

Player Name Jen Vaughn

Ophilia Hamlet 11 Rogue Abiding Reaper
 Character Name Level Class Paragon Path
 Shadar-kai Medium Female 5'9" 130lbs Unaligned Epic Destiny 26,000
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	4	5	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	15	6			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
20	STR Strength	5	10
15	CON Constitution	2	7
18	DEX Dexterity	4	9
17	INT Intelligence	3	8
15	WIS Wisdom	2	7
19	CHA Charisma	4	9

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	15	5				1	

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+
24	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Demonslayer Mace +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	5	5		2		2	

ABILITY: Melee Basic Attack - Poisoned Dagger +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+15	5	5		3		1	1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
77	38	19 8
		1/2 HP 1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against the unconscious condition, +2 to all death saving throws

RESISTANCES Resist 5 Necrotic, Resist 10 All when you have 0 hit points or fewer

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Shadow Jaunt - Use shadow jaunt as an encounter power

Winterkin - +1 to Fortitude

Shadow Origin - Your origin is shadow creature.

Blood Drain Strength - Use STR for Blood Drain

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Poisoned Dagger +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	5		1		

ABILITY: Ranged Basic Attack - Poisoned Dagger +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	4		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Poisoned Dagger +1 (Melee)	1d4+6
14	vs AC	Poisoned Dagger +1 (Range)	1d4+5
10	vs AC	Unarmed (Melee)	1d4+5

SKILLS

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

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage again

Rogue Tactics - Choose one of the rogue tactics.

Ruthless Ruffian - Proficient with club, mace; use with

Rogue Weapon Talent - Damage die increases one size with

Sneak Attack - Once per round, if you have combat advantage

Deadly Action - When you attack with an action point action

Blood Calling - Targets you bloody grant combat advantage

Abiding Reaper Strength - Use STR for Abiding Reaper po

FEATS

Vampiric Heritage

Street Thug - Treat mace as light blade

Deadly Disruption - Ignore first 5 points of enemy's necrotic resistance (10 at 11th lv, 15 at 21st lv).

Backstabber - Sneak Attack dice increase to d8s

Slaying Action - Deal Sneak Attack damage again with an action point

Improved Grab - +4 to grab attacks

Brutal Bludgeon - Clubs and maces gain brutal 1 property

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Ophilia Hamlet

PLAYER NAME
Jen Vaughn

RACE Shadar-kai **CLASS** Rogue **LEVEL** 11

SCORE	ABILITY	MOD
HP 77	STR	+5
AC 23	CON	+2
Spd 6	DEX	+4
Init +9	INT	+3
Passive Insight 19	WIS	+2
Passive Perception 24	CHA	+4
	Fort	21
	Ref	21
	Will	19

Skills

11 Acrobatics	DEX
8 Arcana	INT
15 Athletics	STR (Trained)
9 Bluff	CHA
9 Diplomacy	CHA
7 Dungeoneering	WIS
7 Endurance	CON
7 Heal	WIS
8 History	INT
9 Insight	WIS
14 Intimidate	CHA (Trained)
7 Nature	WIS
14 Perception	WIS (Trained)
8 Religion	INT
16 Stealth	DEX (Trained)
14 Streetwise	CHA (Trained)
14 Thievery	DEX (Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Playing Action: If you spend an action point to take an extra action and have already dealt Sneak Attack damage during this round, you can deal the extra damage a second time during this turn.

Deathly Action: When you spend an action point to make an attack, that attack ignores all resistances and insubstantial and shuts down the target's regeneration (if any) until the end of your next turn.

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.

Second Wind

KEYWORDS

Standard **ACTION** **PERSONAL** **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 19 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

Melee Basic Attack

KEYWORDS Weapon

Standard	* ACTION	Melee weapon	RANGE
14	vs	AC	One creature
		DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Demonlayer Mace +2: +14 attack, 1d8+7 damage
Poisoned Dagger +1: +15 attack, 1d4+6 damage
Short sword: +13 attack, 1d6+5 damage
Mace: +12 attack, 1d8+5 damage
Club: +12 attack, 1d6+5 damage
Unarmed: +10 attack, 1d4+5 damage

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

CLASS **LEVEL** * **BOOK** **PH**

PLAY DATA

Ranged Basic Attack

KEYWORDS Weapon

Standard	+ ACTION	Ranged weapon	RANGE
14	vs	AC	One creature
		DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Poisoned Dagger +1: +14 attack, 1d4+5 damage
Unarmed: +9 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)

CLASS **LEVEL** * **BOOK** **PH**

ENCOUNTER SPECIAL

Sly Flourish

KEYWORDS Martial, Weapon

Standard	* ACTION	Melee or Ranged weapon	RANGE
13	vs	AC	One creature
		DEFENSE	TARGET

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.

Demonlayer Mace +2: +13 attack, 1d8+10 damage
Poisoned Dagger +1: +14 attack, 1d4+9 damage
Short sword: +12 attack, 1d6+8 damage
Mace: +11 attack, 1d8+8 damage
Club: +11 attack, 1d6+8 damage

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

CLASS **LEVEL** 1 **BOOK** **PH**

UTILITY POWER

Disheartening Strike

KEYWORDS Martial, Rattling, Weapon

Standard	* ACTION	Melee or Ranged weapon	RANGE
13	vs	AC	One creature
		DEFENSE	TARGET

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

Demonlayer Mace +2: +13 attack, 1d8+11 damage
Poisoned Dagger +1: +14 attack, 1d4+5 damage
Short sword: +12 attack, 1d6+4 damage
Mace: +11 attack, 1d8+9 damage
Club: +11 attack, 1d6+9 damage

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

CLASS **LEVEL** 1 **BOOK** **PH**

Crimson Edge

KEYWORDS: Martial, Weapon

USED

Standard	* ↑	Melee weapon	RANGE
ACTION	←		
13	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier (+4) damage, and the target takes ongoing damage equal to 5 + your Strength modifier (+5) and grants combat advantage to you (save ends both).
Miss: Half damage, and no ongoing damage.
 Demonslayer Mace +2: +13 attack, 2d8+6 damage
 Poisoned Dagger +1: +14 attack, 2d4+5 damage
 Short sword: +12 attack, 2d6+4 damage
 Mace: +11 attack, 2d8+4 damage
 Club: +11 attack, 2d6+4 damage

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

CLASS: Rogue LEVEL: 9 BOOK: PH

DAILY POWER

Double Take

KEYWORDS: Martial

USED

Minor	↑	Personal	RANGE
ACTION	←		

AT-WILL ENCOUNTER DAILY

Prerequisite: You must be trained in Perception.
Effect: Make a Perception check with a bonus equal to your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASS: Rogue LEVEL: 2 BOOK: MP

UTILITY POWER

Vexing Flanker

KEYWORDS: Martial

USED

Imm React	↑	Personal	RANGE
ACTION	←		

AT-WILL ENCOUNTER DAILY

Trigger: An ally enters a square adjacent to an enemy adjacent to you
Effect: You can shift to any other square adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS: Rogue LEVEL: 6 BOOK: MP

UTILITY POWER

Gap in the Armor

KEYWORDS: Martial

USED

Minor	↑	Personal	RANGE
ACTION	←		

AT-WILL ENCOUNTER DAILY

Prerequisite: You must be trained in Perception.
Effect: Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

ADDITIONAL EFFECTS

CLASS: Rogue LEVEL: 10 BOOK: MP

UTILITY POWER

Mace

1d8	2	Mace	GROUP	RANGE
DAMAGE	PROFICIENT			

VERSATILE (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.)
 A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)
 Melee Basic Attack: +12 attack, 1d8+5 damage

ITEM SLOT: One-hand WEIGHT: 6 PRICE: 5 BOOK: PH

WEAPON

Club

1d6	2	Mace	GROUP	RANGE
DAMAGE	PROFICIENT			

one-handed melee weapon
 Cost: 1 gp
 Damage: 1d6
 Proficient: +2
 Weight: 3 lb.
 Melee Basic Attack: +12 attack, 1d6+5 damage

ITEM SLOT: One-hand WEIGHT: 3 PRICE: 1 BOOK: PH

WEAPON

Short sword

1d6	3	Light Blade	GROUP	RANGE
DAMAGE	PROFICIENT			

Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)
 Melee Basic Attack: +13 attack, 1d6+5 damage

ITEM SLOT: Off-hand WEIGHT: 2 PRICE: 10 BOOK: PH

WEAPON

Adventurer's Kit

			CHECK	SPEED	QUANTITY
AC BONUS					1

This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

ITEM SLOT: WEIGHT: 33 PRICE: 15 BOOK: PH

ITEM

Gravespaw Potion (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT		LEVEL	TYPE
			Potion

PROPERTIES

On a critical hit you deal +2d12 damage instead of +2d8 against demons.

Versatile

Melee Basic Attack: +14 attack, 1d8 + 7 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

ITEM SLOT	WEIGHT	PRICE	BOOK
	0	50	AV

MAGIC ITEM

Demonlayer Mace +2

1d8	2	Mace	RANGE
DAMAGE	PROFICIENT	GROUP	
+2 attack rolls and damage rolls		9	+2d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

On a critical hit you deal +2d12 damage instead of +2d8 against demons.

Versatile

Melee Basic Attack: +14 attack, 1d8 + 7 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Free Action. Use this power when you hit a creature that has the demon keyword with this weapon. The demon does not benefit from variable resistance until the start of your next turn.

Power (Daily): Minor Action. Your next attack with this weapon against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

ITEM SLOT	One-hand	WEIGHT	PRICE	BOOK
		6	4,200	PH

MAGIC WEAPON

Poisoned Dagger +1

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 poison damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +15 attack, 1d4+6 damage

Ranged Basic Attack: +14 attack, 1d4+5 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Poison): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).

ITEM SLOT	Off-hand	WEIGHT	PRICE	BOOK
		1	1,000	PH

MAGIC WEAPON

Torch

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

Gain a +2 item bonus to Insight checks and Perception checks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
	1		PH

MAGIC ITEM

Belt of Sonnlonor Righteousness (heroic)

AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT		LEVEL	TYPE
			Waist Slot Item

PROPERTIES

You gain resist 10 to all damage when you have 0 hit points or fewer.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): No Action. Use this power when you would be reduced to 0 hit points by an attack. The attacker takes the same amount of damage that you took from that attack.

ITEM SLOT	Waist	WEIGHT	PRICE	BOOK
		0	1,800	Dragon 385

MAGIC ITEM

Dual-Threat Gauntlets (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		7	1
ENHANCEMENT		LEVEL	TYPE
			Hands Slot Item

PROPERTIES

Resist 5 necrotic.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor. Trigger: Until the end of the encounter, while you're flanking an enemy, you and the ally flanking with you gain an additional +1 bonus to attack rolls against that enemy.

ITEM SLOT	Hands	WEIGHT	PRICE	BOOK
		0	2,600	AV2

MAGIC ITEM

Laughing Death Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		9	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Resist 5 necrotic.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

ITEM SLOT	Body	WEIGHT	PRICE	BOOK
		15	4,200	PH

MAGIC ITEM

Diadem of Acuity (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		8	1
ENHANCEMENT		LEVEL	TYPE
			Head Slot Item

PROPERTIES

Gain a +2 item bonus to Insight checks and Perception checks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Head	WEIGHT	PRICE	BOOK
		0	3,400	PH

MAGIC ITEM

Arms of War

The Arms of War were once wielded by four generals who led their human kingdoms in battle against a great hobgoblin empire. Each general was known as the master of a different aspect of martial strategy, and the warrior who owns all their treasures gains a measure of their skill.

2: For each two items you have from this set, you gain a +1 bonus to opportunity attack rolls.

4: You gain the ally's opportunity power, described below.

ITEM SET

DUNGEONS & DRAGONS