BOOK
Racial Power	* EPG

Sly Lunge

KEYWORDS Martial, Weapon

Standard	Melee weapon
ACTION	RANGE
7	vs AC
ATTACK	DEFENSE
See below	
Requirement: You must be wielding a light blade. Target: One creature granting combat advantage to you Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+4) damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage. Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (-1).	
Short sword: +7 attack, 1d6+4 damage Dagger: +8 attack, 1d4+4 damage	
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)	
CLASS	LEVEL BOOK
Rogue	1 MP

AT-WILL POWER DUNGEONS & DRAGONS



ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Trick Strike

KEYWORDS Martial, Weapon USED

Standard *  *  Melee or Ranged weapon

ACTION   **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

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

CLASS Rogue LEVEL 1 BOOK *PH*

DAILY POWER

