

Player Name

 Character Name: **Magnum PI**
 Level: **3** Class: **Rogue**
 Race: **Halfling** Size: **Small** Age: **Youthful** Gender: **Male**
 Height: **4'0"** Weight: **85** Alignment: **Good** Deity:

 Epic Destiny: Total XP: **2,250**

Adventuring Company: RPGA Number:

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

CONDITIONAL BONUSSES
 +2 AC against opportunity attacks, +3 AC (Cha mod) against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	2
13	CON Constitution	1	2
18	DEX Dexterity	4	5
11	INT Intelligence	0	1
10	WIS Wisdom	0	1
16	CHA Charisma	3	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	11	1					

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	4	2				

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	11	3					

CONDITIONAL BONUSSES

SENSES

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

16	Passive Perception	10	+ 6
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	1		3			1

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3			1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
35	17	8
	1/2 HP	1/4 HP
		7
		SURGES/DAY

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Bold** - +5 to saving throws against fear.
- Second Chance** - Use second chance as an encounter power.
- Nimble Reaction** - +2 AC against opportunity attacks.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

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

SKILLS

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

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.
 - Artful Dodger** - Add Cha mod to AC against opportunity attacks.
 - 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.

FEATS

- Backstabber** - Sneak Attack dice increase to d8s
- Halfling Agility** - Attacker takes a -2 penalty with second chance reroll

LANGUAGES KNOWN

Common, Goblin

CHARACTER NAME
Magnum PI

PLAYER NAME

RACE Halfling CLASS Rogue LEVEL 3

HP 35	12 STR	AC 17
Spd 6	13 CON	Fort 12
Init +5	18 DEX	Ref 17
	11 INT	Will 14
	10 WIS	
	16 CHA	
16 Passive Insight	16 Passive Perception	



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 8 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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS	Weapon	USED
Standard	* + * ⚔	Melee weapon
ACTION	⬅️ * ⚔	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

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

Dagger: +6 attack, 1d4+1 damage
Unarmed: +2 attack, 1d4+1 damage

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

CLASS LEVEL * BOOK

Ranged Basic Attack

KEYWORDS	Weapon	USED
Standard	+ * ⚔	Ranged weapon
ACTION	⬅️ * ⚔	RANGE
9	vs	AC
ATTACK	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.

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

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

CLASS LEVEL * BOOK

Deft Strike

KEYWORDS	Martial, Weapon	USED
Standard	* + * ⚔	Melee or Ranged weapon
ACTION	⬅️ * ⚔	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET

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

Dagger: +9 attack, 1d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



AT-WILL POWER



AT-WILL POWER



Sly Flourish

KEYWORDS	Martial, Weapon	USED
Standard	* + * ⚔	Melee or Ranged weapon
ACTION	⬅️ * ⚔	RANGE
9	vs	AC
ATTACK	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 (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+4) + Charisma modifier (+3) at 21st level.

Dagger: +9 attack, 1d4+7 damage

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

CLASS Rogue LEVEL 1 BOOK PH

Second Chance

KEYWORDS		USED
Imm Interr	+ * ⚔	Personal
ACTION	⬅️ * ⚔	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

Positioning Strike

KEYWORDS	Martial, Weapon	USED
Standard	* + * ⚔	Melee weapon
ACTION	⬅️ * ⚔	RANGE
9	vs	Will
ATTACK	DEFENSE	TARGET

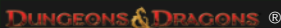
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier (+4) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+3).

Dagger: +9 attack, 1d4+4 damage

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

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER



ENCOUNTER POWER



ENCOUNTER POWER



Nasty Backswing

KEYWORDS		Martial, Weapon	USED
Free	* ↓ ↘	Melee weapon	
ACTION	↖ ✖	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>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 (+4) damage, and you can shift 1 square. Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+1).</p> <p>Dagger: +9 attack, 1d4+4 damage</p>			
ADDITIONAL EFFECTS			
+2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	3
BOOK	MP		

ENCOUNTER POWER



Trick Strike

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ * ↘	Melee or Ranged weapon	
ACTION	↖ ✖	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 3[W] + Dexterity modifier (+4) damage, and you slide the target 1 square. Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.</p> <p>Dagger: +9 attack, 3d4+4 damage</p>			
ADDITIONAL EFFECTS			
+2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	1
BOOK	PH		

DAILY POWER



Tumble

KEYWORDS		Martial	USED
Move	↓ ↘	Personal	
ACTION	↖ ✖	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Prerequisite: You must be trained in Acrobatics. Effect: You can shift a number of squares equal to one-half your speed.</p>			
ADDITIONAL EFFECTS			
CLASS	Rogue	LEVEL	2
BOOK	PH		

UTILITY POWER



Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
<p>Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.) 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.)</p> <p>Melee Basic Attack: +6 attack, 1d4+1 damage Ranged Basic Attack: +9 attack, 1d4+4 damage</p>			
NOTES			
ITEM SLOT	Off-hand	WEIGHT	1
PRICE	1	BOOK	

WEAPON



Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT		WEIGHT	33
PRICE	15	BOOK	

ITEM



Sunrods

			2
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT		WEIGHT	2
PRICE	4	BOOK	

ITEM



Thieves' Tools

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT		WEIGHT	1
PRICE	20	BOOK	

ITEM



Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	Body	WEIGHT	15
PRICE	25	BOOK	

ITEM



Grappling Hook

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT		WEIGHT	4
PRICE	1	BOOK	

ITEM



Rope, hempen (50 ft.)

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 1	BOOK

ITEM 

Rations, Trail

AC BONUS	CHECK	SPEED	QUANTITY
			2
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 5	BOOK

ITEM 

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5	Potion
		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK

MAGIC ITEM 

Augmenting Whetstone (level 6)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		6	Whetstones
		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.			
ITEM SLOT	WEIGHT 0	PRICE 75	BOOK

MAGIC ITEM 