Print Form

Dungeons & Dragons — Character Sheet

Player Name: Matthijs

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Lilsy Wildblossom	04	Rogue			3,765

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Halfling	Small	19	F	1m20	35	Good		

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
7	Initiative	4	2	1

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	4
10	CON Constitution	0	2
19	DEX Dexterity	4	6
11	INT Intelligence	0	2
8	WIS Wisdom	-1	1
17	CHA Charisma	3	5

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	06					
14	FORT	12	02					
18	REF	12	04	02				
15	WILL	12	03					

CONDITIONAL BONUSES

+7 vs opportunity attacks

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
11	Passive Insight	10	+	1
16	Passive Perception	10	+	6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Dex-based met short sword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3	1	1	

ABILITY:

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

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	SURGES/DAY
37	18	9	6

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS: +5 vs Fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

	MILESTONES	ACTION POINTS
1 Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

RACE FEATURES

ABILITY SCORE MODS

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
9	vs	AC	Dagger	1d4+2
8	vs	AC	Short sword	1d6+2
10	vs	AC	Shuriken	1d6+4
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	6	5		2
2	Arcana	INT	2		n/a	
9	Athletics	STR	4	5		
10	Bluff	CHA	5	5	n/a	
5	Diplomacy	CHA	5		n/a	
1	Dungeoneering	WIS	1		n/a	
2	Endurance	CON	2			
1	Heal	WIS	1		n/a	
2	History	INT	2		n/a	
1	Insight	WIS	1		n/a	
5	Intimidate	CHA	5		n/a	
1	Nature	WIS	1		n/a	
6	Perception	WIS	1	5	n/a	
2	Religion	INT	2		n/a	
11	Stealth	DEX	6	5		
5	Streetwise	CHA	5		n/a	
13	Thievery	DEX	6	5		2

CLASS / PATH / DESTINY FEATURES

First strike
Rogue weapon talent
Sneak attack 2d8
Re-roll nature
(Climb +2 vanwege Climber's kit)

LANGUAGES KNOWN

Common, Elven

FEATS

Backstabber (increase sneak attack die size)
Defensive mobility (+2 AC on opportunity attack)
Weapon Expertise (Light Blade)

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POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Riposte strike (Dex vs AC)
(+11 v short word +1, +11 dagger)
Deft Strike (Dex vs AC)
(+11 v short sword +1, +11 dagger)

ENCOUNTER POWERS

Second chance ☐
Dazing strike (Dex vs AC) ☐
(+11 v short word +1, +11 dagger) ☐
Bait and Switch ☐

DAILY POWERS

Easy Target (Dex vs AC) ☐
(+11 v short word +1, +11 dagger) ☐

UTILITY POWERS

Adaptable Flanker ☐
(Encounter, Minor action, ☐
You and an ally must be adjacent ☐
to the same enemy. ☐
You gain combat advantage ☐
against the enemy until the start of ☐
of your next turn.) ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON Vicious short sword +1 ☐
WEAPON (+1d12 on crit) ☐
WEAPON ☐
WEAPON ☐
ARMOR ☐
ARMS ☐
FEET ☐
HANDS ☐
HEAD ☐
NECK ☐
RING ☐
RING ☐
WAIST ☐

Daily Item Powers Per Day

Heroic (1-10) ☐ Milestone ☐/☐/☐/☐
Paragon (11-20) ☐☐ Milestone ☐/☐/☐/☐
Epic (21-30) ☐☐☐ Milestone ☐/☐/☐/☐

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

OTHER EQUIPMENT

Leather armor, small silver key,
Standard adventuring kit, note,
Dagger, bone mask,
Short sword
27 shuriken,Bairwin incriminating note
Fine clothing (nice dress), crossbow,
16 crossbow bolts, warpick,
Climber's kit, 2 sleutelbossen,
Kisje met wijn

RITUALS

SESSION AND CAMPAIGN NOTES

Valthrun: sage, Ninaran: obnoxious hunter

COINS AND OTHER WEALTH

161 gp 157 sp

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