

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number Eddy

1

Level

### Brandis

Unaligned Male Human Thief

27 Age 5' 8" Height 160 lb. Weight Medium Size Deity

0

Total XP Next Level at: 2250

### Defenses

<b>17</b>	<b>13</b>	<b>18</b>	<b>11</b>
AC	FORT	REF	WILL

Conditional Bonuses:

### Hit Points

<b>Max HP</b> (Bloodied 11)	<b>22</b>	Temp HP
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Current Hit Points

<b>Healing Surges</b>	Surge Value	Surges/day	Surges Left
	5	6	

Current Conditions:

<b>Combat Statistics and Senses</b>	<b>Initiative</b>	5
Conditional Modifiers		

<b>Speed</b>	6
Special Movement	

<b>Passive Insight</b>	9
Special Senses	

Normal

<b>Passive Perception</b>	14
Special Senses	

### 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

### Current Conditions and Effects

### Basic Attacks

#### Melee

Short sword

9	1d6+7
Strength vs. AC	Damage

#### Ranged

Dagger

9	1d4+7
Dexterity vs. AC	Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
STR Strength	14	2
CON Constitution	10	0
DEX Dexterity	20	5
INT Intelligence	10	0
WIS Wisdom	8	-1
CHA Charisma	11	0

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		5
Arcana	Intelligence		0
Athletics	Strength	✓	8
Bluff	Charisma	✓	5
Diplomacy	Charisma		0
Dungeoneering	Wisdom	✓	4
Endurance	Constitution		0
Heal	Wisdom		-1
History	Intelligence		0
Insight	Wisdom		-1
Intimidate	Charisma		0
Nature	Wisdom		-1
Perception	Wisdom	✓	4
Religion	Intelligence		0
Stealth	Dexterity	✓	13
Streetwise	Charisma	✓	5
Thievery	Dexterity	✓	11

Eddy

Player Name

## Brandis

Character Name



### Racial Features

#### 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.

#### Heroic Effort

Gain the Heroic Effort power

### Class/Other Features

#### Backstab

You gain the backstab power.

#### First Strike

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

#### Rogue's Trick

Gain two at-will powers

#### Sneak Attack

Once per turn, if you have combat advantage and hit with a crossbow, light blade, shortbow, or sling, deal extra damage.

#### Weapon Finesse

Use Dex (not Str) for melee basic attacks, damage. +2 damage with light blades, hand crossbows, shortbows, slings

### Feats

#### Skill Focus (Stealth)

+3 to Stealth checks

#### Weapon Expertise (Light Blade)

Gain bonus to attack rolls with light blades.

Eddy

Player Name

Brandis

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## Character Details

### Adventuring Company

#### Theme

Dune Trader (Theme)

#### Background

##### Cat Burglar

The Hrulla Tower in Jarrik City? I've been in and out of there three times. The ivy on the courtyard walls is pretty much a "Please Steal From Me" sign.

#### Personality Traits

### Companions and Allies

### Mannerisms and Appearance

verlegen, op de achtergrond

### Session and Campaign Notes

Other Notes

## Equipment

#### Head Slot

#### Neck Slot

#### Arm Slot

#### Hand Slot

#### Ring Slot

#### Ring Slot

#### Main Hand

Short sword

#### Off Hand Slot

#### Waist Slot

#### Body Slot

Leather Armor

#### Feet Slot

#### Tattoo Slot

#### Ki Slot

#### Other Equipment

Adventurer's Kit

Belt Pouch (empty)

Thieves' Tools

Dagger

Total Weight (lbs.)

52

Carrying Capacity (lbs.)

Normal

140

Heavy

280

Max

700

Coins and Other Wealth

27 Gold

<h3>Melee Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p><b>Short sword:</b> +9 vs. AC, 1d6+7 damage</p> <p><b>Melee</b> weapon      <b>Target:</b> One creature</p> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p><b>Keyword:</b> Weapon</p> <p><b>Attack:</b> Strength vs. AC</p> <p><b>Hit:</b> 1[W] + Str modifier (+2) damage.</p> <p><b>Level 21:</b> 2[W] + Str modifier (+2) damage.</p> <p>Additional Effects +2d6 to damage once per turn (Sneak Attack)</p> <p>Basic Attack</p>	<h3>Ranged Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p><b>Dagger:</b> +9 vs. AC, 1d4+7 damage</p> <p><b>Ranged</b> weapon      <b>Target:</b> One creature</p> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p><b>Keyword:</b> Weapon</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (+5) damage.</p> <p><b>Level 21:</b> 2[W] + Dex modifier (+5) damage.</p> <p>Additional Effects +2d6 to damage once per turn (Sneak Attack)</p> <p>Basic Attack</p>	<h3>Quick Formation</h3> <p>Encounter ♦ Standard action</p> <p><b>Short sword:</b> +9 vs. AC, 1d6+7 damage</p> <p><b>Melee or Ranged</b> weapon      <b>Target:</b> One creature</p> <p>You lash at your enemies and move your allies into a defensible position.</p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Attack:</b> Primary ability vs. AC</p> <p><b>Hit:</b> 1[W] + ability modifier damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action.</p> <p>Additional Effects +2d6 to damage once per turn (Sneak Attack)</p> <p>Dune Trader Feature</p>
<h3>Heroic Effort</h3> <p>Encounter ♦ No Action</p> <p><b>Personal</b></p> <p>Your grim focus and unbridled energy means that failure is not an option.</p> <p><b>Trigger:</b> You miss with an attack or fail a saving throw.</p> <p><b>Effect:</b> You gain a +4 racial bonus to the attack roll or the saving throw.</p> <p>Additional Effects</p> <p>Human Racial Power</p>	<h3>Backstab</h3> <p>Encounter ♦ Free Action</p> <p><b>Personal</b></p> <p>You take a split second to locate the most vulnerable point in your enemy's defenses.</p> <p><b>Keyword:</b> Martial</p> <p><b>Trigger:</b> You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.</p> <p><b>Effect:</b> You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.</p> <p>Additional Effects</p> <p>Rogue Utility</p>	<h3>Escape Artist's Trick</h3> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p>You slip forward to engage your enemy, then spring back and out of its grasp after delivering an attack.</p> <p><b>Keyword:</b> Martial</p> <p><b>Effect:</b> You shift up to 2 squares. Once at the end of this turn, you can shift 2 squares as a free action.</p> <p>Additional Effects</p> <p>Rogue Utility</p>
<h3>Tactical Trick</h3> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p>Your quick assessment of the battlefield shows you both where to step and which enemies are too distracted to defend themselves properly.</p> <p><b>Keyword:</b> Martial</p> <p><b>Effect:</b> You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.</p> <p>Additional Effects</p> <p>Rogue Utility</p>	<h3>Object Projection</h3> <p>At-Will ♦ Minor Action</p> <p><b>Personal</b></p> <p>Your force of will teleports an object a short distance away.</p> <p><b>Keywords:</b> Psionic, Teleportation</p> <p><b>Effect:</b> You teleport an object you are holding in one hand to an unoccupied square within 10 squares of you or to a willing creature within 10 squares of you.</p> <p>Additional Effects</p> <p>Wild Talent Cantrip</p>	