

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

7

Callie
female Halfling Rogue (Scoundrel)

Level

Age Height Weight Size Deity

10000

Total XP

13000

Defenses

20	16	21	17
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	56	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
14	8

Current Conditions:

Combat Statistics and Senses

Initiative	8
Conditional Modifiers:	
Speed	6
Passive Insight	13
Passive Perception	13

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

Current Conditions and Effects

Basic Attacks

Melee

Parrying Rapier +1

7

1d8

Strength vs. AC

Damage

Ranged

Triflik's Blade Dagger +1

14

1d4+6

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR	Strength	8	2
CON	Constitution	14	5
DEX	Dexterity	20	8
INT	Intelligence	10	3
WIS	Wisdom	10	3
CHA	Charisma	17	6

Skills

Acrobatics	Dexterity	✓	15
Arcana	Intelligence		3
Athletics	Strength		2
Bluff	Charisma	✓	12
Diplomacy	Charisma		7
Dungeoneering	Wisdom		3
Endurance	Constitution		5
Heal	Wisdom		3
History	Intelligence		3
Insight	Wisdom		3
Intimidate	Charisma	✓	11
Nature	Wisdom		3
Perception	Wisdom		3
Religion	Intelligence		3
Stealth	Dexterity	✓	13
Streetwise	Charisma	✓	11
Thievery	Dexterity	✓	15

Player Name

Callie

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Gem of Colloquy (heroic tier)

Neck

Amulet of Protection +1

Arms

Hands

Rings

Rings

Main Hand

Parrying Rapier +1

Off Hand

Triflik's Blade Dagger +1

Waist

Armor

Leather Armor

Feet

Tattoo

Ki Focus

Other Equipment

Waterskin
Thieves' Tools
Shuriken (8)
Dagger (2)
Adventurer's Kit

Total Weight (lbs.)

60

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

80

Heavy

160

Max

400

Player Name

Callie

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.

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

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Cunning Stalker

You gain combat advantage against enemies that have no creatures adjacent to them other than you

Weapon Proficiency (Rapier)

Gain proficiency with the Rapier.

Backstabber

Sneak Attack dice increase to d8s

Callie

Level 7 Halfling Rogue (Scoundrel)

HP	Score	Ability Mod	AC
56	8	STR -1	20
Spd	14	CON 2	Fort 16
6	20	DEX 5	Ref 21
Init +8	10	INT 0	Will 17
	10	WIS 0	
	17	CHA 3	

13 Passive Insight

13 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Parrying Rapier +1: +7 vs. AC, 1d8 damage**Triflik's Blade Dagger +1:** +8 vs. AC, 1d4 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)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.**Basic Attack****Sly Flourish**

At-Will ♦ Standard Action

Parrying Rapier +1: +13 vs. AC, 1d8+9 damage**Triflik's Blade Dagger +1:** +14 vs. AC, 1d4+9 damage**Shuriken:** +12 vs. AC, 1d6+8 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)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Skills

Acrobatics	Dexterity	• 15
Arcana	Intelligence	3
Athletics	Strength	2
Bluff	Charisma	• 12
Diplomacy	Charisma	7
Dungeoneering	Wisdom	3
Endurance	Constitution	5
Heal	Wisdom	3
History	Intelligence	3
Insight	Wisdom	3
Intimidate	Charisma	• 11
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	3
Stealth	Dexterity	• 13
Streetwise	Charisma	• 11
Thievery	Dexterity	• 15

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Triflik's Blade Dagger +1: +14 vs. AC, 1d4+6 damage**Shuriken:** +12 vs. AC, 1d6+5 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)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.**Basic Attack****One-Two Punch**

Encounter ♦ Standard Action

Parrying Rapier +1: +13 vs. AC, 1d8+1 damage**Triflik's Blade Dagger +1:** +14 vs. AC, 1d4+1 damage**Melee** weapon **Target:** One or two creatures*You stab your blade into the back of a foe and then plunge it into the chest of another.***Keywords:** Martial, Rattling, Weapon**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. AC**Hit:** 1[W] damage. If you hit both targets, you can deal your Sneak Attack damage to each target instead of just one.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

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****Piercing Strike**

At-Will ♦ Standard Action

Parrying Rapier +1: +13 vs. Reflex, 1d8+6 damage**Triflik's Blade Dagger +1:** +14 vs. Reflex, 1d4+6 damage**Melee** weapon **Target:** One creature*You drive your weapon past your foe's guard and into a tender spot.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. Reflex**Hit:** 1[W] + Dex modifier (+5) damage.

Additional Effects

+2d8 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.**Rogue Attack 1****Low Slash**

Encounter ♦ Minor Action

Parrying Rapier +1: +13 vs. Reflex, 1d8+6 damage**Triflik's Blade Dagger +1:** +14 vs. Reflex, 1d4+6 damage**Melee** weapon **Target:** One creature*Your blade bites your enemy's legs, momentarily hobbling him.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. Reflex**Hit:** 1[W] + Dex modifier (+5) 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 Str modifier (-1) or Cha modifier (+3).

Additional Effects

+2d8 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 3

Used

<h3>Snap Shot</h3> <p>Encounter ♦ Minor Action</p> <p>Triflik's Blade Dagger +1: +14 vs. AC, 1d4+6 damage Shuriken: +12 vs. AC, 1d6+5 damage</p> <p>Ranged weapon Target: One creature</p> <p>You strike as quickly as a coiled viper.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.</p>	<h3>Spinning Blade Leap</h3> <p>Daily ♦ Standard Action</p> <p>Parrying Rapier +1: +13 vs. AC, 2d8+6 damage Triflik's Blade Dagger +1: +14 vs. AC, 2d4+6 damage</p> <p>Melee weapon Target: One creature</p> <p>You leap into the air, landing atop your foe. You stab down and then leap off.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a light blade.</p> <p>Effect: Before and after the attack, you shift your speed.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dex modifier (+5) damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.</p>	<h3>Surefooted Retort</h3> <p>Daily ♦ Immediate Interrupt</p> <p>Parrying Rapier +1: +13 vs. AC, 2d8+6 damage Triflik's Blade Dagger +1: +14 vs. AC, 2d4+6 damage</p> <p>Melee weapon Target: The triggering enemy</p> <p>Lessening the impact of an incoming attack, you swivel away from your foe and deliver a slash as you come about.</p> <p>Keywords: Martial, Weapon</p> <p>Trigger: An enemy attacks you</p> <p>Prerequisite: You must be trained in Acrobatics.</p> <p>Requirement: You must be wielding a light blade.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dex modifier (+5) damage.</p> <p>Miss: Half damage.</p> <p>Effect: If the triggering attack would knock you prone or slow you, negate the condition. Reduce any pull, push, or slide from the triggering attack by a number of squares equal to your Dex modifier (+5).</p> <p>Additional Effects +2d8 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.</p>
<p>Rogue Attack 7 Used <input type="checkbox"/></p> <h3>Second Chance</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Personal</p> <p>Luck and small size combine to work in your favor as you dodge your enemy's attack.</p> <p>Trigger: You are hit by an attack.</p> <p>Effect: The attacker must reroll the attack and use the second roll, even if it is lower.</p> <p>Additional Effects</p>	<p>Rogue Attack 1 Used <input type="checkbox"/></p> <h3>Adaptable Flanker</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>The mere presence of an ally gives you all the advantage you need.</p> <p>Keyword: Martial</p> <p>Requirement: You and an ally must be adjacent to the same enemy.</p> <p>Effect: You gain combat advantage against the enemy until the start of your next turn.</p> <p>Additional Effects</p>	<p>Rogue Attack 5 Used <input type="checkbox"/></p> <h3>Everybody Move</h3> <p>Encounter ♦ Minor Action</p> <p>Close blast 3 Target: Each enemy in the blast</p> <p>You inspire terror in your enemies.</p> <p>Keyword: Fear</p> <p>Effect: You push each target 1 square, but not into hindering terrain.</p> <p>Prerequisite: You must be trained in Intimidate.</p> <p>Additional Effects</p>
<p>Halfling Racial Power Used <input type="checkbox"/></p> <h3>Gem of Colloquy (heroic tier)</h3> <p>Head Slot Item ♦ Level 2</p> <p>Properties</p> <p>Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.</p>	<p>Rogue Utility 2 Used <input type="checkbox"/></p> <h3>Parrying Rapier +1</h3> <p>Weapon ♦ Level 2</p> <p>Damage: 1d8 Proficiency Bonus: 3 Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Power ♦ Daily (Immediate Reaction Action)</p> <p>Use this power when an enemy makes a melee attack against you. Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.</p>	<p>Intimidate Utility 6 Used <input type="checkbox"/></p> <h3>Amulet of Protection +1</h3> <p>Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>

Triflik's Blade Dagger +1

Weapon ♦ Level 4

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

This weapon is silvered.

Power ♦ Daily (Standard Action)

Trigger: Make an attack with this weapon.

Effect: The attack targets your choice of Fortitude or Reflex instead of the defense it normally targets. If you miss with the attack, this power recharges and the daily magic item use you spent to activate this power is not expended.