

Player Name

Murgle the Mighty

4

Rogue

Character Name

Level

Class

Paragon Path

Epic Destiny

3,750

Kobold

Small

26

Male

3'11"

73

Lawful Good

Bahamut

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
21	AC	12	6			1	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	5
14	CON Constitution	2	4
19	DEX Dexterity	4	6
8	INT Intelligence	-1	1
10	WIS Wisdom	0	2
13	CHA Charisma	1	3

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
15	FORT	12	3					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
20	REF	12	4	2			2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
13	WILL	12	1					

CONDITIONAL BONUSES

SENSES

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

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		3		1	

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		3			1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
41	20	10 8

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

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX 6	5	-2	
1	Arcana	INT 1	0	n/a	
8	Athletics	STR 5	5	-2	
3	Bluff	CHA 3	0	n/a	
3	Diplomacy	CHA 3	0	n/a	
2	Dungeoneering	WIS 2	0	n/a	
2	Endurance	CON 4	0	-2	
2	Heal	WIS 2	0	n/a	
1	History	INT 1	0	n/a	
7	Insight	WIS 2	5	n/a	
3	Intimidate	CHA 3	0	n/a	
2	Nature	WIS 2	0	n/a	
7	Perception	WIS 2	5	n/a	
1	Religion	INT 1	0	n/a	
11	Stealth	DEX 6	5	-2	2
3	Streetwise	CHA 3	0	n/a	
11	Thievery	DEX 6	5	-2	2

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Shifty - Use shifty as an at-will power

Trap Sense - +2 to defenses against traps

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.

Brutal Scoundrel - Add Str mod to Sneak Attack damage.

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.

LANGUAGES KNOWN

Common, Draconic

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Lifedrinker Rapier +1	1d8+4
9	vs AC	Duelist's Rapier +1	1d8+4
8	vs AC	Sling	1d6+4
9	vs AC	Dagger (Melee)	1d4+3

FEATS

Weapon Proficiency (Rapier) - Gain proficiency with the Rapier.

Shield Proficiency (Light) - Proficiency with light shields

Shield Proficiency (Heavy) - Proficiency with heavy shields

CHARACTER NAME
Murgle the Mighty

PLAYER NAME

RACE	Kobold	CLASS		LEVEL	4
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HP	16 STR	AC
41	14 CON	21
Spd	19 DEX	Fort
6	8 INT	15
Init	10 WIS	Ref
+6	13 CHA	20
	Will	13

17 Passive Insight	17 Passive Perception
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Second Wind

KEYWORDS		USED
Standard	⬇️ ⬆️ ⬇️	Personal
ACTION	⬅️ ⬆️ ⬆️	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS		LEVEL		BOOK	PH
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PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Shifty

KEYWORDS		USED
Minor	⬆️ ⬆️ ⬆️	Personal
ACTION	⬅️ ⬆️ ⬆️	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASS	Racial Power	LEVEL	*	BOOK	MM
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Piercing Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ ⬆️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️ ⬆️	RANGE
10	vs	Reflex
ATTACK	DEFENSE	TARGET

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

Lifedrinker Rapier +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	1	BOOK	PH
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Riposte Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ ⬆️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️ ⬆️	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) 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 (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Lifedrinker Rapier +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	1	BOOK	PH
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AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Guarded Attack

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ ⬆️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️ ⬆️	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier (+4) damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and the target takes a -2 penalty to the triggering attack roll.

Lifedrinker Rapier +1: +10 attack, 2d8+5 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	1	BOOK	MP
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Blade Vault

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ ⬆️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️ ⬆️	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Effect: Before the attack, you can shift 2 squares. If you are trained in Athletics, ignore difficult terrain during the shift.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. For every square you shifted as part of this power, the attack deals extra damage equal to your Strength modifier (+3).

Lifedrinker Rapier +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	3	BOOK	MP
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Pommel Smash

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ ⬆️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️ ⬆️	RANGE
10	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+4) damage, and the target takes a -2 penalty to attack rolls (save ends).
Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

Lifedrinker Rapier +1: +10 attack, 3d8+5 damage

ADDITIONAL EFFECTS
+2d6+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	1	BOOK	MP
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

Tumble

KEYWORDS Martial USED

Move Personal
 ACTION RANGE

AT-WILL ENCOUNTER DAILY

Prerequisite: You must be trained in Acrobatics.
 Effect: You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 2 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Potion of Healing (heroic tier)

BONUS ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER
 Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT/TYPE LEVEL 5 PRICE 50 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Lifedrinker Rapier +1

+1 attack rolls and damage +1d6 necrotic damage
 BONUS ENHANCEMENT CRITICAL

PROPERTIES
 When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE One-hand LEVEL 5 PRICE 1000 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Bloodcut Leather Armor +1

+1 AC
 BONUS ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER
 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.

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Duelist's Rapier +1

+1 attack rolls and damage +1d6 damage
 BONUS ENHANCEMENT CRITICAL

PROPERTIES
 On a critical hit you deal +1d8 damage if you have combat advantage.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER
 Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

ITEM SLOT/TYPE One-hand LEVEL 3 PRICE 680 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Boots of the Fencing Master (heroic tier)

BONUS ENHANCEMENT CRITICAL

PROPERTIES
 When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Feet
 Power (Encounter): Minor Action. Shift 2 squares.

ITEM SLOT/TYPE Feet LEVEL 7 PRICE 2600 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**