Character Name	Level	Race	Gender	Alignment
Rahm Withermere	4	Human	Male	Unaligned

Hair	Eyes	Height	Weight	Size	Diety
Black	Green	5' 10"	175	Medium	

Class	Rogue
Paragon	
Epic Destiny	

	Score	Mod
STR	14	+2
CON	14	+2
DEX	18	+4
INT	10	+0
WIS	12	+1
CHA	14	+2

		= 10+	1/2 lvl	Abil	Armor	Misc	Misc	Shield
AC	19		2	4	3			

		= 10+	1/2 lvl	Abil	Class	Misc	Misc	Shield
Fort	16		2	2	0	1	1	
Ref	20		2	4	2	1	1	
Will	16		2	2	0	1	1	

Resistances: Poison: 5

Saving Throw Bonuses

Defense & Healing Notes

HP 41 | Bloodied 20

Current HP	Temp HP

	Per Day	=	Class	Con	Bonus
Healing Surges	8		6	2	

		=	1/4 hp	Misc	Misc
Surge Heals	10		10		

Surges Used

Combat

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

Speed 6 = Base 6 + Misc - Armor 0

Attack Power	Attack		AC	Damage	Effects & Notes	Freq
Piercing Strike	+11	vs	Ref	1d4+7		At Will
Riposte Strike	+11	vs	AC	1d4+7	If enemy attacks you before next turn, riposte	At Will
*Riposte	+9	vs	AC	1d4+5	Immediate interrupt if enemy attacks you	...
Deft Strike	+11	vs	AC	1d4+7	move 2 square before or after attack	At Will
Tortuous Strike	+11	vs	AC	2d4+10		Enc.
		vs				Daily
		vs				...

Combat Notes

- +1 to hit with light blades if you have combat advantage
- Sneak attack: +2d8 (plus Strength Mod)
- Brutal Scoundrel: Add Str mod to sneak attacks

Action Points

Milestones

Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Ba'al Verzi Dagger +1		+11	2	4	3	1		1	1d4+7	4	1	2		
Ba'al Verzi (basic attack)		+9	2	2	3	1		1	1d4+5	2	1	2		
Dagger, thrown	5/10	+10	2	4	3			1	1d4+5	4		1		

Skills

Passive Perception	18
Passive Insight	13

	Total	=	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+11	=	2	4	✓	0		0
Arcana (Int)	+2	=	2	0		0		
Athletics (Str)	+4	=	2	2		0		0
Bluff (Cha)	+9	=	2	2	✓	0		
Diplomacy (Cha)	+4	=	2	2		0		
Dungeoneering (Wis)	+3	=	2	1		0		
Endurance (Con)	+4	=	2	2		0		0
Heal (Wis)	+3	=	2	1		0		
History (Int)	+2	=	2	0		0		
Insight (Wis)	+3	=	2	1		0		
Intimidate (Cha)	+4	=	2	2		0		
Nature (Wis)	+3	=	2	1		0		
Perception (Wi)	+8	=	2	1	✓	0		
Religion (Int)	+2	=	2	0		0		
Stealth (Dex)	+11	=	2	4	✓	0		0
Streetwise (Cha)	+9	=	2	2	✓	0		
Thievery (Dex)	+11	=	2	4	✓	0		0
>> Custom	+2	=	2					

Feats

Languages: Common,

Feat	Description / Notes	Source
Weapon Focus	+1 damage with light blades	
Nimble Blade	+1 to hit with light blades if combat advantage	
Backstabber	Sneak attack dice are d8's	
Two Weapon Fighting	+1 damage with primary attack	

Wealth

PP		SP		Astrl Diam	
GP		CP		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
Brutal Scoundrel	Bonus to sneak attack damage = strength modifier	
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
Darkleaf Armor +1	+3			15	You gain a +2 item bonus to AC versus the first attack in an encounter

Shield	AC	Speed	Check	Weight	Notes

Slot	Item	Notes
Head		
Neck	*Amulet of Health +1*	+1 to fort, ref, will; Resist poison 5
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Backpack	2	*Ba'al Verzi Dagger +1*	1
Bedroll	5	*Dagger +1*	1
Flint and steel		*Healing Potion*	1
Pouch, belt (empty)	0.5	Daggers (x4)	4
Rations, trail (10 days)	10		
Rope, hempen (50 ft.)	10		
Sunrods (2)	2		
Waterskin	4		
		Clothes	5
		Wealth	1

Normal Load	Medium Load	Normal Load	Total Carried
140	280	700	62

Experience

Current XP:

Next Level:

Rahm Withermere

Character

Related Feats & Abilities

Freq	Power	Att	vs	Def	Type	Range	Act	Target	Lvl	Keywords	Requirements	Source	Effect
At Will	Piercing Strike	Str	vs	AC			Stnd		1	Weapon	Shield	PHB 77	Basic attack, plus push 1 square
At Will	Deft Strike	Int	vs	Fort		Blast 5	Stnd	Area	1	Fire, Implement		PHB 159	1d6+Int, push targets [Wis] squares
At Will	Riposte Strike	Int	vs	Ref		Burst 1, [10]	Stnd	Area	1	Cold, Implement		PHB 160	d6+Int, knock prone, difficult terrain. Miss = difficult terrain
Enc.	Tortuous 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)
At Will	Fleeting Ghost		vs										
Enc.	Topple Over		vs										
Daily	Easy Target		vs										
...			vs										
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