

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

2

Level

Hans Glieben

Unaligned male Human Rogue

28

6'0"

175lbs.

Medium

Deity

1000

Total XP

2250

Defenses

17
AC

15
FORT

18
REF

13
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 14) **28**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

7

6

Current Conditions:

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

6

Special Movement:

Passive Insight

10

Passive Perception

10

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	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/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Mace

6

Strength vs. AC

1d8+4

Damage

Ranged

Dagger

9

Dexterity vs. AC

1d4+5

Damage

Languages

Common, Goblin



Abilities

		Check
STR	Strength	16 4
CON	Constitution	11 1
DEX	Dexterity	18 5
INT	Intelligence	10 1
WIS	Wisdom	8 0
CHA	Charisma	13 2

Skills

Acrobatics	Dexterity	✓	10
Arcana	Intelligence		1
Athletics	Strength	✓	9
Bluff	Charisma	✓	7
Diplomacy	Charisma		2
Dungeoneering	Wisdom		0
Endurance	Constitution		1
Heal	Wisdom		0
History	Intelligence		1
Insight	Wisdom		0
Intimidate	Charisma	✓	7
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		1
Stealth	Dexterity	✓	10
Streetwise	Charisma	✓	9
Thievery	Dexterity	✓	10

Player Name

Hans Glieben

Character Name



Character Details

Paragon Path

Epic Destiny

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Dagger

Main Hand

Mace

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Other Equipment

1 Adventurer's Kit
3 Dagger
1 Thieves' Tools

Total Weight (lbs.)

58

Carrying Capacity (lbs.)

Normal

160

Heavy

320

Max

800

Treasure

32 Gold

Hans Glieben

Player Name

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.

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Class/Other Features

First Strike

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

Rogue Tactics

Choose one of the rogue tactics.

Ruthless Ruffian

Proficient with club, mace; use with Sneak Attack or rogue powers requiring light blade; add Str mod to damage with them for rattling attacks

Rogue Weapon Talent

Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack

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

Feats

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Backstabber

Sneak Attack dice increase to d8s

Cunning Stalker

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

HP

28

Spd

6

Init

+5

SCORE

ABILITY

MOD

16

STR

3

11

CON

0

18

DEX

4

10

INT

0

8

WIS

-1

13

CHA

1

AC

17

Fort

15

Ref

18

Will

13

10

Passive Insight

10

Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		1
Athletics	Strength	•	9
Bluff	Charisma	•	7
Diplomacy	Charisma		2
Dungeoneering	Wisdom		0
Endurance	Constitution		1
Heal	Wisdom		0
History	Intelligence		1
Insight	Wisdom		0
Intimidate	Charisma	•	7
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		1
Stealth	Dexterity	•	10
Streetwise	Charisma	•	9
Thievery	Dexterity	•	10

• indicates a trained skill.

Action Point

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

Melee Basic Attack

At-Will ♦ Standard Action

Mace:

+6 vs. AC, 1d8+4 damage

Dagger:

+8 vs. AC, 1d4+4 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 (+3) damage.

Level 21:

2[W] + Str modifier (+3) damage.

Additional Effects

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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger:

+9 vs. AC, 1d4+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 (+4) damage.

Level 21:

2[W] + Dex modifier (+4) damage.

Additional Effects

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

Basic Attack

Clever Strike

At-Will ♦ Standard Action

Mace:

+7 vs. AC, 1d8+5 damage

Dagger:

+9 vs. AC, 1d4+5 damage

Melee weapon

Target:

One creature

You can turn even a minor distraction into an opportunity for a deadly attack.

Keywords:

Martial, Weapon

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. AC

Hit:

1[W] + Dex modifier (+4) damage.

Special:

If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.

Additional Effects

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

Rogue Attack 1

Sly Flourish

At-Will ♦ Standard Action

Mace:

+7 vs. AC, 1d8+6 damage

Dagger:

+9 vs. AC, 1d4+6 damage

Melee or Ranged weapon

Target:

One creature

A distracting flourish causes the enemy to forget the blade at his throat.

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 (+4) + Cha modifier (+1) damage.

Additional Effects

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

Rogue Attack 1

Disheartening Strike

At-Will ♦ Standard Action

Mace:

+7 vs. AC, 1d8+8 damage

Dagger:

+9 vs. AC, 1d4+5 damage

Melee or Ranged weapon

Target:

One creature

The bite of your weapon is deepened by the sting of your ire.

Keywords:

Martial, Rattling, Weapon

Requirement:

You must be wielding a crossbow, a light blade, or a sling.

Attack:

Dexterity vs. AC

Hit:

1[W] + Dex modifier (+4) damage.

Additional Effects

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

Rogue Attack 1

Termination Threat

Encounter ♦ Standard Action

Mace:

+7 vs. AC, 1d8+9 damage

Dagger:

+9 vs. AC, 1d4+6 damage

Melee weapon

Target:

One creature

Your attack unnerves your foe, possibly freezing it in its tracks.

Keywords:

Martial, Rattling, Weapon

Requirement:

You must be wielding a light blade.

Attack:

Dexterity vs. AC

Hit:

1[W] + Dex modifier (+4) + Cha modifier (+1) damage.

Ruthless Ruffian:

If the target is already taking the attack penalty from one of your rattling attacks, the target is also immobilized until the end of your next turn.

Additional Effects

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

Rogue Attack 1

Used ☐

Checking Jab

Daily ♦ Standard Action

Mace: +7 vs. AC, 1d8+8 damage

Dagger: +9 vs. AC, 1d4+5 damage

Melee weapon

Target: One creature

You smile callously as your attack lands, cowing your enemy into an overcautious state.

Keywords: Martial, Rattling, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage, and the target is slowed (save ends). You have combat advantage against the target while it is slowed by this attack.

Miss: Half damage, and the target is not slowed.

Additional Effects

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

Rogue Attack 1Used ☐

Sneak in the Attack

Encounter ♦ Minor Action

Melee 1

Target: One creature

You give your ally the advantage she needs to inflict a devastating attack.

Keyword: Martial

Effect: Until the start of your next turn, the next ally who hits the target and has combat advantage against it deals extra damage against it equal to your Sneak Attack damage.

Additional Effects

Rogue Utility 2Used ☐

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