

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

drothgery

12

Level

Gwenn Arellic

Good female Human Rogue (Thief)

28

Age

5' 9"

Height

135 lb.

Weight

Medium

Size

Avandra

Deity

32000

Total XP

39000

Defenses

28
AC

23
FORT

32
REF

25
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 39) **79**

Temp HP

Current Hit Points

Healing Surges

Surge Value

19

Surges/Day

7

Current Conditions:

Action Points

Action Points

Milestones

0
1
2

Action Points

1
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

+2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Gwenn Arellic's Rapier

21

Strength vs. AC

1d8+17

Damage

Ranged

Distance Dagger +1

19

Dexterity vs. AC

1d4+13

Damage

Languages

Common, Giant



Abilities

			Check
STR	Strength	13	7
CON	Constitution	12	7
DEX	Dexterity	22	12
INT	Intelligence	12	7
WIS	Wisdom	12	7
CHA	Charisma	16	9

Skills

Acrobatics	Dexterity	✓	17
Arcana	Intelligence		7
Athletics	Strength		7
Bluff	Charisma	✓	14
Diplomacy	Charisma		10
Dungeoneering	Wisdom	✓	12
Endurance	Constitution		7
Heal	Wisdom		7
History	Intelligence		7
Insight	Wisdom	✓	12
Intimidate	Charisma		11
Nature	Wisdom		7
Perception	Wisdom	✓	12
Religion	Intelligence		7
Stealth	Dexterity	✓	17
Streetwise	Charisma	✓	16
Thievery	Dexterity	✓	17

Combat Statistics and Senses

Initiative

14

Conditional Modifiers:

Speed

6

Passive Insight

22

Passive Perception

22

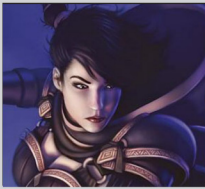
Special Senses: Normal

drothgery

Player Name

Gwenn Arellic

Character Name



Character Details

Background

Noble Bred for War

Theme

Outlaw

Mannerisms and Appearance

fair, dark-haired, athletic

Personality Traits

brash, idealistic

Adventuring Company

tiornys' 4e Steading of the Hill Giant Chief

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Charging Fencer's Tiara

Neck

Amulet of Protection +3

Arms

Bracers of Mighty Striking...

Hands

Rings

Rings

Off Hand

Distance Dagger +1

Main Hand

Gwenn Arellic's Rapier

Waist

Armor

Drowmesh of Cleansing +3

Tattoo

Ki Focus

Feet

Boots of Adept Charging

Other Equipment

Adventurer's Kit
Instant Campsite
Bag of Holding
Everlasting Provisions
Floating Lantern
Thieves' Tools
Hunter's Flint
Grappling Hook
Traveler's Kit
Fine Clothing

Total Weight (lbs.)

89

Carrying Capacity (lbs.)

Treasure

16 pp; 29 gp
0 gp banked

Normal 130

Heavy 260

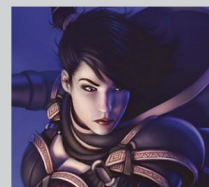
Max 650

drothgery

Player Name

Gwenn Arellic

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

First Strike

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

Outlaw Starting Feature

Gain the Surprise Strike power

Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

Weapon Finesse

Use Dex (not Str) for melee basic attacks, damage. +2 damage with light blades, hand crossbows, shortbows, slings

Skill Mastery

+1 additional trained skill. Natural 20 on a skill challenge check automatically succeeds, +1 additional success.

Hills and Mountains

In hills and mountains, ignore difficult terrain and can't be tracked.

Outlaw Level 5 Feature

Choose from desert, forest, hills, mountains; you ignore difficult terrain and can't be tracked in that terrain

Improved Finesse

Weapon Finesse's bonus to damage rolls increases to +3

Outlaw Level 10 Feature

Gain +2 power bonus to Intimidate and Streetwise

Masterful Action

Action point spent to attack: deal sneak attack damage to target you have combat advantage against

Masterful Cunning

Once during your first turn in an encounter, you can shift up to 3 squares as a free action.

Versatile Expertise (Crossbow)

+1/+2/+3 feat bonus to attack rolls with Crossbows.

Versatile Expertise (Light blade)

+1/+2/+3 feat bonus to attack rolls with Light blades.

Feats

Backstabber

Sneak Attack dice increase to d8s

Weapon Focus (Light blade)

Gain +1 damage per tier with Light blades.

Surprising Charge

+1[W] damage when charging with light blade or spear

Nimble Blade

+1 to attacks with light blade and combat advantage

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Cunning Stalker

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

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

Deft Blade

Basic attack with light blade targets AC or Reflex

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Light Blade Precision

+2 damage against Large or larger targets

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Gwenn Arellic

Level 12 Human Rogue (Thief)

	SCORE	ABILITY	MOD	
HP	13	STR	1	AC
79				28
	12	CON	1	Fort
Spd	22	DEX	6	23
6				Ref
	12	INT	1	32
Init	12	WIS	1	Will
+14	16	CHA	3	25

22 Passive Insight

22 Passive Perception

Skills

Acrobatics	Dexterity	• 17
Arcana	Intelligence	7
Athletics	Strength	7
Bluff	Charisma	• 14
Diplomacy	Charisma	10
Dungeoneering	Wisdom	• 12
Endurance	Constitution	7
Heal	Wisdom	7
History	Intelligence	7
Insight	Wisdom	• 12
Intimidate	Charisma	11
Nature	Wisdom	7
Perception	Wisdom	• 12
Religion	Intelligence	7
Stealth	Dexterity	• 17
Streetwise	Charisma	• 16
Thievery	Dexterity	• 17

• indicates a trained skill.

Action Point

Base action points: 1

Masterful Action: When you spend an action point to use an attack power, you can deal your Sneak Attack damage to a target of the power regardless of whether you hit it or whether you have dealt Sneak Attack damage to it this turn, but you must have combat advantage against the target.



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

Gwenn Arellic's Rapier: +21 vs. AC, 1d8+17 damage

Distance Dagger +1: +19 vs. AC, 1d4+15 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Deft Blade: When you make a basic attack using a light blade, you can target AC or Reflex.

Additional Effects

+3d8 to damage once per turn (Sneak Attack)
+2 to damage rolls against large or larger targets - Light Blade Precision.
+1 to attack rolls when you have combat advantage - Nimble Blade.
1d6 extra to damage rolls when charging.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Dagger +1: +19 vs. AC, 1d4+13 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 (+6) damage.

Level 21: 2[W] + Dex modifier (+6) damage.

Additional Effects

+3d8 to damage once per turn (Sneak Attack)
+2 to damage rolls against large or larger targets - Light Blade Precision.
+1 to attack rolls when you have combat advantage - Nimble Blade.

Basic Attack

Surprise Strike

Encounter ♦ No Action

Special

You follow up on the advantage granted by a surprised or distracted enemy to strike a crippling blow.

Keyword: Martial

Trigger: When using a basic attack or an at-will weapon attack power, you hit an enemy that is granting combat advantage to you.

Effect: The enemy is dazed until the end of your next turn.

Additional Effects

Outlaw Attack

Used ☐

Acrobat's Trick

At-Will ♦ Move Action

Personal

For a brief moment, you move along a wall. The momentum you build translates into a more powerful attack.

Keyword: Martial

Effect: You move up to your speed -2. During this move, you have a climb speed equal to your speed -2. You also gain a +2 power bonus to your next damage roll with a basic attack during this turn.
Level 11: +4 power bonus.

Additional Effects

Rogue Utility

Ambush Trick

At-Will ♦ Move Action

Personal

You dodge and weave, making a feint that causes your foe to turn and lose track of you.

Keyword: Martial

Effect: You move up to your speed. Until the end of your turn, you gain combat advantage against enemies that are within 5 squares of you when you attack and that have none of their allies adjacent to them.

Additional Effects

Rogue Utility

Tactical Trick

At-Will ♦ Move Action

Personal

Your quick assessment of the battlefield shows you both where to step and which enemies are too distracted to defend themselves properly.

Keyword: Martial

Effect: You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

Additional Effects

Rogue Utility

Unbalancing Trick

At-Will ♦ Move Action

Personal

You dodge low as you approach an enemy, protecting yourself from attack and setting up a strike to the knee or lower leg.

Keyword: Martial

Effect: You shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you can knock it prone.

Additional Effects

Rogue Utility

Backstab

Encounter ♦ Free Action

Personal

You take a split second to locate the most vulnerable point in your enemy's defenses.

Keyword: Martial

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.
Level 7: 2d6 extra damage.

Additional Effects

Rogue Utility

Used ☐ ☐ ☐

Cunning Escape

Encounter ♦ Immediate Interrupt

Personal

As your enemy attacks, you leap aside to make your escape.

Keyword: Martial

Trigger: An enemy attacks you

Effect: You gain a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, you can also shift up to 3 squares as a free action.

Additional Effects

Rogue Utility

Used ☐

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 ☐

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 2

Used ☐

Swift Parry

Encounter ♦ Immediate Interrupt

Personal

You deflect your enemy's attack, causing the force behind its blow to send it off balance and leaving it vulnerable to your next attack.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Trigger: You are hit by a melee attack

Effect: You gain a bonus to defenses against the triggering attack equal to your Cha modifier (+3), and you gain combat advantage against the attacker until the end of your next turn.

Additional Effects

Rogue Utility 6

Used ☐

Acrobat's Escape

Encounter ♦ Immediate Reaction

Melee 1

Target: The triggering enemy

As an enemy tries to move close, you slip away and leave the approaching foe off balance.

Keyword: Martial

Prerequisite: You must have training in Acrobatics.

Trigger: An enemy enters a square adjacent to you.

Effect: The target is immobilized until the start of its next turn. You then shift a number of squares up to your Dex modifier (+6) to a square that is not adjacent to the target.

Additional Effects

Rogue Utility 10

Used ☐

Fading Retreat

Encounter ♦ Immediate Reaction

Personal

As your enemy closes in, you slip into the shadows and out of its sight.

Keyword: Martial

Trigger: An enemy you can see enters a square adjacent to you.

Effect: You shift up to half your speed. If you have any cover or concealment at the end of this movement, you can make a Stealth check to hide, ignoring the penalty to the skill check for moving.

Additional Effects

Master Thief Utility 12

Used ☐

Boots of Adept Charging

Feet Slot Item ♦ Level 2

Properties

After charging, you can shift 1 square before your turn ends.

Hunter's Flint

Wondrous Item ♦ Level 2

Utility Power (Illusion) ♦ Daily (Standard Action)

Effect: You light a campfire using this flint that burns without smoke or sound. The bright light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until it is extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical qualities.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

Properties

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Charging Fencer's Tiara

Head Slot Item ♦ Level 6

Mechanically a Horned Helm (heroic tier)

Properties

Your charge attacks deal 1d6 extra damage.

Instant Campsite

Wondrous Item ♦ Level 5

Utility Power ♦ Daily (Standard Action)

Effect: You open this satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire requires no fuel and lasts up to 12 hours, or until you spend another standard action to pack the campsite back into the satchel once more.

Distance Dagger +1

Weapon ♦ Level 1

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: None

Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Gwenn Arellic's Rapier

Weapon ♦ Level 12

mechanically Melegaunt's Darkblade Rapier +3

Damage: 1d8

Proficiency Bonus: 3

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 cold damage per plus, or +1d10 cold damage per plus against shadow creatures.

Properties

This weapon scores critical hits on a 19 or 20.

Everlasting Provisions

Wondrous Item ♦ Level 4

Properties

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

Floating Lantern

Wondrous Item ♦ Level 3

Properties

This lantern casts light in a 10-square radius, and it never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Any creature holding the floating lantern or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.

As a move action, the last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from the commanding creature.

Drowmesh of Cleansing +3

Armor ♦ Level 13

Armor Bonus: 2

Special: +1 Reflex

Enhancement: +3 AC

Properties

Add a +2 item bonus to your saving throws against ongoing damage.