



# 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

Trained

MISC. CHECK 9

13 Constitution

MODIFIER 1 CHECK 1

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. CHECK 1

18 Dexterity

MODIFIER 4 CHECK 4

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. CHECK 9

Stealth

Trained

MISC. CHECK 9

Thievery

Trained

MISC. CHECK 9

8 Intelligence

MODIFIER -1 CHECK -1

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. CHECK -1

History

Trained

MISC. CHECK -1

Religion

Trained

MISC. CHECK -1

10 Wisdom

MODIFIER 0 CHECK 0

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. CHECK 0

Heal

Trained

MISC. CHECK 0

Insight

Trained

MISC. CHECK 0

Nature

Trained

MISC. CHECK 0

Perception

Trained

MISC. CHECK 5

14 Charisma

MODIFIER 2 CHECK 2

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. CHECK 7

Diplomacy

Trained

MISC. CHECK 2

Intimidate

Trained

MISC. CHECK 7

Streetwise

Trained

MISC. CHECK 2

## 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

1d4+2

9 Attack Bonus

Ranged Basic

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 ☐