

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Grimsby
male Human Rogue (Thief)

40 Age Medium Size Deity

Total XP 1000

Defenses

17	13	18	11
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 11)	22	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
5	6

Current Conditions:

Combat Statistics and Senses

Initiative	5
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Conditional Modifiers:

Speed	6
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Passive Insight	14
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Passive Perception	14
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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
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Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Short sword

9	1d6+7
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Strength vs. AC

Damage

Ranged

Shortbow

8	1d8+7
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Dexterity vs. AC

Damage

Languages

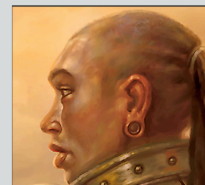
Common, Goblin

Abilities

Ability	Score	Check
STR Strength	14	2
CON Constitution	10	0
DEX Dexterity	20	5
INT Intelligence	10	0
WIS Wisdom	8	-1
CHA Charisma	11	0

Skills

Skill	Ability	Score
Acrobatics	Dexterity	5
Arcana	Intelligence	0
Athletics	Strength	7
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	4
Intimidate	Charisma	5
Nature	Wisdom	-1
Perception	Wisdom	4
Religion	Intelligence	0
Stealth	Dexterity	10
Streetwise	Charisma	0
Thievery	Dexterity	10



 Player Name

Grimsby
 Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

55

Carrying Capacity (lbs.)

Normal

Heavy

Max

Treasure

Grimsby

Player Name

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

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

Feats

Crossbow Expertise

When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Grimsby

Level 1 Human Rogue (Thief)

	SCORE	ABILITY	MOD	
HP	14	STR	2	AC
22				17
	10	CON	0	Fort
Spd	20	DEX	5	13
6				Ref
	10	INT	0	18
Init	8	WIS	-1	Will
+5	11	CHA	0	11

14 Passive Insight

14 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	0
Athletics	Strength	• 7
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	• 4
Endurance	Constitution	0
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	• 4
Intimidate	Charisma	• 5
Nature	Wisdom	-1
Perception	Wisdom	• 4
Religion	Intelligence	0
Stealth	Dexterity	• 10
Streetwise	Charisma	0
Thievery	Dexterity	• 10

• indicates a trained skill.

Action Point

Base action points: 1



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

Short sword: +9 vs. AC, 1d6+7 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 (+2) damage.

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

Additional Effects

+2d6 to damage once per turn (Sneak Attack)

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Shortbow: +8 vs. AC, 1d8+7 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)

Basic Attack

Sneak's Trick

At-Will ♦ Move Action

Personal

You fade into the shadows, moving with such precision that you can hide in even the barest scrap of cover.

Keyword: Martial

Effect: You move up to your speed -2. At the end of this move, you can make a Stealth check to hide if you have any cover or concealment.

Additional Effects

Rogue Utility

Thug's Trick

At-Will ♦ Move Action

Personal

With your enemy hemmed in, you keep your blade ready to punish it for any move it makes.

Keyword: Martial

Effect: You can shift 1 square. Until the end of your next turn, enemies you flank provoke opportunity attacks from you if they shift.

Additional Effects

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

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