

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Nick Green

5

Level

Zero Uhlit

Good male Human Rogue (Scoundrel)

22

5'8

190lbs

Medium

Deity

5500

Total XP

7500

Defenses

18

15

19

16

Conditional Bonuses

Hit Points

Max HP
(Bloodied 22) 45

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

11

7

Current Conditions:

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

6

Passive Insight

18

Passive Perception

20

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods 0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Short sword

6

1d6+1

Strength vs. AC

Damage

Ranged

Entrapping Hand crossbow +1

8

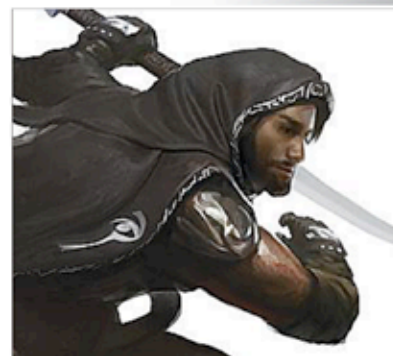
1d6+4

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	13 3
CON	Constitution	13 3
DEX	Dexterity	16 5
INT	Intelligence	14 4
WIS	Wisdom	13 3
CHA	Charisma	14 4

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength	3
Bluff	Charisma	✓ 9
Diplomacy	Charisma	✓ 9
Dungeoneering	Wisdom	3
Endurance	Constitution	3
Heal	Wisdom	3
History	Intelligence	4
Insight	Wisdom	✓ 8
Intimidate	Charisma	4
Nature	Wisdom	3
Perception	Wisdom	✓ 10
Religion	Intelligence	4
Stealth	Dexterity	✓ 13
Streetwise	Charisma	✓ 9
Thievery	Dexterity	✓ 10

Nick Green

Player Name

Zero Uhlit

Character Name



Character Details

Background

Society - Noble

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Blackengorge

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Necklace of Keys +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Entrapping Hand crossbow +1

Waist

Armor

Bloodcut Leather Armor +1

Feet

Tattoo

Ki Focus

Other Equipment

Crossbow Bolts (40)
Short sword
Climber's Kit
Lantern
Thieves' Tools
Adventurer's Kit
Fine Clothing
Oil (1 pint)
Spider Bolt +1 (12)

Total Weight (lbs.)

77

Carrying Capacity
(lbs.)

Treasure

0 gp

Normal 130

Heavy 260

Max 650

Nick Green
Player Name

Zero Uhlit
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Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Cunning Sneak

First Strike

At encounter start, get combat advantage against foes that haven't acted yet

Rogue Tactics

Choose one of the rogue tactics.

Scoundrel Weapon Talent

Damage die increases one size with shuriken; +1 on attack rolls with daggers

Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

Feats

Skill Focus (Stealth)

+3 to Stealth checks

Trap Sense

+2 to all defenses against traps, +2 to find traps

Backstabber

Sneak Attack dice increase to d8s

Alertness

Cannot be surprised, +2 to Perception

Zero Uhlit

Level 5 Human Rogue (Scoundrel)

HP	SCORE	ABILITY	MOD	AC
45	13	STR	1	18
	13	CON	1	
Spd	16	DEX	3	Fort
6	14	INT	2	15
	13	WIS	1	Ref
Init	14	CHA	2	19
+5				Will
				16

18 Passive Insight

20 Passive Perception

Player Name: Nick Green

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	4
Athletics	Strength	3
Bluff	Charisma	• 9
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	3
Endurance	Constitution	3
Heal	Wisdom	3
History	Intelligence	4
Insight	Wisdom	• 8
Intimidate	Charisma	4
Nature	Wisdom	3
Perception	Wisdom	• 10
Religion	Intelligence	4
Stealth	Dexterity	• 13
Streetwise	Charisma	• 9
Thievery	Dexterity	• 10

• indicates a trained skill.

Action Point

Base action points: 1



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

Melee Basic Attack

At-Will ♦ Standard Action

Short sword: +6 vs. AC, 1d6+1 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 1d6+4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Basic Attack

Gloaming Cut

At-Will ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 1d6+1 damage

Short sword: +8 vs. AC, 1d6+0 damage

Melee or Ranged weapon **Target:** One creature

From the shadows you strike, and into the shadows you flee.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] damage.

Effect: You shift a number of squares equal to your Int modifier (+2), and you can make a Stealth check to become hidden.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Preparatory Shot

At-Will ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 5 damage

Ranged weapon **Target:** One creature

You feint and nick the target, inhibiting its movement to set up an even deadlier attack.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: Dex modifier (+3) + Int modifier (+2) damage, and the target grants combat advantage to you until the end of your next turn.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Sly Flourish

At-Will ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 1d6+6 damage

Short sword: +8 vs. AC, 1d6+5 damage

Melee or Ranged weapon **Target:** One creature

You use a distracting flourish with your off hand to land a solid blow.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) + Cha modifier (+2) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Unbalancing Shot

Encounter ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 2d6+4 damage

Ranged weapon **Target:** One creature

The impact of your shot leaves your enemy wobbling.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+3) damage, and the target is slowed until the end of your next turn.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Used ☐

Fleeting Spirit Strike

Encounter ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 2d6+4 damage

Short sword: +8 vs. AC, 2d6+3 damage

Melee or Ranged **Target:** One creature
weapon

You dart from shadow to shadow, striking out along the way.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: Before the attack, you shift 3 squares.

Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+3) damage. You shift 3 squares.

Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 3

Used ☐

Confounding Attack

Daily ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. AC, 2d6+4 damage

Short sword: +8 vs. AC, 2d6+3 damage

Melee or Ranged **Target:** One creature
weapon

Your attack causes your opponent to accidentally wallop his ally.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+3) damage.

Effect: As a free action, the target makes a melee basic attack against a creature of your choice adjacent to it. If you or the target has combat advantage against the creature and you haven't dealt your Sneak Attack damage during this round, you can deal your Sneak Attack damage against the creature.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 1

Used ☐

Bloodbath

Daily ♦ Standard Action

Entrapping Hand crossbow +1: +8 vs. Fortitude, 1d6+4 damage

Short sword: +8 vs. Fortitude, 1d6+3 damage

Melee or Ranged **Target:** One creature
weapon

You slice your foe's artery, inflicting a gushing wound.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dex modifier (+3) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).

Effect: 1[W] + Dex modifier (+3) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)

Rogue Attack 5

Used ☐

Fleeting Ghost

At-Will ♦ Move Action

Personal

You are stealthy and fleet of foot at the same time.

Keyword: Martial

Prerequisite: You must be trained in Stealth.

Effect: You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

Additional Effects

Rogue Utility 2

Entrapping Hand crossbow +1

Weapon ♦ Level 2

Damage: 1d6

Proficiency Bonus: 2

Range: 10/20

Properties: Load Free

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus, or the target is restrained until the end of your next turn.

Spider Bolt +1

Ammunition ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Properties

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the end of your next turn.

Bloodcut Leather Armor +1

Armor ♦ Level 4

Armor Bonus: 2

Enhancement: +1 AC

Power ♦ Healing Surge (Minor Action)

While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

Necklace of Keys +1

Neck Slot Item ♦ Level 3

Enhancement: +1 Fortitude, Reflex, and Will

Properties

You gain an item bonus to Thievery checks to open locks equal to the necklace's enhancement bonus.

Power (Teleportation) ♦ **Daily** (Minor Action)

If you're grabbed or restrained, you can teleport 3 squares.