RACTER Lor Oungeons and Oragons 4th Edicion CHARACTER NAME The Rogue Who Must Not Be Name PLAYER NAME Joseph DEITY ALIGNMENT Good RACE Halfling (^ aka Ben) **AGE** 27 **GENDER** Male SIZE Small **HEIGHT** 4'0" Weight 80 71,000 NEEDED EXPERIENCE **CLASS** Rogue PARAGON Master Infiltrator EPIC Deadly Trickster Level 16 83,000 Iniciative CONDITIONS Ability Scores 13 2 10 STR 15 19 = 15 + 4 6 17 1 4 12 CON 18 Oefenses AC 22 2 -10 necrotic in armor 15 DEX 24 33 = 18 + 6 + 7 1 +2+Cha vs Opp 14 1 INT 15 FORTITUDE ring 18 + 4 4 1 17 1 4 WIS 18 REFLEX 4 18 ring, boots 14 CHA WILL 4 4 DIC POINTS ACTION DOINTS Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED +5 vs fear 0 9 104 SPECIAL SENSES 104 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 52 26 Темр НР BLOODIEI (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE spore burst, effect: 3, +8 vs Will, +3 poison and dazed spore burst short sword Dex AC 22 8 7 3 1 3 10 7 3 Basic Attack 1d6 until end of next +6 psychic damage necrotic damage necrotic short sword Basic Attack Dex AC 8 3 1 5 1d6 5 high crit (add 1) (daily, free action, target vulnerable 15 necrotic) hand crossbow AC 8 7 2 Basic Attack Dex 1d6 shuriken 8 7 3 Basic Attack AC 1d6 Dex short sword of illumination 21 8 7 9 7 2 Basic Attack AC 3 1 1d6 8 0 8 Equipment Skills **LEACS** AC-WILL DOWERS ABIL+1/2 TRAINEI LVL (+5) QTY WEIGHT LOCATION SKILL NAME Misc ABILITY Armor: Cloth Leather: Deft Strike Standard Adventurer's Kit ACROBATICS DEX Х 2 Piercing Strike 15 Weapon: dagger, hand crossbow, shuriken, sling, short sword Chameleon Thieves Tools Int 10 2 Improved Initiative hand crossbow ATHLETICS STR 10 14 4 Two Weapon Fighting & Defense shuriken BLUFF Jack of All Trades; Backstabber Сна 17 10 × 2 bolts 40 Halfling Agility DIPLOMACY CHA 10 2 Underfoot-move through spaces DUNGEONEERING Wis 12 2 occupied by large/huge creatures Bleeding Backstab +5 ongoing ENDURANCE Con 12 5 12 2 HEAL Wis HISTORY 10 Int 2 Encounter Dowers RACIAL FEATURES 12 × INSIGHT Wis Halfling (PHB 44) Second Chance 10 INTIMIDATE Сна 2 Bold Dazing Strike Nimble Reaction Wis 12 2 Quick Fingers NATURE Trickster's Blade 12 12 PERCEPTION Wis X More Feats: Cloud of Steel RELIGION 10 2 Combat Anticipation Int Skill Training: Bluff 15 х 12 DEX STEALTH 15 х STREETWISE 10 CHA 15 х THIEVERY DEX 4 ANGUAGES Class/Dath/Desting Common, Elvish TOTAL WEIGHT Rogue (PHB 116) Blinding Barrage Wealth Other Valuables Martial, Striker Walking Wounded First Strike - combat advantage Knock-Out 200,000 gp (deposited in bank in Sigil) ASTRAL DIAMOND when attacking first Close Quarters 1 of each elemental coin (non-magical) Artful dodger, + Cha to AC vs Slaying Strike 52 pp PLATINUM PIECES Raise the Stakes Opp. GOLD PIECES 1,260 gp Rogue Weapon: Shuriken use d6 daggers +1 to hit 22 sp SILVER PIECES Sneak attack, once per round with

combat advantage +2d8 damage Invisible after kill or critical

COPPER PIECES

GEMS/JEWELRY*

200 gp

MAGICAL ITEMS For Oungeons and Oragons 4th Edicion



Magical Items						
ITEM NAME	QTY	WEIGHT	LOCATION	VALUE	Level	DESCRIPTION
spore burst short sword			right hand			+3 w/ decomposing spray - spore burst, effect: 3, +8 vs Will, +3 poison and dazed until end of next
(cont.)						blessed by Yeenoghu +6 psychic damage
cloak of invisibility			worn			
rope of climbing						
boots of stealth & shadows			feet			+10 to stealth; +4 Reflex
goggles of perception			eyes			+10 perception
ghost phase leather armor			worn			+4, resist 10 necrotic, insubstatial for one turn (daily)
ring of undead appearance			finger			skeleton
ring of speak to animals			finger 2			
medusa's head			in sack			
short sword			sheath			+1 cast light 30' on command
Belt of Nourishment			belt		7	+3 endurance, don't need to eat AV2-74
Gloves of Dimensional Grasp			hands		16	+4 thievery, hand-sized portal 5 spaces, AV2-58
Assassin's Cloak			neck		14	roll twice for stealth, pick best, daily invisble when hit AV2-64
ring of improved iron will			finger 3			+4 Will
ring of imp. lightning reflex			finger 4			+4 Reflex
ring of imp. great fortitude			finger 5			+4 Fortitude
Necrotic Short Sword			left hand			+5 to hit, necrotic dam; high crit (add 1), (daily, free action, target vulnerable 15 necrotic)

POCIONS					
POTION NAME	QTY	LOCATION	VALUE	LEVEL	DESCRIPTION
standard poison					
ultimate poison of Vor Rukoth			2,000,000		small vial
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RICUAL SCROLLS									
RITUAL NAME	Qтy	LEVEL	Time	DURATION	COMP COST	KEY SKILL	VALUE	Effect	
						Arcana			
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ITEM NAME	QTY	LOCATION	VALUE	DESCRIPTION
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Dungeons and Oragons 4th Edition The Rogue Who Must Not B Dlayer's Name Joseph DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Deft Strike POWER NAME Piercing Strike Dex vs AC Dex vs Ref 1 N/A Martial N/A N/A Weapon Rogue Martial N/A Weapon Rogue Standard Melee Weapon 1 creature Standard Melee Weapon 1 creature RESULT A final lunge brings you into an advantageous position. A needle-sharp point slips past armor into flesh. You can move 2 squares before attack 1[W] + Dex1[W]+Dex PHB 118 PHB 118 DEFENSE LEVEL POWER NAME Chameleon POWER NAME 6 N/A N/A N/A N/A N/A N/A N/A Martial Rogue Melee Weapon Standard Melee Weapon Immed. Interrupt Personal RESULT You blend into your surroundings. Make a stealth check. Foes must make a higher perception check to see you. PHB 120 DEFENSE LEVEL DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard

Dungeons and Oragons 4th Edition The Rogue Who Must Not B Campaign Dlayer's Name Joseph DEFENSE LEVE ATTACK DEFENSE POWER NAME Second Chance POWER NAME Dazing Strike Dex vs AC 1 N/A N/A N/A N/A Halfling Martial N/A N/A Weapon Rogue Immed. Interrupt Personal Standard Melee Weapon 1 creature Luck and small size help you dodge your enemy's attack. An expert strike leaves your foe reeling in pain. When an attack hits you, you force an enemy to roll the attack again with a -2 1[W]+Dex and target is dazed until end of next turn. penalty. The enemy uses the second roll, even it it's lower. PHB 118 **PHB 44** DEFENSE POWER NAME Quick Fingers POWER NAME Trickster's Blade Dex vs AC 2 3 N/A N/A N/A Weapon Martial N/A Martial N/A Rogue Rogue Melee Weapon Minor Melee Weapon Personal Standard 1 creature RESULT RESULT You can pilfer a coin pouch in the blink of an eye. You land an expert blow and follow with a bewildering series of feints. 2[W]+Dex mod damage. Add Cha mod to AC until start of next turn. Make a thievery check. PHB 119 PHB 120 +LEVEL DEFENSE LEVEL POWER NAME Cloud of Steel POWER NAME Distracting Wound 7 Dex vs AC 11 Weapon Martial N/A N/A N/A N/A Weapon Master Infiltrator Rogue Martial Standard Close Blast [5] each enemy in blast Standard Melee Weapon 1 creature You shower your enemies in sharp metal. You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard. 1[W]+Dex mod dam 2[W]+Dex and target grant combat advantage to you and all allies until end of next PHB 121 turn. PHB 128 ATTACK DEFENSE POWER NAME Unbalancing Attack POWER NAME Impossible to Catch Dex vs AC 13 12 N/A Weapon N/A N/A N/A Master Infiltrator Martial N/A Rogue Martial Standard Melee Weapon 1 creature Minor Personal RESULT 3[W]+Dex and target cannot shift until end of next turn. You become invisible until the start of your next turn If target provokes an opportunity attack from you, gain + Str mod to attack and dam PHB 128 and target is knocked prone on hit. PHB 122 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT

DAILY POWERS For Ourseons and Oragions 4tch Edicion CONTROL OF CO



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OWER NA	AME Blindi	ng Barrage		Dex vs AC 1	Power Nami	Walking Wounded		Dex vs For
wer Source Iartial	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories Weapon	Prerequisite/Requirement Rogue		MAGE TYPE EFFECT TYPE //A N/A	Accessories Weapon	Prerequisite/Requiremen Rogue
TION	RANG			Target	ACTION	RANGE		TARGET
andard	Clo	se Blast [3]			Standard RESULT	Melee Weapon		1 creature
•		ctiles leaves your I target is blinded		olood from their eyes. turn.	battlefield.	or enemy with a crippling lod dam and is prone. Duri		
OWER NA	AME Knock	-Out		ATTACK DEFENSE LEVEL VS 9	Power Nami	Close Quarters		ATTACK DEFENSE
WER SOURCE	DAMAGE TYPE	Effect Type	Accessories	Prerequisite/Requirement		MAGE TYPE EFFECT TYPE	Accessories	Prerequisite/Requiremen
Iartial	N/A	N/A	Weapon	Rogue		/A N/A	Weapon	Rogue
TION tandard SULT	Me	lee Weapon		Target 1 creature	ACTION Standard RESULT	RANGE Melee Weapon		Target 1 large creature
[W] + De	ex mod dam,	s your foe out of carget is unconscient arget is dazed.			Move adjacent -4 to hit.	beneath a large creature, to large (or huge) creature , you move. It can make a	e. You gain comb	oat advantage and it has
				American Deserving Lauren				ATTACK DEFENSE
OWER NA	AME Slaying	g Strike		Dex vs AC 15	Power Nami	Raise the Stakes		VS
WER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	Dex vs AC 15 Prerequisite/Requirement	Power Source Da	MAGE TYPE EFFECT TYPE	Accessories	Prerequisite/Requirement
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wer Source Martial TION tandard SULT Use crossbo	DAMAGE TYPE N/A RANG Me ow, light blace	EFFECT Type N/A Be lee Weapon le or sling.	Weapon	Dex vs AC 15 PREREQUISITE/REQUIREMENT Rogue	Power Source Da Martial N ACTION Minor RESULT You can score	MAGE TYPE EFFECT TYPE //A N/A RANGE Melee Weapon a critical with a 17-20 unti	N/A	Prerequisite/Requiremen Rogue Target personal
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WER SOURCE [artial] HON Landard RULT Jse crossbo [it: 3[W] - pecial: If 7-20. PHB 123	DAMAGE TYPE N/A RANG Me Dow, light blac + Dex mod d target is block	EFFECT Type N/A Relee Weapon le or sling. am; Miss: Half d.	Weapon	Dex vs AC 15 PREREQUISITE/REQUIREMENT ROgue TARGET 1 creature - Str Mod and critical on	Power Source Da Martial N Action Minor Result You can score can score a crit PHB 124 Power NAMI	MAGE TYPE EFFECT TYPE //A N/A RANGE Melee Weapon a critical with a 17-20 untical on you with a 19-20 u	N/A	Prerequisite/Requiremen Rogue Target personal next turn. Any creatur
wer Source Jartial TION tandard SULT Jse crossbo Hit: 3[W]- Special: If 7-20. PHB 123 DWER NA WER SOURCE /A	DAMAGE TYPE N/A RANN Me Dow, light blact + Dex mod ditarget is block AMID DAMAGE TYPE N/A	EFFECT TYPE N/A Be lee Weapon le or sling. am; Miss: Half didied, damage is 5 EFFECT TYPE N/A	Weapon amage [W]+Dex Mod +	PREREQUISITE/REQUIREMENT ROGUE TARGET 1 creature - Str Mod and critical on ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT	Power Source Da Martial N Action Minor Result You can score can score a crit PHB 124 Power NAMI Power Source Da N/A	MAGE TYPE EFFECT TYPE /A N/A RANGE Melee Weapon a critical with a 17-20 untical on you with a 19-20 undical on you with a 19-20 undicate	N/A If the end of your intil that time.	Prerequisite/Requiremen Rogue Target personal next turn. Any creatur Attack vs Prerequisite/Requiremen
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