Verret	4	Half-Vistani	Male	Unaligned
Character Name	Level	Race	Gender	Alignment

Black	Brown	6'	170	Medium	
Hair	Eyes	Height	Weight	Size	Diety

Class	Rogue
Paragon	
Epic Destiny	

DUNGEONS & DRAGONS

	Score	Mod
STR	12	+1
CON	13	+1
DEX	18	+4
INT	14	+2
WIS	12	+1
CHA	16	+3

		1/2 lvl	Abil	Armor	Misc	Misc	Shield
AC	19	2	4	3			

		1/2 lvl	Abil	Class	Misc	Misc	Shield
Fort	13	2	1	0			
Ref	18	2	4	2			
Will	15	2	3	0			

Resistances

Saving Throw Bonuses

Defense & Healing Notes

+3 AC vs. Opportunity Attacks

HP	40
Bloodied	20

Current HP	Temp HP

	Per Day	Class	Con	Bonus
Healing Surges	7	6	1	

		1/4 hp	Misc	Misc
Surge Heals	10	10		

Surges Used

Combat

Initiative +6 = 1/2 lvl 2 + Dex 4 + Misc

Speed 0 = Base 0 + Misc - Armor 0

Attack Power	Attack		AC	Damage	Effects & Notes	Freq
Sly Flourish	+10	vs	AC	1d8+8	Adds cha mod to damage	At Will
Piercing Strike	+10	vs	Ref	1d8+5	Ignores armor (vs Reflex)	At Will
Positioning Strike	+10	vs	Will	1d8+5	Hit: Slide target up to 3 squares	Enc.
Dance With the Devil	+7	vs	Fort	1d8+4	[Fire] Burst 1, targets immobilized, teleport 7	Enc.
Trick Strike	+10	AC	AC	3d8+5	Slide target 1 square on each hit (save ends)	Daily
		vs				...
		vs				...

Combat Notes

Evil Eye: 1/enc you may use Warlock's Curse (Verret)

Sneak Attack: +2d6

Artful Dodger: Bonus to AC = Cha mod vs. Opp Attacks

Action Points

Milestones ☐☐☐☐

Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Rapier +1 (Dex)		+10	2	4	3	1			1d8+5	4	1			Pact Blade
Rapier +1 (basic - Str)		+7	2	1	3	1			1d8+5	4	1			
Shuriken	6/12	+9	2	4	3				1d6+4	4				

Skills

Passive Perception 15

Passive Insight 20

	Total		1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+8	=	2	4		0	2	0
Arcana (Int)	+6	=	2	2		0	2	
Athletics (Str)	+5	=	2	1		0	2	0
Bluff (Cha)	+12	=	2	3	✓	2		
Diplomacy (Cha)	+10	=	2	3	✓	0		
Dungeoneering (Wis)	+5	=	2	1		0	2	
Endurance (Con)	+5	=	2	1		0	2	0
Heal (Wis)	+5	=	2	1		0	2	
History (Int)	+6	=	2	2		0	2	
Insight (Wis)	+10	=	2	1	✓	2		
Intimidate (Cha)	+10	=	2	3	✓	0		
Nature (Wis)	+5	=	2	1		0	2	
Perception (Wi)	+5	=	2	1		0	2	
Religion (Int)	+6	=	2	2		0	2	
Stealth (Dex)	+11	=	2	4	✓	0		0
Streetwise (Cha)	+10	=	2	3	✓	0		
Thievery (Dex)	+11	=	2	4	✓	0		0
>> Custom	+2	=	2					

Feats

Languages: Common,

Feat	Description / Notes	Source
WP: Rapier	proficient in rapier	
Jack of All Trades	+2 to all untrained skill checks	
(vist) Vistani Pact	Choose warlock pact.	
Novice Power	You swap a rogue encounter power for a warlock one	

Wealth

PP		SP	
GP		CP	
Astrl Diam			
Residuum			

10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad

50 coins = 1 lb

Misc Valuables	Value

Abilities

Ability Name	Description / Notes	Source
Fey Pact	Teleport up to 3 squares when your cursed target dies	
Evil Eye	Vistani Racial Power: May use Warlock's Curse 1/enc	
First Strike	Combat advantage vs opponents not acted yet	
Rogue Weapon Talent	+1 to hit with daggers, shuriken are +1 die size	

Equipment

Equipment Worn

Armor	AC	Speed	Check	Weight	Notes
Deathcut Armor	+3			15	1/day, deal 1d10+Cha necrotic damage when enemy hits you with attack

Shield	AC	Speed	Check	Weight	Notes

Slot	Item	Notes
Head		
Neck		
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Backpack	2	***Pact Blade +1***	2
Bedroll	5	***Parthian Rapier +1***	2
Flint and steel		***Healing Potion***	1
Pouch, belt (empty)	0.5	Shuriken (x4)	2
Rations, trail (10 days)	10		
Rope, hempen (50 ft.)	10	Ammo Belt	1
Sunrods (2)	2	Lead Shot (x12)	1
Waterskin	4	Powder Horn (12 oz)	2
		Clothes	5
		Wealth	1

Normal Load	Medium Load	Normal Load	Total Carried
120	240	600	66

Experience

Current XP:

Next Level:

Verret

Character

Related Feats & Abilities

Freq	Power	Att	vs	Def	Type	Range	Act	Target	Lvl	Keywords	Requirements	Source	Effect
At Will	Sly Flourish	Str	vs	AC			Stnd		1	Weapon	Shield	PHB 77	Basic attack, plus push 1 square
At Will	Piercing strike	Int	vs	Fort		Blast 5	Stnd	Area	1	Fire, Implement		PHB 159	1d6+Int, push targets [Wis] squares
Enc.	Dance with the devil	Int	vs	Ref		Burst 1, [10]	Stnd	Area	1	Cold, Implement		PHB 160	d6+Int, knock prone, difficult terrain. Miss = difficult terrain
Enc.	Positioning strike	Int	vs	Ref		20	Stnd	1+	1	Acid, Implement		PHB 160	2d8+Int dmg + ongoing 5 acid, secondary [burst 1] 1d8+int, ongoing 2 acid. Miss = 1/2 + ongoing 2, no secondary attacks (save ends)
Enc.	master of deceit		vs										
Daily	Trick Strike		vs										
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