



DUNGEONS & DRAGONS®

Gwendolynn CHARACTER NAME

Class: Rogue Level: 1

Race: Human Gender: female

Alignment: Good

Languages: Common, Goblin

ABILITIES AND SKILLS

14 **Strength** MODIFIER 2 CHECK 2
Strength measures your physical power.

Athletics MISC. 9 CHECK

13 **Constitution** MODIFIER 1 CHECK 1
Constitution represents health, stamina, and vital force.

Endurance MISC. 1 CHECK

18 **Dexterity** MODIFIER 4 CHECK 4
Dexterity measures coordination, agility, and balance.

Acrobatics MISC. 9 CHECK

Stealth MISC. 9 CHECK

Thievery MISC. 9 CHECK

8 **Intelligence** MODIFIER -1 CHECK -1
Intelligence describes how well you learn and reason.

Arcana MISC. -1 CHECK

History MISC. -1 CHECK

Religion MISC. -1 CHECK

10 **Wisdom** MODIFIER 0 CHECK 0
Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering MISC. 0 CHECK

Heal MISC. 0 CHECK

Insight MISC. 0 CHECK

Nature MISC. 0 CHECK

Perception MISC. 5 CHECK

14 **Charisma** MODIFIER 2 CHECK 2
Charisma measures force of personality and leadership.

Bluff MISC. 7 CHECK

Diplomacy MISC. 2 CHECK

Intimidate MISC. 7 CHECK

Streetwise MISC. 2 CHECK

COMBAT STATISTICS

4 **Initiative**

Roll initiative to determine the turn order in combat.

6 **Speed**

Your speed is the number of squares you can move with a move action.

DEFENSES

16 **Armor Class (AC)** CALCULATIONS

AC measures how hard it is to physically land an attack on you.

13 **Fortitude** CALCULATIONS

Fortitude measures your toughness and resilience.

17 **Reflex** CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

13 **Will** CALCULATIONS

Will measures your strength of will and self-discipline.

7 **Attack Bonus** Melee Basic 7 1d4+2

9 **Attack Bonus** Ranged Basic 9 1d4+4

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

25 **Hit Points** Bloodied 12

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 6

Surges Per Day 7

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Gwendolynn

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.

Heroic Effort

Gain the Heroic Effort power

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.

Brutal Scoundrel

Add Str mod to Sneak Attack damage.

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

Vigilante Justice Style

Gain a benefit with brash strike, circling strike, commander's strike, and riposte strike.

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



Player Name

Gwendolynn

Character Name

Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Burglar

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

5 Dagger
1 Adventurer's Kit
1 Thieves' Tools

Total Weight (lbs.)

54

Carrying Capacity (lbs.)

Coins and Other Wealth
35 Gold

Normal 140

Heavy 280

Max 700

Melee Basic Attack

At-Will ♦ Standard Action

Dagger: +7 vs. AC, 1d4+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 (+2) damage.

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

Additional Effects
+2d6+2 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +9 vs. AC, 1d4+4 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
+2d6+2 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

Riposte Strike

At-Will ♦ Standard Action

Dagger: +9 vs. AC, 1d4+4 damage
Melee weapon **Target:** One creature

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex 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] + Str modifier (+2) damage.

Additional Effects
+2d6+2 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

Piercing Strike

At-Will ♦ Standard Action

Dagger: +9 vs. Reflex, 1d4+4 damage
Melee weapon **Target:** One creature

A needle-sharp point slips past armor and into tender flesh.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. Reflex

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

Additional Effects
+2d6+2 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

Dazing Strike

Encounter ♦ Standard Action

Dagger: +9 vs. AC, 1d4+4 damage
Melee weapon **Target:** One creature

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

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage, and the target is dazed until the end of your next turn.

Additional Effects
+2d6+2 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

Used

Blinding Barrage

Daily ♦ Standard Action

Dagger: +9 vs. AC, 2d4+4 damage
Close blast 3 **Target:** Each enemy in the blast you can see

A rapid barrage of projectiles leaves your enemies clearing the blood from their eyes.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+4) damage, and the target is blinded until the end of your next turn.

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

Additional Effects
+2d6+2 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

Used