

Shyama 1 Assassin 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Revenant Medium Female 5'7" 135 lbs Unaligned The Raven Queen
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	5		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10		1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	5					

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
15	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Ki Focused Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4		0	0	3	1		

ABILITY: Melee Basic Attack - Greatsword

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
30	15	7 6

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elemental Origin - You have the elemental origin

Dark Reaping - You have the dark reaping power

Undead - You are considered both living creature, and unde

Past life - Choose another race; you are considered a memb

Unnatural Vitality - When you drop, can remain conscious :

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Ki Focused Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

ABILITY: Melee Basic Attack - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Ironwrought Starting Feature - Your origin becomes elemental; gain Primordial language, +1 bonus to Athletics and Endurance checks; power bonus from using your second wind increases to +4; gain the inevitable strike power

Assassin's Shroud - Gain the assassin's shroud power

Guild Training - Choose a training method.

Night Stalker - Deal cha mod bonus damage against targets that are adjacent to no enemies.

Black Flame Form - Gain the black flame power.

Shadow Step - Gain the shadow step power.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Ki Focused Greatsword	1d10
3	vs AC	Greatsword	1d10
0	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+5

FEATS

Ki Focus Expertise - +1/+2/+3 (by tier) to ki focus attacks; +1/+2/+3 (by tier) to damage with ki focus against bloodied enemies

LANGUAGES KNOWN

Primordial, Common, Elven

CHARACTER NAME
Shyama

PLAYER NAME
Tygaran

RACE Revenant CLASS Assassin LEVEL 1

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

HP 30 AC 17

Spd 6 Fort 11

Init +5 Ref 15

Will 14


10 Passive Insight 15 Passive Perception

Skills

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

ADDITIONAL EFFECTS

Action Point



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 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

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

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

UTILITY 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

Assassin's Shroud

KEYWORDS Shadow

Free Close burst 10

ACTION 10 RANGE

vs One enemy you can see in burst

ATTACK DEFENSE TARGET

Effect: You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.
Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.
Level 11: 1d6 + 3 damage per shroud.
Level 21: 1d6 + 6 damage per shroud.
Special: You can use this power only on your turn and only once per turn.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK Dragon 379

AT-WILL POWER DUNGEONS & DRAGONS

Shadow Step

KEYWORDS Shadow, Teleportation

Move Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Requirement: You must be adjacent to a creature.
Effect: You teleport 3 squares to a square adjacent to a different creature.
Level 11: Teleport 4 squares.
Level 21: Teleport 5 squares.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK Dragon 379

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Executioner's Noose

KEYWORDS Force, Implement, Shadow USED

Standard	5	Ranged 5
ACTION	RANGE	
6 vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier (+5) force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.
 Level 21: 2d6 + Dexterity modifier (+5) force damage.

Ki Focused Greatsword: +6 attack, 1d6+5 damage
 Ki Focus: +6 attack, 1d6+5 damage
 Greatsword: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against bloodied targets - Ki Focus Expertise.
 +3 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Shadow Storm

KEYWORDS Shadow, Weapon USED

Standard	*	Melee weapon
ACTION	RANGE	
9 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage, plus 1 damage for each creature adjacent to the target.
 Level 21: 2[W] + Dexterity modifier (+5) damage, plus 2 damage for each creature adjacent to the target.

Ki Focused Greatsword: +9 attack, 1d10+5 damage
 Greatsword: +8 attack, 1d10+5 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against bloodied targets - Ki Focus Expertise.
 +3 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Inevitable Strike

KEYWORDS Elemental, Weapon USED

No Action	Personal	
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Trigger: You make a melee weapon attack roll.
Effect: Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.
 Level 11: 2d8 extra damage.
 Level 21: 3d8 extra damage.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *HOTEC*

ENCOUNTER POWER DUNGEONS & DRAGONS

Shadow Darts

KEYWORDS Cold, Implement, Shadow USED

Standard	5	Ranged 5
ACTION	RANGE	
6 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex. Make three attack rolls. If any of them hit, resolve them as a single hit, and all of them must miss for the attack to miss.
Hit: 1d8 cold damage if one of the attack rolls hits, 2d8 cold damage if two hit, or 3d8 cold damage if three hit.

Ki Focused Greatsword: +6 attack, 1d8+0 damage
 Ki Focus: +6 attack, 1d8+0 damage
 Greatsword: +5 attack, 1d8+0 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against bloodied targets - Ki Focus Expertise.
 +3 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

ENCOUNTER POWER DUNGEONS & DRAGONS

Targeted for Death

KEYWORDS Cold, Implement, Shadow USED

Standard	5	Ranged 5
ACTION	RANGE	
6 vs Will	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Will
Hit: 3d8 + Dexterity modifier (+5) cold damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you use assassin's shroud against the target, you subject it to two shrouds instead of one.

Ki Focused Greatsword: +6 attack, 3d8+5 damage
 Ki Focus: +6 attack, 3d8+5 damage
 Greatsword: +5 attack, 3d8+5 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against bloodied targets - Ki Focus Expertise.
 +3 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

DAILY POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
Ironwrought Starting Feature: Whenever you use your second wind, the power bonus to Athletics checks and Endurance checks increases to +4 until the end of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

UTILITY POWER DUNGEONS & DRAGONS

Dark Reaping

KEYWORDS Necrotic USED

Free		
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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 (+0) or your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS Revenant LEVEL BOOK *Dragon 376*

UTILITY POWER DUNGEONS & DRAGONS

Black Flame Form

KEYWORDS Fire, Necrotic, Shadow USED

Minor	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You assume a dark, fiery form that lasts until you make an attack roll or until the end of your next turn. While in this form, you gain resist 5 to all damage, and any creature that hits you with a melee attack takes 5 fire and necrotic damage. When you assume this form, you can use your assassin's shroud power once as part of the same action. This use of assassin's shroud does not count against the limit on the number of times per round you can use that power.
 Level 11: The resistance and damage increase to 10.
 Level 21: The resistance and damage increase to 15.
Sustain Minor: The form persists until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK *Dragon 401*

UTILITY POWER DUNGEONS & DRAGONS