

# Character Sheet

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Total XP

RPGA Number



CHARACTER NAME  
Gutwick

PLAYER NAME

RACEGoblin

CLASSRogue

LEVEL1

HP

23

STR

13

AC

15

Spd

6

CON

11

Fort

11

Init

+3

DEX

17

Ref

16

WIS

12

Will

13

CHA

17

11

Passive Insight

16

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↶

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL1

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Goblin Tactics

KEYWORDS

USED

Imm React

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↗

Personal

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You are missed by a melee attack.  
Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL\*

BOOKMM

Sly Flourish

KEYWORDS

Martial, Weapon

USED

Standard

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↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+3) + Charisma modifier (+3) damage.  
Increase damage to 2[W] + Dexterity modifier (+3) + Charisma modifier (+3) at 21st level.

Short sword: +6 attack, 1d6+6 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

↶

✱

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Special: You can move 2 squares before the attack.  
Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+3) damage.  
Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Short sword: +6 attack, 1d6+3 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

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Close burst 5

ACTION

↶

5

✱

RANGE

vs

One creature in burst

ATTACK

DEFENSE

TARGET

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
While a target is marked, it takes a ~2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+3) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+3) at 11th level, and to 9 + your Charisma modifier (+3) at 21st level.  
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.  
You can use divine challenge once per turn.  
Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

King's Castle

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

↶

✱

RANGE

6

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Attack: Dexterity vs. Reflex  
Hit: 2[W] + Dexterity modifier (+3) damage.  
Effect: Switch places with a willing adjacent ally.

Short sword: +6 attack, 2d6+3 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Easy Target

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

↶

✱

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.  
Attack: Dexterity vs. AC  
Hit: 2[W] + Dexterity modifier (+3) damage, and the target is slowed and grants combat advantage to you (save ends both).  
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Short sword: +6 attack, 2d6+3 damage

ADDITIONAL EFFECTS

+2d6 to damage once per round (Sneak Attack)

CLASSRogue

LEVEL1

BOOKPH

DAILY POWER

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