

Character Sheet

Player Name

Total XP

Total XP

RPGA Number

CHARACTER NAME
Sirocco

PLAYER NAME

RACE Shadar-kai CLASS Scout LEVEL 2

SCORE	ABILITY	MOD
HP	10 STR	+0
27	10 CON	+0
Spd	20 DEX	+5
6	13 INT	+1
Init	14 WIS	+2
+6	9 CHA	-1

AC 19 Fort 13 Ref 17 Will 13

13 Passive Insight 18 Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard * [down] [up] [down] [up] Personal

ACTION [down] [up] [down] [up] RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity * [down] [up] [down] [up] Melee 1

ACTION [down] [up] [down] [up] RANGE

vs The triggering enemy

ATTACK DEFENSE TARGET

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Skills

12	Acrobatics	DEX	(Trained)
2	Arcana	INT	
5	Athletics	STR	(Trained)
0	Bluff	CHA	
0	Diplomacy	CHA	
3	Dungeoneering	WIS	
0	Endurance	CON	
3	Heal	WIS	
2	History	INT	
3	Insight	WIS	
0	Intimidate	CHA	
8	Nature	WIS	(Trained)
8	Perception	WIS	(Trained)
2	Religion	INT	
12	Stealth	DEX	(Trained)
0	Streetwise	CHA	
5	Thievery	DEX	

ADDITIONAL EFFECTS

PLAY DATA DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard * [down] [up] [down] [up] Melee 1

ACTION [down] [up] [down] [up] RANGE

1 vs Fort One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Dual Weapon Attack

KEYWORDS Martial, Weapon

Free * [down] [up] [down] [up] Melee weapon

ACTION [down] [up] [down] [up] RANGE

vs One creature

ATTACK DEFENSE TARGET

Requirement: You must be wielding two melee weapons.
Trigger: You hit with a melee basic attack on your turn
Attack: Dexterity vs. AC (off-hand weapon)
Hit: 1[W] + Dexterity modifier (+5) damage.
Special: You can use this power only once per round

ADDITIONAL EFFECTS

CLASS Ranger LEVEL BOOK PEHOTFK

AT-WILL POWER DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard * [down] [up] [down] [up] Melee touch

ACTION [down] [up] [down] [up] RANGE

1 vs Reflex One creature that is no more than

ATTACK DEFENSE TARGET

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Power Strike

KEYWORDS Martial, Weapon

No Action * [down] [up] [down] [up] Special

ACTION [down] [up] [down] [up] RANGE

vs The enemy you hit

ATTACK DEFENSE TARGET

Trigger: You hit an enemy with a melee basic attack using a weapon.
Effect: The target takes 1[W] extra damage from the triggering attack.

Level 17: 2[W] extra damage.
Level 27: 3[W] extra damage.

ADDITIONAL EFFECTS

CLASS Scout LEVEL BOOK PEHOTFL

ENCOUNTER POWER DUNGEONS & DRAGONS

Surprise Strike

KEYWORDS

Martial

USED

No Action

Special

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: When using a basic attack or an at-will weapon attack power, you hit an enemy that is granting combat advantage to you.
Effect: The enemy is dazed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Outlaw

LEVEL

1

BOOK

Dragon 399

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Shadow Jaunt

KEYWORDS

Teleportation

USED

Move

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

Shadar-kai

LEVEL

BOOK

Dragon 372

UTILITY POWER

DUNGEONS & DRAGONS

Aspect of the Cunning Fox

KEYWORDS

Primal, Stance

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You assume the Aspect of the Cunning Fox stance. Until the stance ends, you gain the following benefits:

-You take only half damage from attacks made against you during your turn.
-Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

BOOK

PEHOTFK

UTILITY POWER

DUNGEONS & DRAGONS

Aspect of the Charging Ram

KEYWORDS

Primal, Stance

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You assume the Aspect of the Charging Ram stance. Until the stance ends, you gain the following benefits:

-Your movement during a charge doesn't provoke opportunity attacks.
-If you hit with a charge attack, you can knock the target prone.
-You gain a +2 power bonus to the damage rolls of charge attacks.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

BOOK

PEHOTFK

UTILITY POWER

DUNGEONS & DRAGONS

Stalker's Mist

KEYWORDS

Primal, Zone

USED

Minor

Area burst 1 within 10 squares

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are heavily obscured to your enemies.

Move Action: You move the zone up to 5 squares.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

2

BOOK

PEHOTFK

UTILITY POWER

DUNGEONS & DRAGONS

Vanguard Spiked chain +1

2d4

3

Flail

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

3

+1d8 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Deal +1d8 damage on any successful charge. Reach

Melee Basic Attack: +10 attack, 2d4+6 damage

AT-WILL

ENCOUNTER

DAILY

POWER

Rarity: Uncommon
Power (Daily): Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

ITEM SLOT

Two-Hands

WEIGHT

10

PRICE

680

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS