

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

5

Level

Juno Thornbriar

Unaligned Female Halfling Thief

17

4' 0"

80 lb.

Small

Age

Height

Weight

Size

Deity

5500

Total XP Next Level at: 10000

Defenses



Conditional Bonuses:

Hit Points

Max HP
(Bloodied 21) **42**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

10

6

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

11

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

18

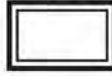
Passive Perception

18

Special Senses
Normal

Action Points

Action Points



Milestones

0

1

2

Action Points

1

2

3

Effect: Gain a standard action this turn.

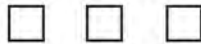
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

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

+5 Saving Throws against fear

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Magic Dagger +2

14

Strength vs. AC

1d4+11

Damage

Ranged

Magic Dagger +2

14

Dexterity vs. AC

1d4+9

Damage

Language(s) known

Common

Portrait



Ability	Score	Check
STR Strength	10	2
CON Constitution	10	2
DEX Dexterity	20	7
INT Intelligence	8	1
WIS Wisdom	13	3
CHA Charisma	18	6

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	15
Arcana	Intelligence		1
Athletics	Strength		2
Bluff	Charisma	✓	11
Diplomacy	Charisma		6
Dungeoneering	Wisdom		3
Endurance	Constitution		2
Heal	Wisdom		3
History	Intelligence		1
Insight	Wisdom	✓	8
Intimidate	Charisma		7
Nature	Wisdom		3
Perception	Wisdom	✓	8
Religion	Intelligence		1
Stealth	Dexterity	✓	13
Streetwise	Charisma	✓	12
Thievery	Dexterity	✓	14

Player Name

Juno Thornbriar

Character Name



Racial Features

- Bold**
+5 to saving throws against fear.
- Second Chance**
Use second chance as an encounter power.

- Nimble Reaction**
+2 AC against opportunity attacks.
- Acrobatics Bonus**
- Thievery Bonus**

Class/Other Features

- Backstab**
You gain the backstab power.
- First Strike**
At encounter start, get combat advantage against foes that haven't acted yet.
- Rogue's Trick**
Gain two at-will powers

- Sneak Attack**
Once per turn, if you have combat advantage and hit with a crossbow, light blade,shortbow, or sling, deal extra damage.
- Weapon Finesse**
Use Dex (not Str) for melee basic attacks, damage. +2 damage with light blades, hand crossbows, shortbows, slings
- Thief Weapon Talent**
You gain a +1 bonus to attack rolls with light blades, hand crossbows, shortbows, and slings.

- Skill Mastery**
+1 additional trained skill. Natural 20 on a skill challenge check automatically succeeds, +1 additional success.
- Cunning Escape**
Gain the cunning escape power

Feats

- Improved Initiative**
+4 to initiative checks
- Light Blade Expertise**
When wielding a light blade: +1/2/3 (by tier) to attack vs. creature granting combat advantage, damage rolls

- Nimble Dodge**
Second chance gives -5 penalty and enemy can't crit

Player Name

Juno Thornbriar

Character Name



Character Details

Adventuring Company

Theme

Background

Street Urchin

I'm part of the Redboot crew, and that's all you need to hear.

Personality Traits

Fiesty, resourceful and brave

Companions and Allies

Mannerisms and Appearance

Cute, hard-edged and restless

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Collar of Recovery +1

Arm Slot

Bracers of Mighty Striking...

Hand Slot

Gloves of Agility (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Magic Dagger +2

Waist Slot

Body Slot

Magic Leather Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

49

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth

45 Gold

Melee Basic Attack
 At-Will ♦ Standard action

Magic Dagger +2: +14 vs. AC, 1d4+11 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
 +2d6 to damage once per turn (Sneak Attack)
 +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Ranged Basic Attack
 At-Will ♦ Standard action

Magic Dagger +2: +14 vs. AC, 1d4+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 (+5) damage.
Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects
 +2d6 to damage once per turn (Sneak Attack)
 +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Second Chance
 Encounter ♦ Immediate Interrupt

Personal
Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.
Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power Used ☐

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.

Additional Effects

Rogue Utility Used ☐

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

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

Tumble
 Encounter ♦ Move Action

Personal
You dodge and tumble past your foes with such speed and precision that they are unable to react.

Keyword: Martial
Prerequisite: You must be trained in Acrobatics.
Effect: You shift up to your speed.

Additional Effects

Rogue Utility 2 Used ☐

Escape Artist's Trick
 At-Will ♦ Move Action

Personal
You slip forward to engage your enemy, then spring back and out of its grasp after delivering an attack.

Keyword: Martial
Effect: You shift up to 2 squares. Once at the end of this turn, you can shift 2 squares as a free action.

Additional Effects

Rogue Utility

Cunning Escape
 Encounter ♦ Immediate Reaction

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 ☐

Magic Dagger +2 Weapon ♦ Level 6 <div> Damage: 1d4 Proficiency Bonus: 3 Range: 5/10 Properties: Light Thrown, Off-hand Enhancement: +2 attack rolls and damage rolls Critical: +2d6 damage </div>	Collar of Recovery +1 Neck Slot Item ♦ Level 4 <div> Enhancement: +1 Fortitude, Reflex, and Will Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points. </div>	Bracers of Mighty Striking... Arms Slot Item ♦ Level 2 <div> Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll. </div>
Gloves of Agility (heroic tier) Hands Slot Item ♦ Level 5 <div> Property: Gain a +1 item bonus to Acrobatics, Stealth, and Dexterity checks (but not Dexterity attacks). </div>	Magic Leather Armor +1 Armor ♦ Level 1 <div> Armor Bonus: 2 Enhancement: +1 AC </div>	