

Player Name

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

 Epic Destiny  
 Total XP  
 20,500  
 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
		1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS USED

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

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

**Endurance Bonus**
**Intimidate Bonus**

### 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.
  - Brutal Scoundrel** - Add Str mod to Sneak Attack damage.
  - 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.

### 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
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 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

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



CHARACTER NAME  
**Gurk**

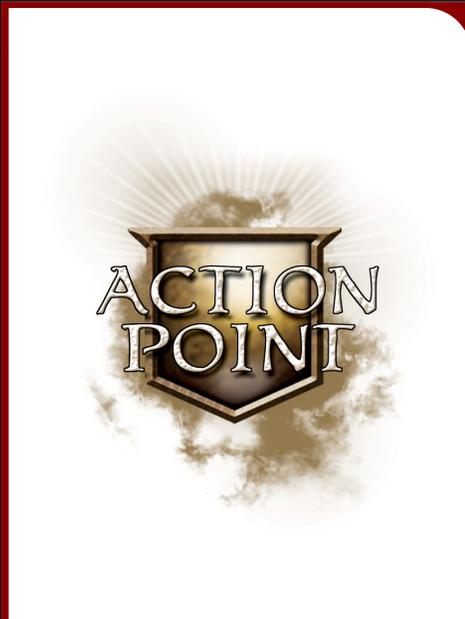
PLAYER NAME

RACE Half-Orc CLASS Rogue LEVEL 10

<b>HP</b> 71	<b>18 STR</b>	<b>AC</b> 24
<b>Spd</b> 7	<b>14 CON</b>	<b>Fort</b> 21
<b>Init</b> +13	<b>20 DEX</b>	<b>Ref</b> 24
	<b>8 INT</b>	<b>Will</b> 18
	<b>13 WIS</b>	
	<b>10 CHA</b>	

**16** Passive Insight **21** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Melee weapon	Personal
<b>ACTION</b>	<b>RANGE</b>	
vs		Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Piercing Strike

KEYWORDS Martial, Weapon USED

Standard	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
17 vs Reflex		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

Riposte Strike

KEYWORDS Martial, Weapon USED

Standard	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
17 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

Furious Assault

KEYWORDS

Free	* +	Personal
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

Torturous Strike

KEYWORDS Martial, Weapon USED

Standard	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
17 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

Nasty Backswing

KEYWORDS Martial, Weapon USED

Free	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
17 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

Sand in the Eyes

KEYWORDS Martial, Weapon USED

Standard	* +	Melee weapon
<b>ACTION</b>	<b>RANGE</b>	
17 vs Reflex		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
17	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

### Deep Cut

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
17	vs	Fort
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

### Crimson Edge

KEYWORDS Martial, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
17	vs	Fort
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

### Adaptable Flanker

KEYWORDS Martial USED

Minor	↓ ↗	Personal
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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

### Vexing Flanker

KEYWORDS Martial USED

Imm React	↓ ↗	Personal
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

### Magic Short sword +3

1d6	3	Light Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+3 attack rolls and damage rolls	11	+3d6 damage	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	

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

### Periapt of Cascading Health +2

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+2 Fortitude, Reflex, and Will	10	Neck Slot Item	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

PROPERTIES

**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

### Boots of Striding (heroic tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		9	Feet Slot Item
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

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

### Magic Leather Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+2 AC		6	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 1800 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

### Belt of the Brawler (heroic tier)

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

PROPERTIES

Make improvised attacks (included unarmed attacks) as if you were armed with a club.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Waist WEIGHT 0 PRICE 680 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

### Blinding Bomb (level 8)

AC BONUS	CHECK	SPEED	QUANTITY
			2
		8	Alchemical
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**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.

ITEM SLOT WEIGHT 0 PRICE 125 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

### Dragonfire Tar (level 8)

AC BONUS	CHECK	SPEED	QUANTITY
			2
		8	Alchemical
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable • Fire):** Standard Action. Make an attack: Ranged 5/10; +11 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).

ITEM SLOT WEIGHT 0 PRICE 125 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

### Eyesting (level 9)

AC BONUS	CHECK	SPEED	QUANTITY
			3
		9	Alchemical
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable • Poison):** 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.

ITEM SLOT WEIGHT 0 PRICE 320 BOOK Dragon 373

MAGIC ITEM DUNGEONS & DRAGONS®