

Player Name _____

Character Name: **Half-Orc** Level: **6** Class: **Rogue** Paragon Path: **Kord** Epic Destiny: **0**
 Race: **Half-Orc** Size: **Medium** Gender: **Male** Alignment: **Unaligned** Deity: _____
 Age: _____ Height: _____ Weight: _____ Adventuring Company or Other Affiliations: _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
8	5	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	7	0	0	1	0	0

CONDITIONAL BONUSES: +2 AC vs First Attack

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	6	0	0

SPECIAL MOVEMENT: Low-light Vision

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	7
10	CON Constitution	0	3
20	DEX Dexterity	5	8
8	INT Intelligence	-1	2
11	WIS Wisdom	0	3
12	CHA Charisma	1	4

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	13	4	0	0	1	0	0

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	13	5	2	0	1	0	0

CONDITIONAL BONUSES

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	13	1	0	0	1	0	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+3
18	Passive Perception	10	+8

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
47	23	12

1/2 HP: 23, 1/4 HP: 12

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3	3	0	0	0	0	0	0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3	3	0	0	0	0	0	0

ABILITY:

SECOND WIND

1/ENCOUNTER USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS: +2 STR and DEX

Half-Orc Resilience

* +5 Temp Hit Points when bloodied (1/e)

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

ABILITY: First Strike +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

CLASS / PATH / DESTINY FEATURES

Swift Charge (+2 speed on charge)

Furious Assault (1/e, Free Action)

* Attack does 1[W] extra damage

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
			FS+

SKILLS

BONUS	SKILL NAME	ABIL MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	8	5	0
2	Arcana	INT	2	0	n/a
7	Athletics	STR	7	0	0
9	Bluff	CHA	4	5	n/a
4	Diplomacy	CHA	4	0	n/a
3	Dungeoneering	WIS	3	0	n/a
5	Endurance	CON	3	0	2
3	Heal	WIS	3	0	n/a
2	History	INT	2	0	n/a
3	Insight	WIS	3	0	n/a
11	Intimidate	CHA	4	5	n/a
3	Nature	WIS	3	0	n/a
8	Perception	WIS	3	5	n/a
2	Religion	INT	2	0	n/a
13	Stealth	DEX	8	5	0
4	Streetwise	CHA	4	0	n/a
13	Thievery	DEX	8	5	0

First Strike

Ruthless Ruffian

* Trained in Mace and Club

* Treated as Light Blade and can Sneak Atk

* +STR Mod damage with Rattling attacks

Rogue Weapon Talent

Sneak Attack +2d8

FEATS

*Backstabber

*Slaying Action

*Dirty Fighting

*Weapon Expertise (Club)

LANGUAGES KNOWN

Common

Giant

