

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

2

Level

**Lorena**  
Unaligned female Human Rogue (Scoundrel)

17 5' 8" 150 lb. Medium  
Age Height Weight Size Deity

1000

Total XP 2250

### Defenses

<b>17</b>	<b>13</b>	<b>18</b>	<b>14</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 14 ) <b>29</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
7	7	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>5</b>
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Conditional Modifiers:

<b>Speed</b>	<b>6</b>
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<b>Passive Insight</b>	<b>12</b>
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<b>Passive Perception</b>	<b>17</b>
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Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	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

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

<b>Dagger</b>	
<b>6</b>	<b>1d4</b>
Strength vs. AC	Damage

#### Ranged

<b>Dagger</b>	
<b>10</b>	<b>1d4+4</b>
Dexterity vs. AC	Damage

### Languages

Common, Deep Speech



### Abilities

Ability	Score	Check
<b>STR</b> Strength	10	1
<b>CON</b> Constitution	12	2
<b>DEX</b> Dexterity	18	5
<b>INT</b> Intelligence	10	1
<b>WIS</b> Wisdom	12	2
<b>CHA</b> Charisma	15	3

### Skills

Acrobatics	Dexterity	✓	10
Arcana	Intelligence		1
Athletics	Strength	✓	6
Bluff	Charisma	✓	8
Diplomacy	Charisma		3
Dungeoneering	Wisdom		2
Endurance	Constitution		2
Heal	Wisdom		2
History	Intelligence		1
Insight	Wisdom		2
Intimidate	Charisma	✓	9
Nature	Wisdom		2
Perception	Wisdom	✓	7
Religion	Intelligence		1
Stealth	Dexterity	✓	10
Streetwise	Charisma	✓	9
Thievery	Dexterity	✓	10