

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

13

Level

美咲 (Misaki)
female Hengeyokai Assassin

123 5'2" 106 lb. Medium
Age Height Weight Size Deity

0

Total XP 47000

Defenses

27	23	27	26
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 35) **70**

Temp HP

Current Hit Points

Healing Surges

Surge Value **17** Surges/Day **7**

Current Conditions:

Combat Statistics and Senses

Initiative **12**

Conditional Modifiers:

Speed **7**

Passive Insight **15**

Passive Perception **20**

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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

Abduction Ki Focused Broadsword +3

13

Strength vs. AC

1d10+5

Damage

Ranged

Abduction Ki Focused Crossbow +3

19

Dexterity vs. AC

1d8+9

Damage

Languages

Common, Primordial



Abilities

Ability	Score	Check
STR Strength	11	6
CON Constitution	12	7
DEX Dexterity	23	12
INT Intelligence	11	6
WIS Wisdom	9	5
CHA Charisma	19	10

Skills

Acrobatics	Dexterity	✓	19
Arcana	Intelligence		6
Athletics	Strength		6
Bluff	Charisma		14
Diplomacy	Charisma		10
Dungeoneering	Wisdom		5
Endurance	Constitution		7
Heal	Wisdom		5
History	Intelligence		6
Insight	Wisdom		5
Intimidate	Charisma		10
Nature	Wisdom		5
Perception	Wisdom	✓	10
Religion	Intelligence		6
Stealth	Dexterity	✓	27
Streetwise	Charisma	✓	17
Thievery	Dexterity	✓	17



美咲 (Misaki)

Player Name

Character Name

Character Details

Background

Pivotal Event - Escape

Theme

Yakuza

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Elven Cloak +3

Arms

Iron Armbands of Power (heroic...)

Hands

Rings

Rings

Off Hand

Main Hand

Broadsword

Waist

Armor

Shadowflow Leather Armor +3

Tattoo

Tattoo of the Escape Artist

Ki Focus

Abduction Ki Focus +3

Feet

Other Equipment

- Adventurer's Kit
- Broadsword (2)
- Dagger
- Handy Haversack
- Entrapping Crossbow +1
- Crossbow Bolts (20)
- Climber's Kit
- Thieves' Tools
- Cold Iron Shackles
- Traveler's Kit
- Manacles, iron
- Writing case
- Bottled Twilight

Total Weight (lbs.)

123

Carrying Capacity (lbs.)

Treasure

17 pp; 11 gp
0 gp banked

Normal

110

Heavy

220

Max

550

美咲 (Misaki)



Player Name

Character Name

Racial Features

Animal Form

Select an animal form and gain +2 to an associated skill

Beast Nature

You considered both a magical beast and a humanoid

Cat (Acrobatics)

+2 bonus to Acrobatics

Elusive

Gain +2 racial bonus to escape checks and saving throws against immobilize, restrain, or slow

Fey Origin

Your origin is fey, not natural

Language of Beasts

You can communicate with beasts that share your animal form

Nature's Mask

Gain the nature's mask power

Shapechanger

You have the shapechanger quality.

Class/Other Features

Assassin's Shroud

Gain the assassin's shroud power

Guild Training

Choose a training method.

Night Stalker

Deal cha mod bonus damage against targets that are adjacent to no enemies.

Shade Form

Gain the shade form power.

Shadow Step

Gain the shadow step power.

Yakuza Starting Feature

Gain the ruthless demonstration power

Yakuza Level 5 Feature

After hitting an enemy granting combat advantage, gain a bonus to attack and damage of opportunity attacks against the enemy equal to your cha mod

Bluff

+2 power bonus to Bluff checks.

Yakuza Level 10 Feature

Gain +2 bonus to Bluff or Intimidate checks; gain +2 bonus to Streetwise checks

Dancing Action

After spending an action point: teleport 5 squares immediately, or as a minor action once before end of your next turn.

Sinister Shadows

+2 to Stealth checks, increase shadow power teleport distances by 1 square.

Feats

Lethal Shroud

Shroud damage increases from 1d6 to 1d8; 1d8 + 5 at 11th level, 1d8 + 10 at 21st level

Inexorable Shroud

Move up to two shrouds from a dying enemy to another target within 5 squares of you

Brutal Shroud

Reroll natural 1s on assassin's shroud damage dice

Assassin's Escape

Use shade form as an immediate interrupt when damaged

Cruel Shroud

You have combat advantage against targets of your assassin's shroud

Devastating Shroud

Lose no shrouds on a target after a critical hit with a shadow attack power

Shadow's Inexorable Grasp

If reduced to 0 or fewer hp: any creature in 10 sq with your shroud on it takes dmg as if you missed it with an attack. Your shrouds then vanish.

Hidden Insight

If you're hidden, creatures aren't aware of your shrouds

Improved Defenses

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

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

美咲 (Misaki)

Level 13 Hengyokai Assassin

HP	SCORE	ABILITY	MOD	AC
70	11	STR	0	27
	12	CON	1	Fort
Spd	23	DEX	6	23
7	11	INT	0	Ref
Init	9	WIS	-1	27
+12	19	CHA	4	Will
				26

15 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	•	19
Arcana	Intelligence		6
Athletics	Strength		6
Bluff	Charisma		14
Diplomacy	Charisma		10
Dungeoneering	Wisdom		5
Endurance	Constitution		7
Heal	Wisdom		5
History	Intelligence		6
Insight	Wisdom		5
Intimidate	Charisma		10
Nature	Wisdom		5
Perception	Wisdom	•	10
Religion	Intelligence		6
Stealth	Dexterity	•	27
Streetwise	Charisma	•	17
Thievery	Dexterity	•	17

• indicates a trained skill.

Action Point

Base action points: 1

Dancing Action: When you spend an action point to take an extra action, you can also teleport 5 squares. If you do not, you can teleport 5 squares as a minor action once before the end of your next turn.



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Abduction Ki Focused Broadsword +3: +13 vs. AC, 1d10+5 damage

Broadsword: +8 vs. AC, 1d10+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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Abduction Ki Focused Crossbow +3: +19 vs. AC, 1d8+9 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
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

Inescapable Blade

At-Will ♦ Standard Action

Abduction Ki Focused Broadsword +3: +19 vs. AC, 1d10+5 damage

Broadsword: +14 vs. AC, 1d10+2 damage

Melee weapon +2 **Target:** One creature

You stop several feet away from your foe and slash with your weapon. Your weapon's shadow closes the distance, and mundane obstacles do not slow it.

Keywords: Shadow, Weapon

Attack: Dexterity vs. AC. The attack ignores cover and superior cover.

Hit: 1[W] damage.

Additional Effects
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Leaping Shade

At-Will ♦ Standard Action

Abduction Ki Focused Broadsword +3: +19 vs. AC, 1d10+11 damage

Broadsword: +14 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

As your weapon makes contact, the shrouds you have placed on your victim dig cruelly into its flesh.

Keywords: Shadow, Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage. If you didn't invoke your shrouds on the target, it takes 1 extra damage for each of your shrouds on it.

Additional Effects
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Shadow Darts

Encounter ♦ Standard Action

Abduction Ki Focused Broadsword +3: +17 vs. Reflex, 1d8+3 damage

Broadsword: +12 vs. Reflex, 1d8+0 damage

Abduction Ki Focus +3: +17 vs. Reflex, 1d8+3 damage

Ranged 5 **Target:** One creature

You launch a volley of chilling darts of shadow energy at your foe.

Keywords: Cold, Implement, Shadow

Attack: Dexterity vs. Reflex. Make three attack rolls. If any of them hit, resolve them as a single hit, and all of them must miss for the attack to miss.

Hit: 1d8 cold damage if one of the attack rolls hits, 2d8 cold damage if two hit, or 3d8 cold damage if three hit.

Additional Effects
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Used

Army of the Night

Encounter ♦ Standard Action

Abduction Ki Focused Broadsword +3: +19 vs. Will, 1d10+11 damage

Broadsword: +14 vs. Will, 1d10+8 damage

Melee weapon **Target:** One creature

Your shadow magic spawns a phantom mob in your foe's mind, and the mob spurs the foe to strike out at its allies in terror.

Keywords: Fear, Illusion, Shadow, Weapon

Attack: Dexterity vs. Will

Hit: 1[W] + Dex modifier (+6) damage. Until the end of your next turn, the target makes a melee basic attack as an opportunity action against any enemy that ends its turn adjacent to the target.

Night Stalker: The target makes the attack with a power bonus to attack rolls equal to your Cha modifier (+4).

Additional Effects
+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 3

Used

Penumbral Leap

Encounter ♦ Standard Action

Abduction Ki Focused Broadsword +3: +19 vs. AC, 1d10+11 damage

Broadsword: +14 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

Weaving shadows, you step through them to deliver a punishing wound to your enemy.

Keywords: Shadow, Teleportation, Weapon

Effect: Teleport 5 squares.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage, and the target is weakened until the end of your next turn.

Effect: You can use shadow step as a minor action until the end of your next turn.

Additional Effects

+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Gloaming Dancer Attack 11

Used

Well of Shades

Encounter ♦ Standard Action

Abduction Ki Focused Broadsword +3: +17 vs. Fortitude, 2d6+9 damage

Broadsword: +12 vs. Fortitude, 2d6+6 damage

Abduction Ki Focus +3: +17 vs. Fortitude, 2d6+9 damage

Close burst 3 **Target:** Each enemy in the burst

Freezing shadows stretch out from you and pull your enemies close before you vanish.

Keywords: Cold, Implement, Shadow, Teleportation

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dex modifier (+6) cold damage, and you pull the target 2 squares.

Bleak Discipline: The target is also slowed until the end of your next turn.

Effect: You either teleport 5 squares or become invisible until the end of your next turn.

Additional Effects

+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 13

Used

Targeted for Death

Daily ♦ Standard Action

Abduction Ki Focused Broadsword +3: +17 vs. Will, 3d8+9 damage

Broadsword: +12 vs. Will, 3d8+6 damage

Abduction Ki Focus +3: +17 vs. Will, 3d8+9 damage

Ranged 5 **Target:** One creature

A black dart streaks from your hand to strike the target, surrounding it in a warmth-stealing gloom.

Keywords: Cold, Implement, Shadow

Attack: Dexterity vs. Will

Hit: 3d8 + Dex modifier (+6) cold damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you use assassin's shroud against the target, you subject it to two shrouds instead of one.

Additional Effects

+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 1

Used

Shadow Soul

Daily ♦ Standard Action

Abduction Ki Focused Broadsword +3: +19 vs. AC, 2d10+11 damage

Broadsword: +14 vs. AC, 2d10+8 damage

Melee weapon **Target:** One creature

You tear away a piece of your foe's shadow and tuck it into the hollow in your soul. You can sense your foe now and step from its shadow at will.

Keywords: Shadow, Teleportation, Weapon

Attack: Dexterity vs. AC

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

Miss: Half damage.

Effect: Until the end of your next turn, you gain a +5 power bonus to Perception checks against the target.

Sustain Minor: The power bonus persists, and if the target is not hidden from you, you teleport 20 squares to a square adjacent to it.

Additional Effects

+4 to damage rolls if the target is adjacent to none of your enemies - Night Stalker.
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Assassin Attack 5

Used

Black Garrote

Daily ♦ Standard Action

Abduction Ki Focused Broadsword +3: +17 vs. Reflex

Broadsword: +12 vs. Reflex

Abduction Ki Focus +3: +17 vs. Reflex

Melee touch **Target:** One creature

A wisp of shadow stuff stretches between your hands. You loop it around your foe's throat and transform the shadow into a material as hard as steel.

Keywords: Implement, Reliable, Shadow

Attack: Dexterity vs. Reflex

Hit: You grab the target. Until the grab ends, the target takes a -5 penalty to all escape attempts and a -2 penalty to attack rolls against you. When the grab ends, the target takes 1d10 + your Dex modifier (+6) damage.

Sustain Standard: The grab persists, and the target takes 2d10 + your Dex modifier (+6) damage.

Special: You can instead sustain the grab as a minor action. If you do so, the power's effect ends, and the grab becomes a normal grab.

Additional Effects

Assassin Attack 9

Used

Nature's Mask

At-Will (Special) ♦ Minor Action

Personal

You swiftly assume the guise of either human or beast.

Keyword: Polymorph

Effect: You change into your human, Tiny animal, or hybrid form. The new form lasts until you change forms again. While you are in human or animal form, other creatures can attempt to discern your true nature by making an Insight check opposed by your Bluff check; you gain a +5 bonus to your check.

None of your game statistics change in human or hybrid form. While in animal form, you cannot use any attack powers, although you can sustain such powers. Your equipment becomes part of the form, and you continue to gain the benefits of the equipment you wear, except for shields and item powers. While equipment is part of the form, it cannot be removed, and anything in a container that is part of the form is inaccessible. You otherwise retain your game statistics.

You gain a movement benefit based on your form.

Badger: You gain a burrow speed equal to half your speed, but you cannot burrow through solid stone.

Carp, Crab: You gain a swim speed equal to your speed, and then your land speed becomes 1. You can breathe underwater.

Cat, Monkey, Raccoon Dog, Rat: You gain a climb speed equal to your speed.

Crane, Sparrow: Your land speed becomes 1, and you gain a fly speed of 1 + half your speed.

Dog, Fox, Hare: Your speed increases by 2.

Special: You can use this power only once per round.

Additional Effects

Hengeyokai Utility

Assassin's Shroud

At-Will ♦ Free Action

Close burst 10 **Target:** One enemy you can see in the burst

You cause invisible shrouds to settle on your foe. At your command, the shrouds reveal the target's weak points to your keen gaze.

Keyword: Shadow

Effect: You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.

Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.
Level 11: 1d6 + 3 damage per shroud.

Special: You can use this power only on your turn and only once per turn.

Lethal Shroud: The damage dealt per shroud when you invoke your shrouds increases from 1d6 to 1d8. This damage increases to 1d8 + 5 at 11th level and 1d8 + 10 at 21st level.

Additional Effects

Assassin Feature

Shadow Step

At-Will ♦ Move Action

Personal

You vanish into the shadow energy around one creature and then step out of it near another creature.

Keywords: Shadow, Teleportation

Requirement: You must be adjacent to a creature.

Effect: You teleport 3 squares to a square adjacent to a different creature.

Level 11: Teleport 4 squares.

Additional Effects

Assassin Feature

Silent Stalker

At-Will ♦ Move Action

Personal

You pad quietly toward your victim, unseen and unheard.

Keyword: Martial

Requirement: You must be hidden.

Effect: You move up to your speed to a square within 2 squares of an enemy. You remain hidden until the end of this turn or until you make an attack.

Additional Effects

Assassin Utility 2

Ghost of the Rooftops

At-Will ♦ Move Action

Personal

Your skill at climbing and leaping allows you to move across the rooftops unhindered.

Keyword: Martial

Effect: You climb or make a long jump, moving a number of squares up to your speed, without making an Athletics check.

Special: You can use this power only once per round.

Additional Effects

Assassin Utility 6

Ruthless Demonstration

Encounter ♦ Free Action

Personal

The sight of blood and your threatening presence fill your opponents with dread, making them think twice before attacking you.

Keywords: Fear, Martial

Trigger: You bloody an enemy adjacent to you or reduce an enemy adjacent to you to 0 hit points or fewer.

Effect: Enemies that can see you take a -2 penalty to attack rolls against you until you are hit by an attack or until the end of the encounter. Also, if you bloodied the triggering enemy, you can immediately make an Intimidate check against it to force it to surrender.

Additional Effects

Yakuza Utility

Used

Shade Form

Encounter ♦ Minor Action

Personal

You transform yourself into a being of shadow, becoming more difficult to notice and to harm.

Keyword: Shadow

Effect: You assume a shadowy form that lasts until you make an attack roll or until the end of your next turn. While in this form, you are insubstantial, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.

Sustain Minor: The form persists.

Additional Effects

Assassin Feature

Used

Walk Through Shadow

Encounter ♦ Move Action

Personal

A swirling mass of shadow surrounds you before transporting you instantaneously a short distance.

Keywords: Shadow, Teleportation

Effect: You teleport up to 5 squares. You do not need line of sight to the destination space. If you try to teleport into a space that you cannot occupy, the teleportation is negated.

Additional Effects

Assassin Utility 10

Used

Shadow Dance

Daily ♦ Free Action

Personal

You flit through shadows to stay one step ahead of your enemy.

Keywords: Shadow, Stance, Teleportation

Trigger: You use shadow step.

Effect: You enter the stance of the shadow dance. Until this stance ends, you can shadow step as a minor action and while you are within 2 squares of a creature.

Additional Effects

Gloaming Dancer Utility 12

Used

Entrapping Crossbow +1

Weapon ♦ Level 2

Damage: 1d8

Proficiency Bonus: 2

Range: 15/30

Properties: Load Minor

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus, or the target is restrained until the end of your next turn.

Elven Cloak +3

Neck Slot Item ♦ Level 12

Enhancement: +3 Fortitude, Reflex, and Will

Properties

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

Bottled Twilight

Wondrous Item ♦ Level 1

Utility Power ♦ Daily (Minor Action)

Effect: You remove the cork from the bottle, and all light within 10 squares of the bottle becomes dim light until the end of the encounter.

Abduction Ki Focus +3

Ki Focus ♦ Level 14

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you hit an enemy with a melee basic attack using this ki focus, you can slide the target 1 square as a free action.

Power (Teleportation) ♦ Daily (Free Action)

Trigger: You hit an enemy with a melee attack using this ki focus.

Effect: You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.

Shadowflow Leather Armor...

Armor ♦ Level 13

Armor Bonus: 2

Enhancement: +3 AC

Properties

Gain a +3 bonus to Stealth checks.

Power ♦ Encounter (Minor Action)

Gain concealment until the start of your next turn.

Tattoo of the Escape Artist

Wondrous Item ♦ Level 8

Properties

When a nonminion enemy scores a critical hit against you and deals damage, you gain the ability to teleport 1 square as a minor action until the end of the encounter.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Handy Haversack

Wondrous Item ♦ Level 10

Properties

This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the backpack is a minor action.