

Player Name

Murgle the Mighty 6 Rogue Paragon Path Epic Destiny 7,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 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
7	4	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	6			1	2	

 CONDITIONAL BONUSES
 +2 AC against traps

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	6
14	CON Constitution	2	5
19	DEX Dexterity	4	7
8	INT Intelligence	-1	2
10	WIS Wisdom	0	3
13	CHA Charisma	1	4

SENSES

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	3		3		1	

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	3		3			1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
51	25	12	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

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

Stealth Bonus
Thievery Bonus

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
10	AC	Lifedrinker Rapier +1	1d8+4
10	AC	Duelist's Rapier +1	1d8+4
9	AC	Sling	1d6+4
10	AC	Dagger (Melee)	1d4+3

SKILLS

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

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.

FEATS

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

Shield Proficiency (Light) - Proficiency with light shields

Shield Proficiency (Heavy) - Proficiency with heavy shields

Backstabber - Sneak Attack dice increase to d8s

LANGUAGES KNOWN

Common, Draconic

CHARACTER NAME

Murgle the Mighty

PLAYER NAME

RACE Kobold CLASS Rogue LEVEL 6

HP 51	16 STR	AC 22
Spd 6	14 CON	Fort 16
Init +7	19 DEX	Ref 21
	8 INT	Will 14
	10 WIS	
	13 CHA	
18 Passive Insight	18 Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 12 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 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	

Piercing Strike

KEYWORDS Martial, Weapon	USED	
Standard	Melee weapon	
ACTION	RANGE	
11 vs Reflex	One creature	
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: +11 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1 BOOK PH	

Riposte Strike

KEYWORDS Martial, Weapon	USED	
Standard	Melee weapon	
ACTION	RANGE	
11 vs AC	One creature	
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: +11 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1 BOOK PH	

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	
11 vs AC	One creature	
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: +11 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1 BOOK MP	

Blade Vault

KEYWORDS Martial, Weapon	USED	
Standard	Melee weapon	
ACTION	RANGE	
11 vs AC	One creature	
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: +11 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 3 BOOK MP	

Pommel Smash

KEYWORDS Martial, Weapon	USED	
Standard	Melee weapon	
ACTION	RANGE	
11 vs AC	One creature	
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: +11 attack, 3d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 1 BOOK MP	

ENCOUNTER POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS DAILY POWER DUNGEONS & DRAGONS

Clever Riposte

KEYWORDS	Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon
ACTION	↶ ✪	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+4) damage. Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier (+4) each time it attacks you, and you can shift as an immediate reaction after such an attack.</p>		
Lifedrinker Rapier +1: +11 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
+2d8+3 to damage once per round (Sneak Attack)		
CLASS	Rogue	LEVEL 5 BOOK PH

DAILY POWER



Sneak in the Attack

KEYWORDS	Martial	USED
Minor	* ↓ ↗	Melee 1
ACTION	↶ ✪	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Target: One creature Effect: Until the start of your next turn, the next ally who hits the target and has combat advantage against it deals extra damage against it equal to your Sneak Attack damage.</p>		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 2 BOOK MP

UTILITY POWER



Ignoble Escape

KEYWORDS	Martial	USED
Move	↓ ↗	Personal
ACTION	↶ ✪	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Prerequisite: You must be trained in Acrobatics. Effect: If you are marked, end that condition. You can shift a number of squares equal to your speed.</p>		
ADDITIONAL EFFECTS		
CLASS	Rogue	LEVEL 6 BOOK PH

UTILITY POWER



Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		5	Potion
PROPERTIES			
<p><input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY</p>			
POWER			
<p>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.</p>			
ITEM SLOT	WEIGHT	PRICE	BOOK PH
	0	50	PH

MAGIC ITEM



Lifedrinker Rapier +1

1d8	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 necrotic damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
<p>When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.</p>			
Melee Basic Attack: +10 attack, 1d8+4 damage			
<p><input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY</p>			
POWER			
ITEM SLOT	WEIGHT	PRICE	BOOK PH
One-hand	2	1000	PH

MAGIC WEAPON



Bloodcut Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<p><input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY</p>			
POWER			
<p>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.</p>			
ITEM SLOT	WEIGHT	PRICE	BOOK PH
Body	15	840	PH

MAGIC ITEM



Duelist's Rapier +1

1d8	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
<p>On a critical hit you deal +1d8 damage instead of +1d6 if you have combat advantage.</p>			
Melee Basic Attack: +10 attack, 1d8+4 damage			
<p><input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY</p>			
POWER			
<p>Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.</p>			
ITEM SLOT	WEIGHT	PRICE	BOOK PH
One-hand	2	680	PH

MAGIC WEAPON



Boots of the Fencing Master (heroic tie)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		7	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<p>When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.</p>			
<p><input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY</p>			
POWER			
<p>Power (Encounter): Minor Action. Shift 2 squares.</p>			
ITEM SLOT	WEIGHT	PRICE	BOOK AV
Feet	0	2600	AV

MAGIC ITEM



Shield of Protection Heavy Shield (herc)

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<p><input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY</p>			
POWER			
<p>Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.</p>			
ITEM SLOT	WEIGHT	PRICE	BOOK PH
Off-hand	15	680	PH

MAGIC ITEM

