

Player Name NPC

Rendil Halfmoon		11	Rogue	Guildmaster Thief		26,000	
Character Name		Level	Class	Paragon Path		Total XP	
Halfling	Small	18	Male	Good	Sehanine	Nasty Midnighters	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
Adventuring Company		RPGA Number					

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
15	6	5	4
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC
		1/2 LVL	ABIL				
25	AC	15	8			2	
CONDITIONAL BONUSES							
+2 AC against opportunity attacks, +4 AC against opportunity attacks							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
7	Speed (Squares)	6	1
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	6
15	CON Constitution	2	7
22	DEX Dexterity	6	11
12	INT Intelligence	1	6
16	WIS Wisdom	3	8
19	CHA Charisma	4	9

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC
		1/2 LVL	ABIL				
18	FORT	15	2			1	
CONDITIONAL BONUSES							

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC
		1/2 LVL	ABIL				
24	REF	15	6	2		1	
CONDITIONAL BONUSES							

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC
		1/2 LVL	ABIL				
20	WILL	15	4			1	
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8
23	Passive Perception	10	13
SPECIAL SENSES			

ATTACK WORKSPACE								
ABILITY:	MELEE BASIC ATTACK - RETRIBUTION DAGGER +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+13	5	1		3	1	2	1	
ABILITY:	RANGED BASIC ATTACK - RETRIBUTION DAGGER +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+18	5	6		3	1	2	1	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
		SURGE VALUE	
77	38	19	8
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 +5 Racial bonus against fear			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
2	3	
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Bold	+5 to saving throws against fear.
Second Chance	Use second chance as an encounter power.
Nimble Reaction	+2 AC against opportunity attacks.

DAMAGE WORKSPACE								
ABILITY:	MELEE BASIC ATTACK - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+5	1	2	2					
ABILITY:	RANGED BASIC ATTACK - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+10	6	2	2					
ABILITY:	SLY FLOURISH - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+14	6	2	2		4			
ABILITY:	DEFT STRIKE - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+10	6	2	2					
ABILITY:	TRICKSTER'S BLADE - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
2d4+10	6	2	2					
ABILITY:	SAND IN THE EYES - RETRIBUTION DAGGER +2							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+10	6	2	2					
ABILITY:	MELEE BASIC ATTACK - DAGGER							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4+3	1	2						

SKILLS						
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	
13	Acrobatics	DEX	11	0	n/a	2
6	Arcana	INT	6	0	n/a	0
6	Athletics	STR	6	0	n/a	0
14	Bluff	CHA	9	5	n/a	0
9	Diplomacy	CHA	9	0	n/a	0
8	Dungeoneering	WIS	8	0	n/a	0
7	Endurance	CON	7	0	n/a	0
8	Heal	WIS	8	0	n/a	0
6	History	INT	6	0	n/a	0
8	Insight	WIS	8	0	n/a	0
9	Intimidate	CHA	9	0	n/a	0
8	Nature	WIS	8	0	n/a	0
13	Perception	WIS	8	5	n/a	0
11	Religion	INT	6	5	n/a	0
16	Stealth	DEX	11	5	n/a	0
14	Streetwise	CHA	9	5	n/a	0
18	Thievery	DEX	11	5	n/a	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.
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.
Guildmaster's Action	You and allies can use each others' action points (but still 1 per encounter)
Thieving Crew	Allies within 5 gain +2 to Stealth and Thievery

BASIC ATTACKS							
ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE	
13	vs AC	Retribution Dagger +2 (Mele)				1d4+5	
18	vs AC	Retribution Dagger +2 (Rang)				1d4+10	
11	vs AC	Dagger (Melee)				1d4+3	
16	vs AC	Dagger (Range)				1d4+8	

FEATS	
Backstabber	Sneak Attack dice increase to d8s
Weapon Expertise (Light Blade)	Gain bonus to attack rolls with light blades.
Weapon Focus (Light Blade)	Gain +1 damage per tier with Light Blades.
Against All Odds	If 3+ foes adjacent to you at start of

LANGUAGES KNOWN	
Common	Dwarven

Second Chance

KEYWORDS		USED
Imm Interr	⬆️ ⬇️	Personal
ACTION	⬆️ ⬇️	RANGE
vs		TARGET
ATTACK	DEFENSE	

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Racial Power	LEVEL	*	BOOK	PH
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ENCOUNTER POWER

Trickster's Blade

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee or Ranged weapon
ACTION	⬆️ ⬇️	RANGE
18	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: 2[W] + Dexterity modifier (+6) damage. Add your Charisma modifier (+4) to your AC until the start of your next turn.

Retribution Dagger +2: +18 attack, 2d4+10 damage
Dagger: +16 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	3	BOOK	PH
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ENCOUNTER POWER

Sand in the Eyes

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee weapon
ACTION	⬆️ ⬇️	RANGE
18	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+6) damage, and the target is blinded until the end of your next turn.

Retribution Dagger +2: +18 attack, 1d4+10 damage
Dagger: +16 attack, 1d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	7	BOOK	PH
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ENCOUNTER POWER

One-Two Punch

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee weapon
ACTION	⬆️ ⬇️	RANGE
18	vs AC	One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] damage. If you hit both targets, you can deal your Sneak Attack damage to each target instead of just one.

Retribution Dagger +2: +18 attack, 1d4+4 damage
Dagger: +16 attack, 1d4+2 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	1	BOOK	MP2
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ENCOUNTER POWER

Knockout

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee weapon
ACTION	⬆️ ⬇️	RANGE
18	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier (+6) damage, and the target is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.
Miss: Half damage, and the target is dazed until the end of your next turn.

Retribution Dagger +2: +18 attack, 2d4+10 damage
Dagger: +16 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	9	BOOK	PH
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DAILY POWER

Hobble

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee or Ranged weapon
ACTION	⬆️ ⬇️	RANGE
18	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: 2[W] + Dexterity modifier (+6) damage.
Effect: You knock the target prone. The target can't stand up (save ends).

Retribution Dagger +2: +18 attack, 2d4+10 damage
Dagger: +16 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	5	BOOK	MP2
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DAILY POWER

Press the Advantage

KEYWORDS		USED
Free	* ⬆️ ⬇️	Melee weapon
ACTION	⬆️ ⬇️	RANGE
18	vs AC	The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: You bloody an enemy with a melee attack
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+6) damage.
Miss: Half damage.

Retribution Dagger +2: +18 attack, 2d4+10 damage
Dagger: +16 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Rogue	LEVEL	1	BOOK	MP
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DAILY POWER

Guild Beatdown

KEYWORDS		USED
Standard	* ⬆️ ⬇️	Melee or Ranged weapon
ACTION	⬆️ ⬇️	RANGE
18	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: 2[W] + Dexterity modifier (+6) damage, and one ally adjacent to the target can make a melee basic attack against it as a free action. If the ally hits and has combat advantage, that attack deals 1d6 extra damage.

Retribution Dagger +2: +18 attack, 2d4+10 damage
Dagger: +16 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+308 to damage once per round (Sneak Attack)
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS	Guilddmaster Thief	LEVEL	11	BOOK	MP
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ENCOUNTER POWER

Cape of the Mountebank +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		5	1
ENHANCEMENT		LEVEL	TYPE
		5	Neck Slot Item

PROPERTIES

AT-WILL ENCOUNTER DAILY

Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT	Neck	WEIGHT	0	PRICE	1000	BOOK	AV
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MAGIC ITEM

Window of Escape (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		2	1
ENHANCEMENT		LEVEL	TYPE
		2	Wondrous Item

PROPERTIES

When you jump or fall out of this window, you take no damage when you hit the ground, regardless of the distance.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT		WEIGHT	0	PRICE	520	BOOK	AVZ
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MAGIC ITEM

Bracers of Zeal (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		9	1
ENHANCEMENT		LEVEL	TYPE
		9	Arms Slot Item

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter): Free Action. Trigger: You hit an enemy adjacent to you with a melee attack power, and you have temporary hit points. Effect: You lose up to 5 temporary hit points and deal that amount of extra damage to that enemy.

ITEM SLOT	Arms	WEIGHT	0	PRICE	4200	BOOK	AVZ
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MAGIC ITEM

Boots of Striding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		9	1
ENHANCEMENT		LEVEL	TYPE
		9	Feet Slot Item

PROPERTIES

Gain a +1 item bonus to speed when wearing light or no armor.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Feet	WEIGHT	0	PRICE	4200	BOOK	PH
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MAGIC ITEM

Radiant Temple Treasures

Many cultures tell versions of the myth of the Radiant Temple—a great bastion of light created during the ancient war between the gods and the primordials. Though the temple was taken to the celestial realms by the gods in the aftermath of their victory, a number of its faithful stayed behind in the mortal realm. The treasures they bore became their legacy.

Any character can wield the Radiant

2: When your oath of enmity reduces a target to 0 hit points, you gain temporary hit points equal to twice the number of items you have from this set.

4: You gain a +10 bonus to your first death saving throw each day.

ITEM SET