DUNGEONS & DRAGONS
Character Sheet

Zero Uhlit
Good male Human Rogue (Scoundrel)

22	5'8	190lbs	Medium		
Age	Height	Weight	Size	Deity	

Level 8

Total XP 13000 16500

Defenses

20	17	21	18
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 30) **60**   Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
15	7

Current Conditions:

Combat Statistics and Senses

Initiative	7

Conditional Modifiers:

Speed	6

Passive Insight	20

Passive Perception	22

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

8	1d6+1
Strength vs. AC	Damage

Ranged

Entrapping Hand crossbow +1

10	1d6+4
Dexterity vs. AC	Damage

Languages

Common, Elven

Abilities

			Check
STR	Strength	13	5
CON	Constitution	13	5
DEX	Dexterity	17	7
INT	Intelligence	14	6
WIS	Wisdom	13	5
CHA	Charisma	15	6

Skills

Acrobatics	Dexterity		7
Arcana	Intelligence		6
Athletics	Strength		5
Bluff	Charisma	✔	11
Diplomacy	Charisma	✔	11
Dungeoneering	Wisdom		5
Endurance	Constitution		5
Heal	Wisdom		5
History	Intelligence		6
Insight	Wisdom	✔	10
Intimidate	Charisma		6
Nature	Wisdom		5
Perception	Wisdom	✔	12
Religion	Intelligence		6
Stealth	Dexterity	✔	15
Streetwise	Charisma	✔	11
Thievery	Dexterity	✔	12

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

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

Total Weight (lbs.)	77

Treasure

0 gp
0 gp banked

Carrying Capacity (lbs.)

Normal	130
Heavy	260
Max	650

Zero Uhlit

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
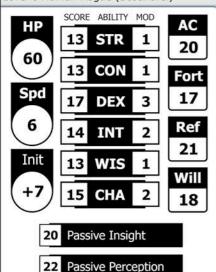Cannot be surprised, +2 to Perception

Silent Shot Student

Distant Advantage
Gain combat advantage with ranged and area attacks against flanked enemies

Zero Uhlit
Level 8 Human Rogue (Scoundrel)

	SCORE	ABILITY	MOD	
HP 60	13	STR	1	**AC** 20
	13	CON	1	**Fort** 17
Spd 6	17	DEX	3	
	14	INT	2	**Ref** 21
Init +7	13	WIS	1	
	15	CHA	2	**Will** 18

20 Passive Insight

22 Passive Perception

Player Name: Nick Green

Skills

Acrobatics	Dexterity		7
Arcana	Intelligence		6
Athletics	Strength		5
Bluff	Charisma	•	11
Diplomacy	Charisma	•	11
Dungeoneering	Wisdom		5
Endurance	Constitution		5
Heal	Wisdom		5
History	Intelligence		6
Insight	Wisdom	•	10
Intimidate	Charisma		6
Nature	Wisdom		5
Perception	Wisdom	•	12
Religion	Intelligence		6
Stealth	Dexterity	•	15
Streetwise	Charisma	•	11
Thievery	Dexterity	•	12

• 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: +8 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: +10 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: +10 vs. AC, 1d6+1 damage
Short sword: +10 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)
+2 to damage rolls against a creature you are hidden from - Silent Shot Student.

Rogue Attack 1

Preparatory Shot
At-Will ♦ Standard Action

Entrapping Hand crossbow +1: +10 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: +10 vs. AC, 1d6+6 damage
Short sword: +10 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: +10 vs. AC, 2d6+4 damage

Ranged weapon   **Target:** One creature

The impact of your shot leaves your enemy wobbly.

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: +10 vs. AC, 2d6+4 damage
Short sword: +10 vs. AC, 2d6+3 damage

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

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 ☐

Rogue's Luck
Encounter ♦ Standard Action

Entrapping Hand crossbow +1: +10 vs. AC, 2d6+4 damage
Short sword: +10 vs. AC, 2d6+3 damage

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

You turn a failed initial attack into a successful counterattack.

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.

Miss: Make the secondary attack against the target.

Secondary Attack: Dexterity vs. AC

Artful Dodger: You gain a bonus to the attack roll equal to your Cha modifier (+2).

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

Additional Effects

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

Rogue Attack 7 | Used ☐

Confounding Attack
Daily ♦ Standard Action

Entrapping Hand crossbow +1: +10 vs. AC, 2d6+4 damage
Short sword: +10 vs. AC, 2d6+3 damage

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

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: +10 vs. Fortitude, 1d6+4 damage
Short sword: +10 vs. Fortitude, 1d6+3 damage

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

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

Chameleon
At-Will ♦ Immediate Interrupt

Personal

You blend into your surroundings.

Keyword: Martial

Prerequisite: You must have training in Stealth.

Trigger: You are hidden and lose cover or concealment against an enemy.

Effect: You make a Stealth check. If your check beats the triggering enemy's passive Perception, you remain hidden from it, and until the end of your next turn you can remain hidden from it without needing any cover or concealment.

Additional Effects

Rogue Utility 6

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.

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.

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.

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.