



ABILITIES AND SKILLS

8 Strength

Strength measures your physical power.

Athletics

☐ Trained

0

0

12 Constitution

Constitution represents health, stamina, and vital force.

Endurance

☐ Trained

0

2

20 Dexterity

Dexterity measures coordination, agility, and balance.

Acrobatics

☒ Trained

0

11

Stealth

☒ Trained

2

13

Thievery

☒ Trained

2

13

10 Intelligence

Intelligence describes how well you learn and reason.

Arcana

☐ Trained

0

1

History

☐ Trained

0

1

Religion

☐ Trained

0

1

13 Wisdom

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

Dungeoneering

☒ Trained

2

9

Heal

☐ Trained

0

2

Insight

☐ Trained

0

2

Nature

☐ Trained

0

2

Perception

☒ Trained

0

7

12 Charisma

Charisma measures force of personality and leadership.

Bluff

☒ Trained

0

7

Diplomacy

☐ Trained

0

2

Intimidate

☐ Trained

0

2

Streetwise

☐ Trained

0

2

POWERS AND FEATS

Trap Sense: +2 defenses vs. traps, +2 to find traps

Vicious Advantage: combat advantage v. immobilized/slowed

Alchemist: 1/short rest create alchemical item for free

WEALTH

Alchemical Formulae: Alchemist's Frost, Tanglefoot Bag
Alchemist's Frost: +4 v. Reflex (r 5/10); d10 cold & slow; miss 1/2.
Tanglefoot Bag: +5 v. Reflex (r 5/10); immobilize then slow.

COMBAT STATISTICS

6 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

18 Armor Class (AC)

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

13 Fortitude

Fortitude measures your toughness and resilience.

19 Reflex

Reflex measures your ability to deflect or dodge attacks.

13 Will

Will measures your strength of will, self-discipline, and devotion.

+10 Attack Bonus

"Goblin Sword"

d8+5

+12 Attack Bonus

with combat advantage

d8+5 +2d6

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.

29 Hit Points

Bloodied

14

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

7

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 Used

EQUIPMENT AND MAGIC ITEMS

"Goblin Sword" (it's really a rapier)

Leather Armor

Daggers

Thieves' Tools (+2 open locks/disarm traps)

O O Tanglefoot Bag

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.

Class: Thief

Level: 2

Race: Goblin

Gender: Male

Alignment: Unaligned

Languages: Common, Goblin

BACKGROUND: Underdark

THEME: Alchemist

CHARACTER NOTES



GOBLIN FEATURES

Low-light vision

Small: You can move through the squares of Large monsters and squeeze into small places.

CLASS FEATURES

First Strike: At the start of an encounter you have combat advantage against all any enemies that haven't acted yet.

Sneak Attack: (1/turn) +2d6 damage vs. an enemy granting combat advantage.

MOVE ACTIONS (Rogue Tricks)

* Ambush Trick: Move 6 and this turn gain combat advantage vs. enemies (within 5 squares) with no others enemies next to them.

* Escape Artist Trick: Shift 2 squares. At the end of this turn you can shift 2 squares again.

FREE ACTIONS

Fast Hands (1/round): Draw/sheathe weapon, pick up item, retrieve/stow an item.

O Backstab: +3 attack vs. an enemy within 5 squares, and +1d6 damage if you hit.

IMMEDIATE REACTION

Goblin Tactics: When you are missed by a melee attack, shift 1 square.

EXPERIENCE POINTS (XP)

XP for next level: 2,250