

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

10

Level

**Elroy Thit**  
male Halfling Rogue (Scoundrel)

Age 4'0" Height 75 lb. Weight Small Size Deity

20500

Total XP

26000

### Defenses

<b>24</b>	<b>18</b>	<b>23</b>	<b>19</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied )	<b>72</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
18	8

Current Conditions:

### Combat Statistics and Senses

Initiative	12
Conditional Modifiers:	
Speed	6
Passive Insight	16
Passive Perception	18

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

+5 Saving Throws against fear

### Resistances/Vulnerabilities

Resist 1 All

### Current Conditions and Effects

### Basic Attacks

#### Melee

Short sword of Defense +2

10	1d6+2
Strength vs. AC	Damage

#### Ranged

Vicious Hand crossbow +2

15	1d6+11
Dexterity vs. AC	Damage

### Languages

Common, Goblin

### Abilities

STR Strength	10	Check 5
CON Constitution	15	7
DEX Dexterity	20	10
INT Intelligence	8	4
WIS Wisdom	12	6
CHA Charisma	17	8

### Skills

Acrobatics	Dexterity	✓	17
Arcana	Intelligence		4
Athletics	Strength	✓	10
Bluff	Charisma	✓	13
Diplomacy	Charisma		8
Dungeoneering	Wisdom		6
Endurance	Constitution		7
Heal	Wisdom	✓	11
History	Intelligence		4
Insight	Wisdom		6
Intimidate	Charisma		8
Nature	Wisdom	✓	14
Perception	Wisdom		8
Religion	Intelligence		4
Stealth	Dexterity	✓	15
Streetwise	Charisma	✓	13
Thievery	Dexterity	✓	17

Player Name

**Elroy Thit**  
Character Name



### Character Details

#### Background

World Walker

#### Theme

Treasure Hunter

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

#### Neck

Amulet of Protection +1

#### Arms

Bracers of Archery (paragon tier)

#### Hands

Cat Paws (heroic tier)

#### Rings

#### Rings

#### Main Hand

Short sword of Defense +2

#### Off Hand

Vicious Hand crossbow +2

#### Waist

#### Armor

Elusive Leather Armor +2

#### Feet

#### Tattoo

#### Ki Focus

### Other Equipment

#### Dagger

Adventurer's Kit

Thieves' Tools

Scroll of Brew Potion

Fire Beetle Potion

Potion of Healing

Disguise Kit (5)

Gambling cheats

Scroll of Dowsing Rod

Shiver-Strike Ammunition +3 (2)

Bolt of Transit +3 (2)

Spider Bolt +3 (2)

Reaving Ammunition +2 (2)

Total Weight (lbs.)

80

Carrying Capacity (lbs.)

Treasure

60 gp

0 gp banked

Normal

100

Heavy

200

Max

500

# Elroy Thit

Player Name

Character Name



## Racial Features

### Bold

+5 to saving throws against fear.

### Nimble Reaction

+2 AC against opportunity attacks.

### Second Chance

Use second chance as an encounter power.

## Class/Other Features

### Artful Dodger

Add Cha mod to AC against opportunity attacks

### First Strike

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

### Rogue Tactics

Choose one of the rogue tactics.

### Sharpshooter Talent

### Sharpshooter Talent (Crossbow)

### 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

### Treasure Hunter Starting Feature

Gain the treasure sense power

### Treasure Hunter Level 5 Feature

Gain Skill Focus feat

### Beast Empathy (Ranger)

+2 to Bluff, Diplomacy, and Intimidate checks against beasts. Successful Insight check allows you to understand basic messages from beasts.

### Treasure Hunter Level 10 Feature

Suffer no attack penalties for squeezing or being prone

### Wilderness Tracker (Ranger)

While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

## Feats

### Backstabber

Sneak Attack dice increase to d8s

### Far Shot

Increase projectile weapon range by 5 squares

### Two-Fisted Shooter

Treat hand crossbow as off-hand weapon, reload one-handed (free action), critical hits grant free off-hand ranged basic attack

### Skill Training (Nature)

Gain training in Nature

### Skill Focus (Nature)

+3 to Nature checks

### Alertness

Cannot be surprised, +2 to Perception

### Nimble Dodge

Second chance gives -5 penalty and enemy can't crit

### Herbalist

+5 to Heal checks for disease; gain Brew Potion ritual

### Inner Compass

Roll twice for Dungeoneering and Nature checks in natural environment

### Skill Training (Heal)

Gain training in Heal

### Knack for Survival

Gain a wilderness knack

### Wasteland Wanderer

You gain a +2 feat bonus to Nature, Perception, and initiative checks

## Elroy Thit

Level 10 Halfling Rogue (Scoundrel)

HP	Score	Ability Mod	AC
72	10	STR 0	24
	15	CON 2	Fort
Spd	20	DEX 5	18
6	8	INT -1	Ref
Init	12	WIS 1	23
+12	17	CHA 3	Will
	16	Passive Insight	19
	18	Passive Perception	

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action

**Short sword of Defense +2:** +10 vs. AC, 1d6+2 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 (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

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

### Basic Attack

### Sly Flourish

At-Will ♦ Standard Action

**Short sword of Defense +2:** +15 vs. AC, 1d6+10 damage

**Vicious Hand crossbow +2:** +15 vs. AC, 1d6+14 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 (+5) + Cha modifier (+3) damage.

Additional Effects

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

### Rogue Attack 1

## Skills

Acrobatics	Dexterity	• 17
Arcana	Intelligence	4
Athletics	Strength	• 10
Bluff	Charisma	• 13
Diplomacy	Charisma	8
Dungeoneering	Wisdom	6
Endurance	Constitution	7
Heal	Wisdom	• 11
History	Intelligence	4
Insight	Wisdom	6
Intimidate	Charisma	8
Nature	Wisdom	• 14
Perception	Wisdom	8
Religion	Intelligence	4
Stealth	Dexterity	• 15
Streetwise	Charisma	• 13
Thievery	Dexterity	• 17

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

**Vicious Hand crossbow +2:** +15 vs. AC, 1d6+11 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 (+5) damage.

**Level 21:** 2[W] + Dex modifier (+5) damage.

Additional Effects

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

### Basic Attack

### Dazing Strike

Encounter ♦ Standard Action

**Short sword of Defense +2:** +15 vs. AC, 1d6+7 damage

**Melee** weapon      **Target:** One creature

An expert strike catches your foe by surprise and leaves it reeling from the pain.

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+5) damage, and the target is dazed until the end of your next turn.

Additional Effects

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

### Rogue Attack 1

## 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

### Acrobatic Strike

At-Will ♦ Standard Action

**Short sword of Defense +2:** +15 vs. AC, 1d6+7 damage

**Melee** weapon      **Target:** One creature

You flip and twist as you attack, confounding your foe.

**Keywords:** Martial, Weapon

**Prerequisite:** You must be trained in Acrobatics.

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+5) damage. If you are grabbed, you escape the grab.

**Effect:** Before or after the attack, you shift 1 square.

Additional Effects

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

### Rogue Attack 1

### Maneuvering Strike

Encounter ♦ Standard Action

**Short sword of Defense +2:** +15 vs. Reflex, 2d6+7 damage

**Melee** weapon      **Target:** One creature

Ducking to the side, you drive your weapon upward. You force your opponent to step away or face a devastating follow-up attack.

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dex modifier (+5) damage, and you slide the target 1 square. If you slide the target, it grants combat advantage to one ally you can see until the end of your next turn. If you don't slide the target, it grants combat advantage to you until the end of your next turn.

Additional Effects

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

### Rogue Attack 3

Used

<p><b>Cloud of Steel</b></p> <p>Encounter ♦ Standard Action</p> <p><b>Vicious Hand crossbow +2:</b> +15 vs. AC, 1d6+11 damage</p> <p><b>Close blast 5</b>      <b>Target:</b> Each enemy you can see in the blast</p> <p>You shower your enemies with a host of projectiles.</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack)</p>	<p><b>Handspring Assault</b></p> <p>Daily ♦ Standard Action</p> <p><b>Short sword of Defense +2:</b> +15 vs. AC, 3d6+7 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p>Springing forward with feline agility, you lash out, cut deep, and roll away to safety.</p> <p><b>Keywords:</b> Martial, Reliable, Weapon</p> <p><b>Prerequisite:</b> You must be trained in Acrobatics.</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 3[W] + Dex modifier (+5) damage, and you can shift 2 squares.</p> <p><b>Special:</b> When charging, you can use this power in place of a melee basic attack.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack)</p>	<p><b>Bat Aside</b></p> <p>Daily ♦ Standard Action</p> <p><b>Short sword of Defense +2:</b> +15 vs. AC, 3d6+7 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p>You ram into your foe, sending it flying into one of its allies.</p> <p><b>Keywords:</b> Martial, Rattling, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 3[W] + Dex modifier (+5) damage.</p> <p><b>Effect:</b> You slide the target 5 squares to a square adjacent to one or more of its allies. You knock the target prone and also knock prone each one of its allies adjacent to it.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack)</p>
<p>Rogue Attack 7      Used <input type="checkbox"/></p> <p><b>Knockout</b></p> <p>Daily ♦ Standard Action</p> <p><b>Short sword of Defense +2:</b> +15 vs. Fortitude, 2d6+7 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p>A well-placed blow takes your foe out of the fight.</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Attack:</b> Dexterity vs. Fortitude</p> <p><b>Hit:</b> 2[W] + Dex modifier (+5) damage, and the target falls unconscious (save ends). If the unconscious target takes any damage, this unconsciousness ends.</p> <p><b>Miss:</b> Half damage, and the target is dazed until the end of your next turn.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack)</p>	<p>Rogue Attack 1      Used <input type="checkbox"/></p> <p><b>Second Chance</b></p> <p>Encounter ♦ Immediate Interrupt</p> <p><b>Personal</b></p> <p>Luck and small size combine to work in your favor as you dodge your enemy's attack.</p> <p><b>Trigger:</b> You are hit by an attack.</p> <p><b>Effect:</b> The attacker must reroll the attack and use the second roll, even if it is lower.</p> <p><b>Nimble Dodge:</b> When you make an enemy reroll an attack roll using your second chance racial power, the enemy takes a -5 penalty to the second attack roll and can't score a critical hit on that roll.</p> <p>Additional Effects</p>	<p>Rogue Attack 5      Used <input type="checkbox"/></p> <p><b>Tumble</b></p> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p>You dodge and tumble past your foes with such speed and precision that they are unable to react.</p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Acrobatics.</p> <p><b>Effect:</b> You shift up to your speed.</p> <p>Additional Effects</p>
<p>Rogue Attack 9      Used <input type="checkbox"/></p> <p><b>Swift Parry</b></p> <p>Encounter ♦ Immediate Interrupt</p> <p><b>Personal</b></p> <p>You deflect your enemy's attack, causing the force behind its blow to send it off balance and leaving it vulnerable to your next attack.</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Trigger:</b> You are hit by a melee attack</p> <p><b>Effect:</b> You gain a bonus to defenses against the triggering attack equal to your Cha modifier (+3), and you gain combat advantage against the attacker until the end of your next turn.</p> <p>Additional Effects</p>	<p>Halfling Racial Power      Used <input type="checkbox"/></p> <p><b>Acrobat's Escape</b></p> <p>Encounter ♦ Immediate Reaction</p> <p><b>Melee 1</b>      <b>Target:</b> The triggering enemy</p> <p>As an enemy tries to move close, you slip away and leave the approaching foe off balance.</p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Acrobatics.</p> <p><b>Trigger:</b> An enemy enters a square adjacent to you.</p> <p><b>Effect:</b> The target is immobilized until the start of its next turn. You then shift a number of squares up to your Dex modifier (+5) to a square that is not adjacent to the target.</p> <p>Additional Effects</p>	<p>Rogue Utility 2      Used <input type="checkbox"/></p> <p><b>Treasure Sense</b></p> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p>You have an innate sense of where treasure is located.</p> <p><b>Effect:</b> Choose a single item. For the next hour, you gain a +4 power bonus to any knowledge check, Perception check, Streetwise check, or Thievery check that relates to finding or identifying that item.</p> <p>Additional Effects</p>
<p>Rogue Utility 6      Used <input type="checkbox"/></p>	<p>Rogue Utility 10      Used <input type="checkbox"/></p>	<p>Treasure Hunter Utility      Used <input type="checkbox"/></p>

**Bracers of Archery (paragon...)**  
Arms Slot Item ♦ Level 16**Properties**

Gain a +4 item bonus to damage rolls when attacking with a bow or crossbow.

**Power ♦ Daily (Minor Action)**

Ignore cover on your next attack this turn when using a bow or crossbow.

**Short sword of Defense +2**

Weapon ♦ Level 9

**Damage:** 1d6**Proficiency Bonus:** 3**Properties:** Off-Hand**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d6 damage per plus**Properties**

You gain resist 1 to all damage while you are holding the weapon.

**Utility Power ♦ Daily (Immediate Interrupt)**

**Trigger:** You take damage from a melee attack that hits you.

**Effect:** You take only half of the damage.

**Bolt of Transit +3**

Ammunition ♦ Level 13

**Enhancement:** +3 attack rolls and damage rolls**Properties**

When you hit an enemy with an attack using this ammunition, you can teleport to a space adjacent to that enemy.

**Reaving Ammunition +2**

Ammunition ♦ Level 8

**Enhancement:** +2 attack rolls and damage rolls**Properties**

When you hit an enemy with an attack using this ammunition, that enemy also takes ongoing 5 damage until it spends a move action (without moving) to end the ongoing damage.

**Potion of Healing**

Consumable ♦ Level 5

**Power (Healing) ♦ Consumable (Minor Action)**

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

**Shiver-Strike Ammunition +3**

Ammunition ♦ Level 15

**Enhancement:** +3 attack rolls and damage rolls**Amulet of Protection +1**

Neck Slot Item ♦ Level 1

**Enhancement:** +1 Fortitude, Reflex, and Will**Vicious Hand crossbow +2**

Weapon ♦ Level 7

**Damage:** 1d6**Proficiency Bonus:** 2**Range:** 10/20**Properties:** Load Free, Off-Hand**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d12 damage per plus**Elusive Leather Armor +2**

Armor ♦ Level 7

**Armor Bonus:** 2**Enhancement:** +2 AC**Properties**

You gain a +2 bonus to escape checks.

**Power (Augmentable) ♦ Daily (Immediate Reaction Action)**

**Trigger:** You are immobilized by an attack.

**Effect:** You are no longer immobilized, and you shift 1 square.

**Augment 1:** The number of squares you shift equals half your speed.

**Cat Paws (heroic tier)**

Hands Slot Item ♦ Level 5

**Properties**

Gain a +2 item bonus to Athletics checks to climb.

**Power ♦ Daily (Free Action)**

Climb at normal speed and double any climbing movement granted to you by powers until the end of the encounter.

**Spider Bolt +3**

Ammunition ♦ Level 13

**Enhancement:** +3 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.

**Fire Beetle Potion**

Consumable ♦ Level 6

**Power ♦ Consumable (Minor Action)**

Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 5 temporary hit points and resist 5 fire until the end of the encounter.