

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

8

Level

Juno Thornbriar

Unaligned Female Halfling Thief

18

4' 0"

80 lb.

Small

Age

Height

Weight

Size

Deity

13000

Total XP Next Level at: 20500

Defenses

25
AC

16
FORT

24
REF

20
WILL

Conditional Bonuses:

Hit Points

Max HP
(Bloodied 28) **57**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

14

6

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

14

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

19

Passive Perception

20

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

Shielding Blade Dagger +2

17

Strength vs. AC

1d4+12

Damage

Ranged

Shielding Blade Dagger +2

17

Dexterity vs. AC

1d4+10

Damage

Language(s) known

Common

Portrait



Ability	Score	Check
STR Strength	10	4
CON Constitution	10	4
DEX Dexterity	22	10
INT Intelligence	8	3
WIS Wisdom	11	4
CHA Charisma	18	8

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	17
Arcana	Intelligence		3
Athletics	Strength		4
Bluff	Charisma	✓	13
Diplomacy	Charisma		8
Dungeoneering	Wisdom		4
Endurance	Constitution		4
Heal	Wisdom		4
History	Intelligence		3
Insight	Wisdom	✓	9
Intimidate	Charisma		9
Nature	Wisdom		4
Perception	Wisdom	✓	10
Religion	Intelligence		3
Stealth	Dexterity	✓	17
Streetwise	Charisma	✓	14
Thievery	Dexterity	✓	18

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
- Backstabber**
Sneak Attack dice increase to d8s

- Nimble Blade**
+1 to attacks with light blade and combat advantage

Player 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

Juno Thornbriar

Character Name



Equipment

Head Slot

Headband of Perception...

Neck Slot

Safewing Amulet +2

Arm Slot

Bracers of Mighty Striking...

Hand Slot

Burglar's Gloves (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Shielding Blade Dagger +2

Waist Slot

Body Slot

Veteran's Leather Armor +2

Feet Slot

Boots of Stealth (heroic tier)

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit
Potion of Healing (heroic tier)

Total Weight (lbs.)

49

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth
7 Platinum, 15 Gold

Melee Basic Attack
At-Will ♦ Standard action

Shielding Blade Dagger +2: +17 vs. AC, 1d4+12 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
+2d8 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+1 to attack rolls when you have combat advantage - Nimble Blade.

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard action

Shielding Blade Dagger +2: +17 vs. AC, 1d4+10 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
+2d8 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+1 to attack rolls when you have combat advantage - Nimble Blade.

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.
Level 7: 2d6 extra damage.

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

Used ☐

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

Used ☐

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

Used ☐

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 ☐

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 (+4), and you gain combat advantage against the attacker until the end of your next turn.

Additional Effects

Rogue Utility 6

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.

Additional Effects

Rogue Utility

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

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

Veteran's Leather Armor +2

Armor ♦ Level 7

Armor Bonus: 2

Enhancement: +2 AC

Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

Safewing Amulet +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to 10 × the amulet's enhancement bonus. You always land on your feet after a fall.

Shielding Blade Dagger +2

Weapon ♦ Level 9

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-hand

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: You gain a +1 shield bonus to AC.

Boots of Stealth (heroic tier)

Feet Slot Item ♦ Level 3

Property: Gain a +2 item bonus to Stealth checks.

Burglar's Gloves (heroic tier)

Hands Slot Item ♦ Level 1

Property: You gain a +1 item bonus to Thievery checks.

Headband of Perception...

Head Slot Item ♦ Level 1

Property: Gain a +1 item bonus to Perception checks.

Potion of Healing (heroic tier)

Potion ♦ Level 5

Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.