		RSHE		"20" CN	VOgaming
CHARACTER NAME Th	ne Rogue Who Must Not Be	Name PLAYER NAME Jose	ph I	Deity	ALIGNMENT GOOD
RACE Halfling (^ aka	Ben) AGE 27	GENDER Male SIZE SI	nall H	IEIGHT 4'0" WEIGHT 8	80 CURRENT 21,680
CLASS Rogue	PARAGO PATH	^N Master Infiltrator	EPIC DESTINY Deadly Tr	rickster Lev	EL 10 NEEDED 26,000
Ability Scores	Inicia				Condicions
STR 13 13 вале пасе COON 17 17 17 пасе	3 8 Depe	= 11 + 4 = 6 = 6 $= 6$ $= 6$		SC SPECIAL MOVEMENT	Resistance
CONSTITUTION BASE RAC DEXERTY 22 22 BASE RAC INTL IMERCE 14 14 BASE RAC WIS 17 17 17 17	IAL ENHANCE G 11 MODIFIER MOD-1/2 LVL 28	= 15 + 6 + 6 + + + + TUDE $18 = 15 + 3 + - + + + + + + + + + + + + + + + +$	$\begin{array}{c c} \operatorname{Peat} & \operatorname{ENH} & \operatorname{Misc} \\ \hline 1 & + & - + & - + \\ + & \operatorname{Peat} & + & \operatorname{ENH} & \operatorname{Misc} \\ \end{array} \\ + & - & + & - + & - + \\ \end{array}$	Misc Сокитнома. Воизкез +2+Cha vs Opp. Misc. Сокитнома. Воизкез	-10 necrotic in armor
WISDOM 17 17 CHAR 14 14 BASE RAC BASE RAC	IAL ENHANCE MODIFIER MOD+1/2 LVL REF	$\begin{array}{c c} \text{LEX} & 23 &= 15 + 6 + 2 \\ \text{LL} & 18 &= 15 + 3 + \end{array}$	+ _ + _ + _ + _ + + _ + _ + _ + _ +		
Dic Poincs	Surges	9 Saving Throw B	onuses Passive Se		
MAX HP CURRENT DAMAGE 74 74 74 37 DEATH SAVE FALLUES TEMP HP BLOOD (1/2 HP)		SECOND WEAP	PASSIVE 23 INSIGHT 23 SPECIAL SENSES	PASSIVE 25 CURRENT 0 Additional E	ACTION POINTS USED MILLESTONES
Actacks & Powers		ATTACK		-	
WEAPON OR POWER spore burst short sword	USAGE ATTACK DEFEN Basic Attack Dex VS AC	SE RANGE BONUS 1/2 LVL ABIL CLASS PR	of FEAT ENH MISC DAMAGE	ABIL PEAT ENH MISC	PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.)
short sword of illumination	Basic Attack Dex vs AC	17 5 6	3 1 2 Ide	6 + 8 6 2	
hand crossbow	Basic Attack Dex vs AC	13 5 6 2	2 10	6 + 6 6]
shuriken	Basic Attack Dex Vs AC	14 5 6 3	3	6 + 6 6]
	VS	5 5		+ 0]
	vs	5 5		+ 0]
Equipment		Skills		Feacs	AT-WILL DOWERS
Iтем Standard Adventurer's Kit	QTY WEIGHT LOCATION	SKILL NAME ABILITY TOTAL LY		Armor: Cloth, Leather	Deft Strike
Thieves Tools		ACROBATICS DEX 16 1 ARCANA INT 9	1 × 2	Weapon: dagger, hand crosssbow, shuriken, sling, sho	Piercing Strike rt Chameleon
hand crossbow			5 2	sword Improved Initiative	
shuriken bolts	5 40		2	Two Weapon Fighting: +1 to h Two Weapon Defense +1 AC	it
bons	40			Jack of All Trades	
			8 X 2 3 2	Backstabber Halfling Agility	
			2		
			2	Racial Features	Encounter Powers
		INSIGHT WIS 13	8 X 2	Halfling (PHB 44)	Second Chance
				Bold Nimble Reaction	Dazing Strike Quick Fingers
		PERCEPTION WIS 25			Trickster's Blade Cloud of Steel
			2		cloud of Steel
			1 X 10		
			1 X		
		Languages			
	TOTAL WEIGHT	Common, Elvish		Class/Path/Destiny	Daily Powers
Wealth	Ocher Valua			Rogue (PHB 116) Martial, Striker	Blinding Barrage Walking Wounded
Astral Diamond	OCHER WILLIN			First Strike - combat advantage	
PLATINUM PIECES 50 pp)			when attacking first Artful dodger, + Cha to AC vs	Close Quarters
GOLD PIECES 330 g				Opp. Rogue Weapon:	
SILVER PIECES 22 sp				Shuriken use d6 daggers +1 to hit	
COPPER PIECES				Sneak attack, once per round w	
GEMS/JEWELRY* 200 g	;p			combat advantage +2d8 damag	e +

AGICAL TEMS For Oungeons and Oragons 4th Edicion

"CNOgaming

Magical Icens						
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
short sword			left hand			+1 cast light 30' on command
cloak of invisibility			worn			
rope of climbing						
boots of stealth			feet			+10 to stealth
goggles of perception			eyes			+10 perception
ghost phase leather armor			worn			+4, resist 10 necrotic, insubstatial for one turn (daily)
ring of undead appearance						skeleton
ring of speak to animals						
medusa's head			in sack			
					_	

Potions					
POTION NAME	Qty	LOCATION	VALUE	LEVEL	DESCRIPTION
standard poison					
ultimate poison of Vor Rukoth			2,000,000 +		small vial
				_	
				_	

Ricual Scrolls									
RITUAL NAME	Qty	LEVEL	Time	DURATION	COMP COST	KEY SKILL	VALUE	Effect	
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana		Î	
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana			
						Arcana	_		
						Arcana			
						Arcana			
	_	_				Arcana			
						Arcana			
						Arcana			
						Arcana			

Miscellaneous	lzems			
ITEM NAME	Qty	LOCATION	VALUE	DESCRIPTION

AT-WILL POWERS For Oungeons and Oragons 4th Edicion

Character Name The Rogue Who Must Not B

Dayer's Name Joseph

PHB 118

SNOgaming

P	POWER NAME Deft Strike ATTACK Defense Level Dex VS AC 1										
Ρ	OWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/RI	EQUIREMENT				
1	Martial	N/A		N/A	Weapon	Rogue					
А	CTION		RANGE			TARGET					
1	Standard Melee			Weapon		1 creature					
R	Result										
	A final lunge brings you into an advantageous position.										
	You can mo 1[W]+Dex	ve 2 sq	uares be	fore attack							
	PHB 118										

		0					
Power NA	ME Pi	ATTACK Dex v	DEFENSE Ref	Level 1			
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE	/REQUIREME	ENT
Martial	N/A		N/A	Weapon	Rogue		
ACTION RANGE TARGET							
Standard		Mele	e Weapon	1 creature	e		
RESULT							
A needle-sh	arp poir	nt slips	past armor inte	o flesh.			
1[W] + Dex	[

POWER NAME Chameleon									
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT					
Martial	N/A	N/A	N/A	Rogue					
ACTION	Range			TARGET					
Immed. Interrupt Melee Weapon Personal									
RESULT									
You blend in	nto your surrou	indings.							
Make a stea	lth check. Foe	s must make a high	er perception	check to see you.					

PHB 120

Power Source	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
Action	Range			TARGET
Standard	Mel	ee Weapon		
Result				

Power NA	ME				ATTACK DEFENSE LEVEL
Power Source	Damage '	Гүре	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A		N/A	N/A	
Action		Range		Target	
Standard	Melee Weapon				
Result					

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range	1		TARGET
Standard	Mel	ee Weapon		
RESULT				

Power Na	ме	Attack Defense I vs	LEVEL		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT	
N/A	N/A	N/A	N/A		
ACTION	RANGE			TARGET	
Standard	Melee	Weapon			
RESULT					

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			Target
Standard	Mele	ee Weapon		
Result				

Power Na	ME			Attack Defense VS	LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMEN	T
N/A	N/A	N/A	N/A		
ACTION	Range			TARGET	
Standard	Mel	ee Weapon			
RESULT					

Power NA	ME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			TARGET
Standard	Mele	ee Weapon		
LESULT				

ENCOUNTER POWERS

For Oungeons and Oragons 4th Edicion

CCER NAME The Rogue Who Must Not B₊ Campaign

Player's Name Joseph

Level

)gamir

Power Na	ME Second C	Chance		ATTACK DEFENSE LEVEL				
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT				
N/A	N/A	N/A	N/A	Halfling				
ACTION	Range			TARGET				
Immed. Inter	rupt			Personal				
RESULT								
Luck and sm	all size help v	ou dodge vour ene	mv's attack.					

When an attack hits you, you force an enemy to roll the attack again with a -2

penalty. The enemy uses the second roll, even it it's lower.

Attack DEFENSE LEVEL POWER NAME Dazing Strike Dex vs AC 1 Weapon Martial N/A N/A Rogue Actio TARGET Standard Melee Weapon 1 creature RESULT An expert strike leaves your foe reeling in pain.

1[W] + Dex and target is dazed until end of next turn.

PHB 118

PHB 44

POWER NAME Quick Fingers							ATTACK	DEFENSE VS	Level 2
POWER SOURCE	DAMAGE	Гуре	EFFECT TYPE		ACCESSORIES			E/REQUIREM	ENT
Martial	N/A		N/A		N/A	R	logue		
ACTION	ACTION RANGE TARGET								
Minor		Melee	Weapon			P	Personal		
RESULT	Result								
You can pili	fer a coi	n poucl	n in the blink o	of an	eye.				
Make a thie	very che	ck.							
PHB 119	PHB 119								
									+

Power Na	ME Trickster	ATTACK DEFE				
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUI	REMENT	
Martial	N/A	N/A	Weapon	Rogue		
ACTION	RANGE			TARGET		
Standard	Standard Melee Weapon					
RESULT						
You land an	expert blow a	nd follow with a be	wildering serie	es of feints.		
2[W]+Dex 1	2[W]+Dex mod damage. Add Cha mod to AC until start of next turn.					
PHB 120						

]	POWER NAME Cloud of Steel							_
F	OWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/	REQUIREMENT	
	Martial	N/A		N/A	Weapon	Rogue		
A	ACTION		RANGE			TARGET		
	Standard Close Blast [5]					each enem	y in blast	
F	Result							
	You shower	your er	nemies	in sharp metal.				
1	1[W]+Dex mod dam							
	PHB 121							
- 1								

Power Na	ME	ATTACK DEFENSE LEVE		
Power Source N/A	DAMAGE TY	PE EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION	RA	ANGE	1. Sec.	TARGET
Standard	Ν	Ielee Weapon		

Power NA	ME				Attack	DEFENSE /S	LEVEL
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE	/REQUIREME	NT
N/A	N/A		N/A	N/A			
ACTION		RANGE			TARGET		
Standard		Melee	e Weapon				
RESULT							

OWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			TARGET
Standard	Mele	e Weapon		
RESULT				

Power Na	ME				Attack Defense Level
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A		N/A	N/A	
ACTION		RANGE			TARGET
Standard		Mele	e Weapon		
RESULT					
<u> </u>					

Power Na	ME			Attack Defense Level
Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	ee Weapon		
Result				

DAILY POWERS

Lor Oungeons and Oragons 4ch Edicion



Accessories

Weapon

Level

DEFENSE

LEVEL

5

ATTACK

Rogue

TARGET

1 creature

Dex vs For

PREREQUISITE/REQUIREMENT

Character Name The Rogue Who Must Not B₊ Campaign

POWER NA	ME Blinding	Barrage		Attack Defense Dex VS AC	Level
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREM	ENT
Martial	N/A	N/A	Weapon	Rogue	
ACTION	RANGE			TARGET	
Standard	Clos	e Blast [3]			
RESULT					

A rapid barrage of projectiles leaves your enemy clearing blood from their eyes.

2[W]+Dex mod dam and target is blinded until end of next turn.

PHB 119

Power NA	ME Knock-O	ut		ATTACK	DEFENSE	Level 9
Power Source Martial	Damage Type N/A	EFFECT TYPE N/A	Accessories Weapon	Prerequisite/F Rogue	REQUIREME	ENT
ACTION	RANGE	***		TARGET		
RESULT	Standard Melee Weapon 1 creature					

A well-placed blow takes your foe out of the fight.

2[W] + Dex mod dam, target is unconscious (save ends). miss: half damage and target is dazed.

PHB 121

Power NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	Damage Type N/A	EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	Range Mele	e Weapon		TARGET
RESULT				

POWER NA	AME			ATTACK DEFENSE LEVEL		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT		
N/A	N/A	N/A	N/A			
ACTION RANGE				TARGET		
Standard Melee Weapon						
RESULT	RESULT					

You topple your enemy with a crippling blo battlefield. 2[W] + Dex mod dam and is prone. During it falls prone. PHB 120				
POWER NAME Close Quarters		Attack	DEFENSE	Level 10
POWER SOURCE DAMAGE TYPE FEECT TYPE	ACCESSORIES	PREPEOURTE/	COUDEM	INT

Player's Name Joseph

EFFECT TYPE

N/A

Melee Weapon

POWER NAME Walking Wounded

DAMAGE TYPE

RANGE

N/A

Power Source Martial

Standard

ACTION

RESULT

+

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Rogue
ACTION	ACTION RANGE			TARGET
Standard	Mel	ee Weapon	1 large creature	
RESULT				

-4 to hit.

When it moves, you move. It can make a Str or Dex vs Ref to end this effect.

PHB 122

Power NA	AME			ATTACK DEFENSE LEV	EL
Power Source N/A	Damage Type N/A	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT	
ACTION	RANGE	IN/A	11/74	TARGET	
Standard	Mele	e Weapon			
RESULT					

Power NA	AME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				

				Attack Defense Level
Power NA	AME			VS
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range	3		TARGET
Standard	Mel	ee Weapon		
RESULT				
1				
1				

Power NA	ME			Attack Defense Level VS
Power Source	DAMAGE TYPE	Effect Type	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				