

Gurk  
Character Name  
Half-Orc  
Race  
Medium  
Size  
Male  
Age  
Gender  
10  
Level  
Rogue  
Class  
6'4"  
Height  
225 lbs.  
Weight  
Unaligned  
Alignment  
Deity

Player Name

20,500  
Total XP

Epic Destiny

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	5	5	3

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	9
14	CON Constitution	2	7
20	DEX Dexterity	5	10
8	INT Intelligence	-1	4
13	WIS Wisdom	1	6
10	CHA Charisma	0	5

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
71	35	17	9	
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				

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	15	7			2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	15	5	2		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

<b>Furious Assault</b> - Have the furious assault power
<b>Half-Orc Resilience</b> - Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter
<b>Swift Charge</b> - +2 bonus to speed when charging
<b>Endurance Bonus</b>
<b>Intimidate Bonus</b>

### CLASS / PATH / DESTINY FEATURES

<b>First Strike</b> - At encounter start, get combat advantage against foes that haven't acted yet.
<b>Rogue Tactics</b> - Choose one of the rogue tactics.
<b>Brutal Scoundrel</b> - Add Str mod to Sneak Attack damage.
<b>Rogue Weapon Talent</b> - Damage die increases one size with shuriken; +1 on attacks with daggers.
<b>Sneak Attack</b> - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

### LANGUAGES KNOWN

Common, Giant

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1

SPECIAL MOVEMENT  
+2 Speed when charging

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10 +	6
21	Passive Perception	10 +	11

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	5	4					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	5	5					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4+4	4					
ABILITY: Ranged Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4+5	5					

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Unarmed (Melee)	1d4+4
10	vs AC	Unarmed (Range)	1d4+5
	vs		
	vs		

### FEATS

<b>Backstabber</b> - Sneak Attack dice increase to d8s
<b>Thirst for Battle</b> - +3 to initiative and one additional healing surge
<b>Berserker's Fury</b> - Barbarian: skill training, bonus damage 1/day
<b>Two-Weapon Fighting</b> - +1 damage while holding a melee weapon in each hand
<b>Two-Weapon Defense</b> - +1 to AC and Reflex while holding a weapon in each hand
<b>Weapon Expertise (Light Blade)</b> - Gain bonus to attack rolls with light blades.



CHARACTER NAME  
Gurk

PLAYER NAME

RACEHalf-Orc

CLASSRogue

LEVEL10

HP71

Spd7

Init+13

18STR

14CON

8INT

13WIS

10CHA

AC24

Fort21

Ref24

Will18

16Passive Insight

21Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Piercing Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* +

Melee weapon

ACTION

RANGE

17

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Magic Short sword +3: +17 attack, 1d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Torturous Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* +

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier (+5) damage.

**Brutal Scoundrel:** You gain a bonus to the damage roll equal to your Strength modifier (+4).

Magic Short sword +3: +17 attack, 2d6+12 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

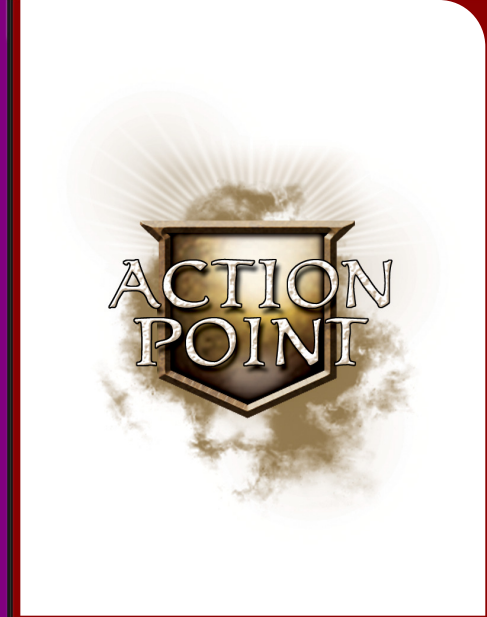
1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Riposte Strike

KEYWORDS

Martial, Weapon

USED

Standard

\* +

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier (+5) 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 (+4) damage. Increase damage to 2[W] + Dexterity modifier (+5) and riposte to 2[W] + Strength modifier (+4) at 21st level.

Magic Short sword +3: +17 attack, 1d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Nasty Backswing

KEYWORDS

Martial, Weapon

USED

Free

\* +

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Trigger:** You miss with a melee attack

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC. You have combat advantage for this attack.

**Hit:** 1[W] + Dexterity modifier (+5) damage, and you can shift 1 square.

**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier (+4).

Magic Short sword +3: +17 attack, 1d6+12 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

3

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

\* +

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 17 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Furious Assault

KEYWORDS

USED

Free

\* +

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** You hit an enemy

**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

\*

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Sand in the Eyes

KEYWORDS

Martial, Weapon

USED

Standard

\* +

Melee weapon

ACTION

RANGE

17

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier (+5) damage, and the target is blinded until the end of your next turn.

Magic Short sword +3: +17 attack, 1d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

7

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Pommel Smash

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier (+5) 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.

Magic Short sword +3: +17 attack, 3d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS®

Deep Cut

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆

RANGE

17

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. Fortitude  
**Hit:** 2[W] + Dexterity modifier (+5) damage, and ongoing damage equal to 5 + your Strength modifier (+4) (save ends).  
**Miss:** Half damage, and no ongoing damage.

Magic Short sword +3: +17 attack, 2d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Crimson Edge

KEYWORDS

Martial, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆

RANGE

17

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. Fortitude  
**Hit:** 2[W] + Dexterity modifier (+5) damage, and the target takes ongoing damage equal to 5 + your Strength modifier (+4) and grants combat advantage to you (save ends both).  
**Miss:** Half damage, and no ongoing damage.

Magic Short sword +3: +17 attack, 2d6+8 damage

ADDITIONAL EFFECTS

+2d8+4 to damage once per round (Sneak Attack)

CLASS

Rogue

LEVEL

9

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Adaptable Flanker

KEYWORDS

Martial

USED

Minor

⬇ ⬆ ⬇

Personal

ACTION

⬅ ⬆

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Requirement:** You and an ally must be adjacent to the same enemy.  
**Effect:** You gain combat advantage against the enemy until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

2

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS®

Vexing Flanker

KEYWORDS

Martial

USED

Imm React

⬇ ⬆ ⬇

Personal

ACTION

⬅ ⬆

RANGE

☐ 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

DUNGEONS & DRAGONS®

Gap in the Armor

KEYWORDS

Martial

USED

Minor

⬇ ⬆ ⬇

Personal

ACTION

⬅ ⬆

RANGE

☐ 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

DUNGEONS & DRAGONS®

Magic Short sword +3

1d6

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

11

+3d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +16 attack, 1d6+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

9000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Periapt of Cascading Health +2

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 Fortitude, Reflex, and Will

10

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Power (Encounter):** Minor Action. You end one condition that a save can end.

ITEM SLOT

Neck

WEIGHT

0

PRICE

5000

BOOK

Dragon 369

MAGIC ITEM

DUNGEONS & DRAGONS®

Boots of Striding (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

9

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

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

MAGIC ITEM

DUNGEONS & DRAGONS®

Magic Leather Armor +2			
2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div> <input type="checkbox"/> AT-WILL           <input type="checkbox"/> ENCOUNTER           <input type="checkbox"/> DAILY         </div>			
POWER			
ITEM SLOT		WEIGHT	PRICE
Body		15	1800
		BOOK	PH

2	-	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+2 AC		6	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>
PROPERTIES			
<div> <input type="checkbox"/> <b>AT-WILL</b> <input type="checkbox"/> <b>ENCOUNTER</b> <input type="checkbox"/> <b>DAILY</b> </div>			
POWER			
<div> <div>ITEM SLOT</div> <div>Body</div> <div>WEIGHT</div> <div>15</div> <div>PRICE</div> <div>1800</div> <div>BOOK</div> <div>PH</div> </div>			

MAGIC ITEM



Dragonfire Tar (level 8)			
			2
AC BONUS	CHECK	SPEED	QUANTITY
		8	Alchemical
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div> <input type="checkbox"/> AT-WILL         <input type="checkbox"/> ENCOUNTER         <input type="checkbox"/> DAILY       </div> <p>POWER</p> <p><b>Power (Consumable • Fire):</b> Standard Action. Make an attack: Ranged 5/10; +11 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).</p>			
ITEM SLOT	WEIGHT 0	PRICE 125	BOOK AV
MAGIC ITEM		DUNGEONS & DRAGONS®	

AC BONUS		CHECK		SPEED		QUANTITY	
ENHANCEMENT				8		Alchemical	
				LEVEL		TYPE	
PROPERTIES							
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY			
<p>POWER</p> <p><b>Power (Consumable • Fire):</b> Standard Action. Make an attack: Ranged 5/10; +11 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).</p>							
ITEM SLOT		WEIGHT 0		PRICE 125		BOOK 4V	

MAGIC ITEM



Belt of the Brawler (heroic tier)					
			1		
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>		
		3	Waist Slot Item		
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>		
PROPERTIES					
Make improvised attacks (included unarmed attacks) as if you were armed with a club.					
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
ITEM SLOT	Weight	WEIGHT	PRICE	BOOK	
Waist	0	680	4W		

[illegible]

MAGIC ITEM



Eyesting (level 9)			
			3
AC BONUS	CHECK	SPEED	QUANTITY
		9	Alchemical
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<p><b>Power (Consumable • Poison):</b> Standard Action. Make an attack: Ranged 2/5; +12 vs. Fortitude; the target is blinded until the end of your next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends). Creatures that do not rely on sight to detect other creatures are immune to the blinding effect, and instead suffer the aftereffect as the initial effect, with no subsequent aftereffect.</p>			
ITEM SLOT	WEIGHT 0	PRICE 320	BOOK <i>Dragon 373</i>
MAGIC ITEM		DUNGEONS & DRAGONS®	

				3
AC BONUS	CHECK	SPEED	QUANTITY	
ENHANCEMENT		9 LEVEL	Alchemical TYPE	
PROPERTIES				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER				
<p><b>Power (Consumable • Poison):</b> Standard Action. Make an attack: Ranged 2/5; +12 vs. Fortitude; the target is blinded until the end of your next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends). Creatures that do not rely on sight to detect other creatures are immune to the blinding effect, and instead suffer the aftereffect as the initial effect, with no subsequent aftereffect.</p>				
ITEM SLOT	WEIGHT 0	PRICE 320	BOOK <i>Dragon 373</i>	

MAGIC ITEM



Blinding Bomb (level 8)			
AC BONUS	CHECK	SPEED	2
ENHANCEMENT		8 LEVEL	Alchemical TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>POWER</p> <p><b>Power (Consumable):</b> Standard Action. Make an attack: Area burst 1 within 10; +11 vs. Fortitude; on a hit, the target treats all nonadjacent creatures as having concealment until the end of your next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.</p>			
ITEM SLOT	WEIGHT 0	PRICE 125	BOOK AV
MAGIC ITEM		DUNGEONS & DRAGONS®	

AC BONUS		CHECK	SPEND	QUANTITY 2
ENHANCEMENT			8 LEVEL	Alchemical TYPE
PROPERTIES				
<div> <input type="checkbox"/> AT-WILL         <input type="checkbox"/> ENCOUNTER         <input type="checkbox"/> DAILY       </div>				
POWER <b>Power (Consumable):</b> Standard Action. Make an attack: Area burst 1 within 10; +11 vs. Fortitude; on a hit, the target treats all nonadjacent creatures as having concealment until the end of your next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.				
ITEM SLOT	WEIGHT 0	PRICE 125	BOOK 4V	

MAGIC ITEM



**Power (Consumable):** Standard Action. Make an attack: Area burst 1 within 10; +11 vs. Fortitude; on a hit, the target treats all nonadjacent creatures as having concealment until the end of your next turn. Creatures that do not rely on sight to detect other creatures are immune to this effect.