

Player Name

Tomas Trombada

11

Rogue

Rakish Swashbuckler

26.000

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Goblin Small Male

Unaligned Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
14	5	5	4

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	7
16	CON Constitution	3	8
20	DEX Dexterity	5	10
12	INT Intelligence	1	6
10	WIS Wisdom	0	5
17	CHA Charisma	3	8

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
78	39	19 9

CURRENT HIT POINTS

1/2 HP	1/4 HP	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	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
17	Acrobatics	DEX	10	5		2
6	Arcana	INT	6	0	n/a	
12	Athletics	STR	7	5		
15	Bluff	CHA	8	5	n/a	2
8	Diplomacy	CHA	8	0	n/a	
5	Dungeoneering	WIS	5	0	n/a	
8	Endurance	CON	8	0		
5	Heal	WIS	5	0	n/a	
6	History	INT	6	0	n/a	
5	Insight	WIS	5	0	n/a	
8	Intimidate	CHA	8	0	n/a	
5	Nature	WIS	5	0	n/a	
5	Perception	WIS	5	0	n/a	
6	Religion	INT	6	0	n/a	
17	Stealth	DEX	10	5		2
13	Streetwise	CHA	8	5	n/a	
17	Thievery	DEX	10	5		2

Tomas Trombada

DEFENSES

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

 CONDITIONAL BONUSES
 +3 AC (Cha mod) against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	15	3		1			

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	15	3		1			

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Goblin Tactics - Use goblin tactics as an at-will power

Goblin Reflexes - +1 to Reflex

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.

Vexing Foe - Foes marked by others get -2 on attacks against you; foes you mark grant combat advantage to allies

Incorrigible Action - When you spend action point to gain action, foes are -2 on attacks against you until start of your next turn

LANGUAGES KNOWN

Common, Goblin

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+

15	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	5	2					

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	5	2					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Short sword	1d6+2
11	vs AC	Dagger (Melee)	1d4+2
14	vs AC	Dagger (Range)	1d4+5
7	vs AC	Monk Unarmed Strike	1d8+2

FEATS

Dirty Fighting - +4 to melee damage against surprised enemies

Street Thug - Treat mace as light blade

Escape Artist - Escape a grab as a minor action, +2 to Acrobatics

Slaying Action - Deal Sneak Attack damage again with an action point

Backstabber - Sneak Attack dice increase to d8s

Improved Initiative - +4 to initiative checks

Paragon Defenses - +1 to Fortitude, Reflex, and Will

CHARACTER NAME
Tomas Trombada

PLAYER NAME

RACE **Goblin** CLASS **Rogue** LEVEL **11**

HP 78	STR 15	AC 22
Spd 6	CON 16	Fort 19
Init +14	DEX 20	Ref 24
	INT 12	Will 19
	WIS 10	
	CHA 17	

15 Passive Insight **15** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 19 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

Goblin Tactics

KEYWORDS

Imm React	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Trigger: You are missed by a melee attack.
Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASS *Racial Power* LEVEL * BOOK *MM*

AT-WILL POWER DUNGEONS & DRAGONS

Deft Strike

KEYWORDS *Martial, Weapon*

Standard	Melee or Ranged weapon
ACTION	RANGE
13 vs AC	One creature
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 (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Short sword: +13 attack, 1d6+5 damage
Dagger: +14 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS *Rogue* LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Sly Flourish

KEYWORDS *Martial, Weapon*

Standard	Melee or Ranged weapon
ACTION	RANGE
13 vs AC	One creature
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 (+5) + Charisma modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+5) + Charisma modifier (+3) at 21st level.

Short sword: +13 attack, 1d6+8 damage
Dagger: +14 attack, 1d4+8 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS *Rogue* LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Positioning Strike

KEYWORDS *Martial, Weapon*

Standard	Melee weapon
ACTION	RANGE
13 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier (+5) damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier (+3).

Short sword: +13 attack, 1d6+5 damage
Dagger: +14 attack, 1d4+5 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS *Rogue* LEVEL 1 BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS

Flamboyant Strike

KEYWORDS *Martial, Weapon*

Standard	Melee weapon
ACTION	RANGE
13 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) + Charisma modifier (+3) damage.
Artful Dodger: You can shift 1 square.

Short sword: +13 attack, 2d6+8 damage
Dagger: +14 attack, 2d4+8 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS *Rogue* LEVEL 3 BOOK *MP*

ENCOUNTER POWER DUNGEONS & DRAGONS

Rogue's Luck

KEYWORDS *Martial, Weapon*

Standard	Melee or Ranged weapon
ACTION	RANGE
13 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage.
Miss: Make a secondary attack against the target.
Secondary Attack: Dexterity vs. AC
Artful Dodger: You gain a bonus to the attack roll for the secondary attack equal to your Charisma modifier (+3).
Hit: 1[W] + Dexterity modifier (+5) damage.

Short sword: +13 attack, 2d6+5 damage
Dagger: +14 attack, 2d4+5 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS *Rogue* LEVEL 7 BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS

Abashing Stab

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 3[W] + Strength modifier (+2) damage, and the target is marked until the start of your next turn. Until the start of your next turn, the target takes a -2 penalty to attack rolls against you but gains a +5 bonus to damage rolls against you.

Short sword: +13 attack, 3d6+2 damage
Dagger: +14 attack, 3d4+2 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS	Rakish Swashbuckler	LEVEL	11	BOOK	MP
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ENCOUNTER POWER DUNGEONS & DRAGONS

Precise Incision

KEYWORDS		Martial, Reliable, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
13	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

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

Short sword: +13 attack, 3d6+5 damage
Dagger: +14 attack, 3d4+5 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS	Rogue	LEVEL	1	BOOK	MP
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DAILY POWER DUNGEONS & DRAGONS

Staggering Assault

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee or Ranged weapon	
ACTION	↶ ↷	RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage, and the target is slowed (save ends). If the target is not bloodied when you make this attack, the attack deals 1[W] extra damage.
Effect: Until the end of the encounter, when you hit the target, it is slowed (save ends).

Short sword: +13 attack, 2d6+5 damage
Dagger: +14 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS	Rogue	LEVEL	5	BOOK	MP
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DAILY POWER DUNGEONS & DRAGONS

Knockout

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
13	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 is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.
Miss: Half damage, and the target is dazed until the end of your next turn.

Short sword: +13 attack, 2d6+5 damage
Dagger: +14 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)
+4 to damage rolls against surprised enemies - Dirty Fighting.

CLASS	Rogue	LEVEL	9	BOOK	PH
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DAILY POWER DUNGEONS & DRAGONS

Quick Fingers

KEYWORDS		Martial	USED
Minor	↑ ↗	Personal	
ACTION	↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			

Prerequisite: You must be trained in Thievery.
Effect: Make a Thievery check as part of this action, even if the check is normally a standard action.

ADDITIONAL EFFECTS

CLASS	Rogue	LEVEL	2	BOOK	PH
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UTILITY POWER DUNGEONS & DRAGONS

Dodge Step

KEYWORDS			USED
Imm React	↑ ↗	Personal	
ACTION	↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			

Trigger: An enemy ends its turn adjacent to you
Effect: You shift 1 square.
Prerequisite: You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS	Acrobatics	LEVEL	6	BOOK	PH3
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UTILITY POWER DUNGEONS & DRAGONS

Peripheral Concealment

KEYWORDS		Martial	USED
Standard	↑ ↗	Personal	
ACTION	↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			

Prerequisite: You must be trained in Stealth.
Requirement: No creature is within 3 squares of you.
Effect: You become hidden until you attack or until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	Rogue	LEVEL	10	BOOK	MP
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UTILITY POWER DUNGEONS & DRAGONS