

Player Name

Pabst B. Ribbit

8

Assassin

Character Name

Level

Class

Paragon Path

Epic Destiny

13,000

Total XP

Bullywug

Medium

Race Size Age Gender Height Weight Alignment Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	6	4	

**10 Initiative**

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	4
18	CON Constitution	4	8
22	DEX Dexterity	6	10
10	INT Intelligence	0	4
8	WIS Wisdom	-1	3
11	CHA Charisma	0	4

10	STR Strength	0	4
----	-----------------	---	---

18	CON Constitution	4	8
----	---------------------	---	---

22	DEX Dexterity	6	10
----	------------------	---	----

10	INT Intelligence	0	4
----	---------------------	---	---

8	WIS Wisdom	-1	3
---	---------------	----	---

11	CHA Charisma	0	4
----	-----------------	---	---

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
56	28	14 10

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

56	28	14	10
----	----	----	----

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	14	8			2		

**24 AC**

CONDITIONAL BONUSES

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

+2 AC against the first attack made against you in each encounter

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

**6 Speed (Squares)**

SPECIAL MOVEMENT

### SENSES

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

**13 Passive Insight**
**13 Passive Perception**

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Inescapable Execution axe +

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

+	9	4	0		2	1	2	
---	---	---	---	--	---	---	---	--

ABILITY: Melee Basic Attack - Unarmed

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

+	4	4	0					
---	---	---	---	--	--	--	--	--

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Inescapable Execution axe +

DAMAGE ABIL FEAT ENH MISC MISC

1d12+4	0		2	2	
--------	---	--	---	---	--

ABILITY: Melee Basic Attack - Unarmed

DAMAGE ABIL FEAT ENH MISC MISC

1d4+2	0			2	
-------	---	--	--	---	--

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Rancid Air** - Gain poison aura 2: enemies that spend

healing surge become weakened.

### CLASS / PATH / DESTINY FEATURES

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

**Guild Training** - Choose a training method.

**Bleak Disciple** - Gain con mod temporary hitpoints

when you hit an unbloodied target. +2 at paragon and epic.

**Shade Form** - Gain the shade form power.

**Shadow Step** - Gain the shadow step power.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Inescapable Execution axe +	1d12+4
4	vs AC	Unarmed (Melee)	1d4+2
10	vs AC	Unarmed (Range)	1d4+6
	vs		

### LANGUAGES KNOWN

Common, Primordial



CHARACTER NAME  
**Pabst B. Ribbit**

PLAYER NAME

RACE Bullywug CLASS Assassin LEVEL 8

SCORE	ABILITY	MOD
HP	10 STR	+0
56	18 CON	+4
Spd	22 DEX	+6
6	10 INT	+0
Init	8 WIS	-1
+10	11 CHA	+0

AC 24  
Fort 21  
Ref 22  
Will 17

13 Passive Insight 13 Passive Perception


Skills

15	Acrobatics	DEX	(Trained)
4	Arcana	INT	
13	Athletics	STR	(Trained)
9	Bluff	CHA	(Trained)
4	Diplomacy	CHA	
3	Dungeoneering	WIS	
8	Endurance	CON	
3	Heal	WIS	
4	History	INT	
3	Insight	WIS	
4	Intimidate	CHA	
3	Nature	WIS	
3	Perception	WIS	
4	Religion	INT	
17	Stealth	DEX	(Trained)
4	Streetwise	CHA	
15	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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

**Effect:** You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 8 BOOK PH

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 8 BOOK Dragon 379

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 8 BOOK Dragon 379

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Inescapable Blade

KEYWORDS Shadow, Weapon

Standard \* Melee weapon +2 reach

ACTION RANGE

15 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. AC. The attack ignores cover and superior cover.  
**Hit:** 1[W] damage.  
Level 21: 2[W] damage.

Inescapable Execution axe +2: +15 attack, 1d12 +4 damage

ADDITIONAL EFFECTS +5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 1 BOOK Dragon 379

Leaping Shade

KEYWORDS Shadow, Weapon

Standard \* Melee weapon

ACTION RANGE

15 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+6) damage. If you didn't invoke your shrouds on the target, it takes 1 extra damage for each of your shrouds on it.  
Level 21: 2[W] + Dexterity modifier (+6) damage, and 2 extra damage for each of your shrouds on the target.

Inescapable Execution axe +2: +15 attack, 1d12 +10 damage

ADDITIONAL EFFECTS +5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 1 BOOK Dragon 379

Shade Form

KEYWORDS Shadow

Minor Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

**Effect:** You assume a shadowy form that lasts until you make an attack roll or until the end of your next turn. While in this form, you are insubstantial, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.  
**Sustain Minor:** The form persists.

ADDITIONAL EFFECTS





CLASS Assassin LEVEL 1 BOOK Dragon 379

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

### Smothering Shadow


KEYWORDS Illusion, Shadow, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
15 vs AC		One creature
ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage, and the target is slowed until the end of your next turn.  
**Bleak Disciple:** The target takes extra damage equal to your Constitution modifier (+4).





Inescapable Execution axe +2: +15 attack, 2d12 +14 damage

ADDITIONAL EFFECTS  
+5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

**ENCOUNTER POWER** 

### Inescapable Shadow


KEYWORDS Shadow, Teleportation, Weapon		USED
Standard	*  	Melee 1
ACTION	 	RANGE
15 vs AC		Your assassin's shroud target
ATTACK	DEFENSE	TARGET

**Effect:** Before the attack, you teleport 5 squares to a square adjacent to your assassin's shroud target.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage.





Inescapable Execution axe +2: +15 attack, 2d12 +10 damage

ADDITIONAL EFFECTS  
+5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 3 BOOK *Dragon 379*

**ENCOUNTER POWER** 

### Shadow Link


KEYWORDS Shadow, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
15 vs AC		Your assassin's shroud target
ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage. Until the end of your next turn, you can use your assassin's shroud against the target whenever you are hit.  
**Bleak Disciple:** You gain temporary hit points equal to your Constitution modifier (+4) when the attack hits.





Inescapable Execution axe +2: +15 attack, 2d12 +10 damage

ADDITIONAL EFFECTS  
+5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 7 BOOK *Dragon 379*

**ENCOUNTER POWER** 

### Shadow Soul


KEYWORDS Shadow, Teleportation, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
15 vs AC		One creature
ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of your next turn, you gain a +5 power bonus to Perception checks against the target.  
**Sustain Minor:** The power bonus persists, and if the target is not hidden from you, you teleport 20 squares to a square adjacent to it.





Inescapable Execution axe +2: +15 attack, 2d12+10 damage

ADDITIONAL EFFECTS  
+5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 5 BOOK *Dragon 379*

**DAILY POWER** 

### Grave Spike


KEYWORDS Shadow, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
15 vs AC		One creature
ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier (+6) damage, and ongoing 5 damage (save ends). Whenever the target takes this ongoing damage, the target falls prone.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, you gain a +2 power bonus to attack rolls against the target while your shrouds are on it.





Inescapable Execution axe +2: +15 attack, 2d12+10 damage

ADDITIONAL EFFECTS  
+5 to damage rolls against a prone target - Headsman's Chop.

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

**DAILY POWER** 


### Cloak of Shades

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





**Effect:** Until the end of your next turn, you gain concealment against all creatures and are invisible to creatures that are more than 5 squares away from you.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 2 BOOK *Dragon 379*

**UTILITY POWER** 


### Slayer's Escape

KEYWORDS Shadow, Teleportation		USED
Imm React	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** You are hit by an attack  
**Effect:** You teleport 5 squares, and you become invisible until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 6 BOOK *Dragon 379*

**UTILITY POWER** 

### Inescapable Execution axe +2

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL


PROPERTIES  
Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.  
High Crit, Brutal

Melee Basic Attack: +9 attack, 1d12+4 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 14 PRICE 3400 BOOK AV

**MAGIC WEAPON** 

### Darkleaf Leather Armor +2


2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		9	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
Gain a +2 item bonus to AC against the first attack made against you in each encounter.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 4200 BOOK PH

**MAGIC ITEM** 

Elven Cloak +2			
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	7		1
ENHANCEMENT	LEVEL		TYPE
<small>PROPERTIES</small> Gain a +2 item bonus to Stealth checks.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<small>POWER</small>  			
ITEM SLOT Neck	WEIGHT 0	PRICE 2600	BOOK PH

Iron Armbands of Power (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT	LEVEL		TYPE
<small>PROPERTIES</small> Gain a +2 item bonus to melee damage rolls.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<small>POWER</small>  			
ITEM SLOT Arms	WEIGHT 0	PRICE 1800	BOOK AV

MAGIC ITEM



MAGIC ITEM

