DUNGEONS & DRAGONS

Character Sheet

Player Name

Lilsy Wildblossom	5	Rogue			5.500
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP

Halfling	Small	19	Female	4'	77 lbs	Good			
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE		DEX	1/2 LVL		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

HIT POINTS

MAX HP	HEALING SURGES		
	BLOODIED	SURGE VALUE	SURGES/DAY
42	21	10	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   +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

CONDITIONAL BONUSES
+2 AC against opportunity attacks, +3 AC (Cha mod) against opportunity attacks, +2 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	12	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	4	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	12	3					

CONDITIONAL BONUSES

ACTION POINTS

	MILESTONES	ACTION POINTS
Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter power.

Nimble Reaction - +2 AC against opportunity attacks.

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.

   Artful Dodger - Add Cha mod to AC against opportunity attacks.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

LANGUAGES KNOWN

Common, Elven

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

DAMAGE WORKSPACE

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
8	vs	AC	Short sword	1d6+2
9	vs	AC	Familiar Looking Dagger (Mel	1d4+2
11	vs	AC	Familiar Looking Dagger (Ran	1d4+4
10	vs	AC	Shuriken	1d6+4

FEATS

Backstabber - Sneak Attack dice increase to d8s

Defensive Mobility - +2 to AC against opportunity attacks

Weapon Expertise (Light Blade) - Gain bonus to attack rolls with Light Blades.

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	6	5		2
2	Arcana	INT	2	0	n/a	
9	Athletics	STR	4	5		
10	Bluff	CHA	5	5	n/a	
5	Diplomacy	CHA	5	0	n/a	
1	Dungeoneering	WIS	1	0	n/a	
2	Endurance	CON	2	0		
1	Heal	WIS	1	0	n/a	
2	History	INT	2	0	n/a	
1	Insight	WIS	1	0	n/a	
5	Intimidate	CHA	5	0	n/a	
1	Nature	WIS	1	0	n/a	
6	Perception	WIS	1	5	n/a	
2	Religion	INT	2	0	n/a	
11	Stealth	DEX	6	5		
5	Streetwise	CHA	5	0	n/a	
13	Thievery	DEX	6	5		2

POWER INDEX

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

AT-WILL POWERS

Deft Strike

Riposte Strike

ENCOUNTER POWERS

Second Chance	☐
Dazing Strike	☐
Low Slash	☐
	☐
	☐
	☐

DAILY POWERS

Easy Target	☐
Driving Assault	☐
	☐
	☐
	☐
	☐

UTILITY POWERS

Adaptable Flanker	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐

OTHER EQUIPMENT

Familiar Looking Dagger (E)

Short sword (E)

Shuriken

COINS AND OTHER WEALTH

Money on hand: 0 gp

Stored money: 0 gp

Encumbrance: 18 / 150

MAGIC ITEM INDEX

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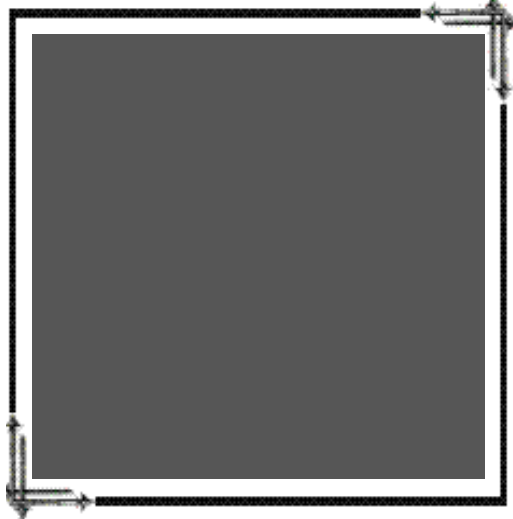*Check the box when the power is used.*
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	☐
WEAPON	☐
WEAPON	☐
WEAPON	☐
ARMOR Leather Armor of Exploits +1 (E)	☐
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 ☐ / ☐ / ☐ / ☐

RITUALS / ALCHEMY

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Dalelands

Along the periphery of the elf-ruled forest of Cormanthor lie the Dalelands, a group of loosely allied communities that share common cultures and traditions. Linked by winding trade roads and their alliance against the encroaching powers to the north, west, and south, the Dales are known for their lush forests, fertile farmland, and fierce independence.

You can reroll any Nature check, but you must keep the second result, even if it is worse.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Also carrying: small silver key, note, bone mask, Bairwin incriminating note, 2 keychains (with keys), case with wine bottles, small iron key, parchment Auchlorasa, Equi's gear (magic wand +1, rope, parchment (note from keep)), Tieve's tools, golden chalice

Further notes: Valthrun: sage, Ninaran: obnoxious hunter, Gendar: drow shopkeeper 7pillared hall, Harwin: kaasman

CHARACTER NAME
Lilsy Wildblossom

PLAYER NAME

| RACE | Halfling | CLASS | Rogue | LEVEL | 5 |

HP 42

15	STR
10	CON
19	DEX
11	INT
8	WIS
17	CHA

AC 19
Fort 14
Ref 18
Will 15

Spd 6

Init +7

| 11 | Passive Insight |
| 16 | Passive Perception |

PLAY DATA — DUNGEONS & DRAGONS ®

ACTION POINT

ENCOUNTER SPECIAL — DUNGEONS & DRAGONS ®

Second Wind

| KEYWORDS | | USED |

Standard	⚔ 🏹 ↩ ✳	Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

| CLASS | | LEVEL | | BOOK | PH |

ENCOUNTER ACTION — DUNGEONS & DRAGONS ®

Deft Strike

| KEYWORDS | Martial, Weapon | USED |

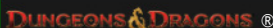| Standard | * ⚔ * 🏹 ↩ ✳ | Melee or Ranged weapon |
ACTION		RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Special: You can move 2 squares before the attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage.
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

Short sword: +10 attack, 1d6+4 damage
Familiar Looking Dagger: +11 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

| CLASS | Rogue | LEVEL | 1 | BOOK | PH |

AT-WILL POWER — DUNGEONS & DRAGONS ®

Riposte Strike

| KEYWORDS | Martial, Weapon | USED |

Standard	* ⚔ 🏹 ↩ ✳	Melee weapon
ACTION		RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+2) damage.
Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+2) at 21st level.

Short sword: +10 attack, 1d6+4 damage
Familiar Looking Dagger: +11 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

| CLASS | Rogue | LEVEL | 1 | BOOK | PH |

AT-WILL POWER — DUNGEONS & DRAGONS ®

Second Chance

| KEYWORDS | | USED |

Imm Interr	⚔ 🏹 ↩ ✳	Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS

| CLASS | Racial Power | LEVEL | * | BOOK | PH |

ENCOUNTER POWER — DUNGEONS & DRAGONS ®

Dazing Strike

| KEYWORDS | Martial, Weapon | USED |

Standard	* ⚔ 🏹 ↩ ✳	Melee weapon
ACTION		RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage, and the target is dazed until the end of your next turn.

Short sword: +10 attack, 1d6+4 damage
Familiar Looking Dagger: +11 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

| CLASS | Rogue | LEVEL | 1 | BOOK | PH |

ENCOUNTER POWER — DUNGEONS & DRAGONS ®

Low Slash

| KEYWORDS | Martial, Weapon | USED |

Minor	* ⚔ 🏹 ↩ ✳	Melee weapon
ACTION		RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+4) damage, you slide the target 1 square, and the target is slowed until the end of your next turn. If you're flanking the target, the attack deals extra damage equal to your Strength modifier (+2) or Charisma modifier (+3).

Short sword: +10 attack, 1d6+4 damage
Familiar Looking Dagger: +11 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

| CLASS | Rogue | LEVEL | 3 | BOOK | MP |

ENCOUNTER POWER — DUNGEONS & DRAGONS ®

Easy Target

| KEYWORDS | Martial, Weapon | USED |

Standard	* ⚔ * 🏹 ↩ ✳	Melee or Ranged weapon
ACTION		RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Short sword: +10 attack, 2d6+4 damage
Familiar Looking Dagger: +11 attack, 2d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

| CLASS | Rogue | LEVEL | 1 | BOOK | PH |

DAILY POWER — DUNGEONS & DRAGONS ®

Driving Assault

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

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC, two attacks
Hit: 1[W] + Dexterity modifier (+4) damage per attack, you push the target 1 square, and you can shift 1 square toward the target. If both attacks hit, you knock the target prone after the second push.
Miss: Half damage per attack.

Short sword: +10 attack, 1d6+4 damage
Familiar Looking Dagger: +11 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue	LEVEL 5	BOOK MP

DAILY POWER DUNGEONS & DRAGONS ®

Adaptable Flanker

KEYWORDS Martial			USED
Minor		Personal	
ACTION		**RANGE**	

☐ AT-WILL   ☑ ENCOUNTER   ☐ DAILY

Requirement: You and an ally must be adjacent to the same enemy.
Effect: You gain combat advantage against the enemy until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue	LEVEL 2	BOOK MP

UTILITY POWER DUNGEONS & DRAGONS ®

Leather Armor of Exploits +1

2	-	-	1
AC BONUS	**CHECK**	**SPEED**	**QUANTITY**
+1 AC		3	Armor
ENHANCEMENT		**LEVEL**	**TYPE**

PROPERTIES
During a short rest or an extended rest, you can store one at-will or encounter martial power in your armor that you or an ally has. You can have only one power stored in the armor at a time.

☐ AT-WILL   ☐ ENCOUNTER   ☑ DAILY

POWER
Power (Daily): Standard Action. Use the power stored in your armor. If it is an encounter power, you must spend 1 action point to use it.

ITEM SLOT Body	WEIGHT 15	PRICE 680	BOOK

MAGIC ITEM DUNGEONS & DRAGONS ®