

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Bull Rush Attack
Grab Attack
Opportunity Attack

ENCOUNTER POWERS

Second Wind <input type="checkbox"/>
Takedown Strike <input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

DAILY POWERS

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

UTILITY POWERS

Second Wind <input type="checkbox"/>
Dark Reaping <input type="checkbox"/>
Backstab <input type="checkbox"/>
Escape Artist's Trick
Unbalancing Trick
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

OTHER EQUIPMENT

Leather Armor (E)
Short sword (E)
Dagger (2) (E)

COINS AND OTHER WEALTH

Money on hand: 63 gp
Stored money: 0 gp
Encumbrance: 20 / 110

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

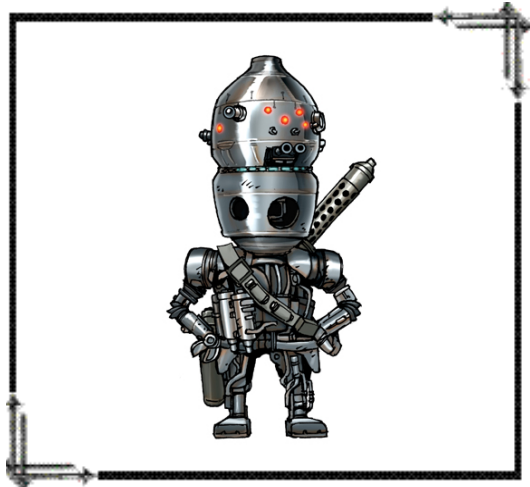
WEAPON <input type="checkbox"/>
WEAPON <input type="checkbox"/>
WEAPON <input type="checkbox"/>
WEAPON <input type="checkbox"/>
ARMOR <input type="checkbox"/>
ARMS <input type="checkbox"/>
FEET <input type="checkbox"/>
HANDS <input type="checkbox"/>
HEAD <input type="checkbox"/>
NECK <input type="checkbox"/>
RING <input type="checkbox"/>
RING <input type="checkbox"/>
WAIST <input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood. You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Darkstab

PLAYER NAME

RACE Revenant CLASS Thief LEVEL 1

SCORE	ABILITY	MOD
HP 32	STR 11	+0
Spd 6	CON 8	-1
Init +5	DEX 20	+5
	INT 10	+0
	WIS 10	+0
	CHA 16	+3

AC 17
Fort 10
Ref 17
Will 13

10 Passive Insight **15** Passive Perception


Skills

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

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

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*

UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard * Melee 1

ACTION **RANGE**

0 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: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard * Melee touch

ACTION **RANGE**

0 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: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity * Melee 1

ACTION **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

Takedown Strike

KEYWORDS Martial, Weapon

No Action * Melee 1

ACTION **RANGE**

vs The triggering enemy

ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy adjacent to you with an attack.
Effect: The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

ADDITIONAL EFFECTS

CLASS Mercenary LEVEL 1 BOOK *Dragon 399*

ENCOUNTER POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS

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 1 BOOK *PH*

UTILITY POWER DUNGEONS & DRAGONS

Dark Reaping

KEYWORDS Necrotic USED

Free


ACTION  **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: A creature within 5 squares of you is reduced to 0 hit points
Effect: One creature of your choice that you hit with an attack before the end of your next turn takes extra necrotic damage equal to 1d8 + your Constitution modifier (-1) or your Charisma modifier (+3).

ADDITIONAL EFFECTS


CLASS Revenant LEVEL BOOK *Dragon 376*

UTILITY POWER 

Backstab

KEYWORDS Martial USED

Free Personal


ACTION  **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.
Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.
 Level 7: 2d6 extra damage.
 Level 17: 3d6 extra damage.
 Level 27: 4d6 extra damage.

ADDITIONAL EFFECTS


CLASS Rogue LEVEL BOOK *PEHOTFL*

UTILITY POWER 

Escape Artist's Trick

KEYWORDS Martial USED

Move Personal


ACTION  **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You shift up to 2 squares. Once at the end of this turn, you can shift 2 squares as a free action.

ADDITIONAL EFFECTS


CLASS Rogue LEVEL BOOK *PEHOTFL*

UTILITY POWER 

Unbalancing Trick

KEYWORDS Martial USED

Move Personal

ACTION  **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you can knock it prone.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL BOOK *PEHOTFL*

UTILITY POWER 