

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Kasskar

Good male Human Rogue (Scoundrel)

18 5' 11" 200 lb. Medium Avandra
Age Height Weight Size Deity

16500

Total XP 20500

Defenses

23
AC

22
FORT

25
REF

19
WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 33) **66**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

16

8

Current Conditions:

Action Points

Action Points	Milestones	Action Points
0	1	1
1	2	2
2	3	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

Lahar's Bane - Dagger +2 (Encounter...)

15

1d4+7

Strength vs. AC Damage

Ranged

Lahar's Bane - Dagger +2 (Encounter Power)

15

1d4+7

Dexterity vs. AC Damage

Languages

Common, Giant



Abilities

Ability	Score	Check
STR Strength	18	8
CON Constitution	14	6
DEX Dexterity	18	8
INT Intelligence	8	3
WIS Wisdom	12	5
CHA Charisma	12	5

Skills

Acrobatics	Dexterity	✓	13
Arcana	Intelligence		3
Athletics	Strength	✓	13
Bluff	Charisma	✓	10
Diplomacy	Charisma		5
Dungeoneering	Wisdom		5
Endurance	Constitution		6
Heal	Wisdom		5
History	Intelligence		3
Insight	Wisdom		5
Intimidate	Charisma		5
Nature	Wisdom		5
Perception	Wisdom	✓	10
Religion	Intelligence		3
Stealth	Dexterity	✓	13
Streetwise	Charisma	✓	10
Thievery	Dexterity	✓	13

Combat Statistics and Senses

Initiative **8**

Conditional Modifiers:

Speed **6**

Passive Insight **15**

Passive Perception **20**

Special Senses: Normal



Kasskar

Player Name

Character Name

Character Details

Background

Occupation - Thug

Theme

Mannerisms and Appearance

Kasskar is of plain Hollin commoner stock, with brown hair, brown eyes and an unremarkable average face. He dresses plainly in clothing that blends in with the street crowds and uses a plain cloak that disguises his size and his gear.

Personality Traits

Kasskar is practical and conservative, generous to those he feels as deserving, faithful to his friends and vicious in a fight.

Adventuring Company

History: Kasskar was raised in the Braddock district of Hollin by his merchant family that ran a semi-permanent stall in the Shambles. He lost his family to the great plague and fire that swept through the Shambles when he was 14, which left him

Companions and Allies

slightly scarred. Thereafter he survived on the streets of the market doing odd jobs for other vendors and dodging press gangs. After a few years he gained in bulk and started doing work as a bodyguard, bouncer and occasionally an enforcer.

Session and Campaign Notes

For a for a time Kasskar also took up with a market entertainer, a drunk who did dagger tricks for coins and booze. The old man was actually a skilled mercenary in his day and taught Kasskar quite a bit before he was crushed under a runaway wagon.

Other Notes

Equipment

Head

Neck

Cloak of Resistance +3

Arms

Hands

Rings

Rings

Off Hand

Parrying dagger +1 (Encounter...)

Main Hand

Lahar's Bane - Dagger +2...

Waist

Armor

Magic Leather Armor +1

Tattoo

Feet

Ki Focus

Other Equipment

Belt Pouch (Inside Pants, 80% of coins)
Backpack
Trail Rations (10)
Waterskin
Thieves' Tools (Belt)
Flint and Steel
Torch (5)
Dagger (Hidden DC32)
Thieves' Tools (Hidden DC32)
Belt Pouch (Belt, 20% of Coins)
Dagger (Bandolier) (4)
Dagger
Tincture (healing, in belt pouch)
Garrote (Encounter Power)
Ring of Glamour (+1 CHA)
Treacle (anti-poison, belt pouch)
Marwolaeth's Spite
Healing Emblam (Daily Power)

Total Weight (lbs.)

49

Carrying Capacity (lbs.)

Treasure

42 gp; 31 sp
4,700 gp banked

Normal

180

Heavy

360

Max

900

Kasskar



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

Brutal Scoundrel

Add Str mod to Sneak Attack damage.

First Strike

At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics

Choose one of the rogue tactics.

Scoundrel Weapon Talent

Damage die increases one size with shuriken; +1 on attack rolls with daggers.

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.

Feats

Backstabber

Sneak Attack dice increase to d8s.

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you.

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand.

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand.

Weapon Proficiency (Parrying dagger)

Gain proficiency with the Parrying dagger.

Slaying Action

Deal Sneak Attack damage again with an action point.

Kasskar

Level 9 Human Rogue (Scoundrel)

HP	SCORE	ABILITY	MOD	AC
	18	STR	4	
66	14	CON	2	Fort
	18	DEX	4	22
Spd	8	INT	-1	Ref
	6	12	WIS	1
Init	12	CHA	1	Will
	+8	12	CHA	1

15 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	•	13
Arcana	Intelligence		3
Athletics	Strength	•	13
Bluff	Charisma	•	10
Diplomacy	Charisma		5
Dungeoneering	Wisdom		5
Endurance	Constitution		6
Heal	Wisdom		5
History	Intelligence		3
Insight	Wisdom		5
Intimidate	Charisma		5
Nature	Wisdom		5
Perception	Wisdom	•	10
Religion	Intelligence		3
Stealth	Dexterity	•	13
Streetwise	Charisma	•	10
Thievery	Dexterity	•	13

• indicates a trained skill.

Action Point

Base action points: 1

Slaying Action: If you spend an action point to take an extra action and have already dealt Sneak Attack damage during this round, you can deal the extra damage a second time during this 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

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. AC, 1d4+7 damage
Parrying dagger +1 (Encounter Power): +13 vs. AC, 1d4+6 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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+2d8+4 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

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. AC, 1d4+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 (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Acrobatic Strike

At-Will ♦ Standard Action

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. AC, 1d4+7 damage
Parrying dagger +1 (Encounter Power): +13 vs. AC, 1d4+6 damage

Melee weapon **Target:** One creature

You flip and twist as you attack, confounding your foe.

Keywords: Martial, Weapon

Prerequisite: You must be trained in Acrobatics.

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage. If you are grabbed, you escape the grab.

Effect: Before or after the attack, you shift 1 square.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Duelist's Flurry

At-Will ♦ Standard Action

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. AC, 4 damage
Parrying dagger +1 (Encounter Power): +13 vs. AC, 4 damage

Melee weapon **Target:** One creature

You move your blade quickly, stinging your foe with a series of cuts and slashes. Each slice does little damage, but when combined, they form a deadly threat.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: Dex modifier (+4) damage, slide the target 1 square, and you shift 1 square. You may use your sneak attack damage even if you do not have combat advantage with this attack.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)

Rogue Attack 1

Dazing Strike

Encounter ♦ Standard Action

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. AC, 1d4+7 damage
Parrying dagger +1 (Encounter Power): +13 vs. AC, 1d4+6 damage

Melee weapon **Target:** One creature

An expert strike catches your foe by surprise and leaves it reeling from the pain.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage, and the target is dazed until the end of your next turn.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Used

Low Slash

Encounter ♦ Minor Action

Lahar's Bane - Dagger +2 (Encounter Power): +15 vs. Reflex, 1d4+7 damage
Parrying dagger +1 (Encounter Power): +13 vs. Reflex, 1d4+6 damage

Melee weapon **Target:** One creature

Your blade bites your enemy's legs, momentarily hobbling him.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dex modifier (+4) damage, you slide the target 1 square, and the target is slowed until the end of your next turn. If you're flanking the target, the attack deals extra damage equal to your Str modifier (+4) or Cha modifier (+1).

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 3

Used

Nasty Backswing

Encounter ♦ Free Action

Lahar's Bane - Dagger +2 (Encounter Power):
+15 vs. AC, 1d4+11 damage

Parrying dagger +1 (Encounter Power): +13
vs. AC, 1d4+10 damage

Melee weapon **Target:** One
creature

You follow a missed attack with a surprising strike and a hasty sidestep.

Keywords: Martial, Weapon

Trigger: You miss with a melee attack

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC. You have combat advantage for this attack.

Hit: 1[W] + Dex modifier (+4) damage, and you can shift 1 square.

Brutal Scoundrel: The attack deals extra damage equal to your Str modifier (+4).

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 3

Used

Duelist's Prowess

Daily ♦ Minor Action

Personal

The way you stand appears to allow a foe an opening, but in truth your skill is such that you use your foe's attack to draw it in for your own quick strike.

Keywords: Martial, Stance

Effect: Until the stance ends, each time an enemy hits or misses you, you can use the Duelist's Prowess Attack power against it.

Additional Effects

Rogue Attack 1

Used

Deep Cut

Daily ♦ Standard Action

Lahar's Bane - Dagger +2 (Encounter Power):
+15 vs. Fortitude, 2d4+7 damage

Parrying dagger +1 (Encounter Power): +13
vs. Fortitude, 2d4+6 damage

Melee weapon **Target:** One
creature

You strike your enemy, delivering a deep, bleeding wound.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dex modifier (+4) damage, and ongoing damage equal to 5 + your Str modifier (+4) (save ends).

Miss: Half damage.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 5

Used

Profit from Weakness

Daily ♦ Immediate Interrupt

Lahar's Bane - Dagger +2 (Encounter Power):
+15 vs. Reflex, 2d4+7 damage

Parrying dagger +1 (Encounter Power): +13
vs. Reflex, 2d4+6 damage

Melee 1 **Target:** The
triggering enemy

You step aside as the enemy's attack sweeps toward you. You then slide your blade into a place where the foe is vulnerable.

Keywords: Martial, Rattling, Weapon

Requirement: You must be wielding a light blade.

Trigger: An enemy adjacent to you hits you with a melee attack

Effect: You gain a +4 bonus to all defenses against the attack. The triggering enemy grants combat advantage to you until the end of your next turn.

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dex modifier (+4) damage.

Miss: Half damage.

Effect: You knock the target prone.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 9

Used

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

Human Racial Power

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 have training in Acrobatics.

Effect: You shift up to your speed.

Additional Effects

Rogue Utility 2

Used

Timely Dodge

Encounter ♦ Immediate Interrupt

Personal

Something out of the corner of your eye causes you to step out of the way of danger.

Trigger: An enemy targets you with an attack.

Effect: You shift up to half your speed. The triggering enemy can choose a new target for the attack if you are now out of range.

Prerequisite: You must be trained in Acrobatics.

Additional Effects

Acrobatics Utility 6

Used

Duelist's Prowess...

Daily ♦ Immediate Interrupt

Lahar's Bane - Dagger +2 (Encounter Power):
+15 vs. Reflex, 1d4+7 damage

Parrying dagger +1 (Encounter Power): +13
vs. Reflex, 1d4+6 damage

Melee weapon **Target:** The
triggering enemy

Keywords: Martial, Weapon

Requirement: The power Duelist's Prowess must be active in order to use this power.

Requirement: You must be wielding a light blade.

Trigger: An enemy adjacent to you attacks you

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dex modifier (+4) damage.

Additional Effects

+2d8+4 to damage once per turn (Sneak Attack)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Used

Tincture (healing, in belt...)

Gear ♦ Level

10 HP HEAL - 50gp

Thieves' Tools (Hidden DC32)

Gear ♦ Level

Marwolaeth's Spite

Gear ♦ Level

Immediate Interrupt (trigger=being attack). Free attack that will blind opponent until end of next turn.

Dagger (Hidden DC32)

Weapon ♦ Level

Damage: 1d4
Proficiency Bonus: 3
Range: 5/10
Properties: Light Thrown, Off-Hand

Treacle (anti-poison, belt...)

Gear ♦ Level

1gp

Cloak of Resistance +3

Neck Slot Item ♦ Level 12

Enhancement: +3 Fortitude, Reflex, and Will

Power ♦ Daily (Minor Action)

Gain resist 10 to all damage until the start of your next turn.

Magic Leather Armor +1

Armor ♦ Level 1

Armor Bonus: 2
Enhancement: +1 AC

Ring of Glamour (+1 CHA)

Gear ♦ Level

Thieves' Tools (Belt)

Gear ♦ Level

Garrote (Encounter Power)

Weapon ♦ Level

Encounter Power = Successful Hit Stuns Target (save ends)

Damage: 1d4
Proficiency Bonus: 3
Properties: High Crit, Small

Lahar's Bane - Dagger +2...

Weapon ♦ Level 6

Daily Power = Hit Effect Stun

Damage: 1d4**Proficiency Bonus:** 3**Range:** 5/10**Properties:** Light Thrown, Off-Hand**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d6 damage per plus**Parrying dagger +1...**

Weapon ♦ Level 1

Encounter Power = Extra Off-Hand Attack

Damage: 1d4**Proficiency Bonus:** 2**Properties:** Off-Hand, Defensive**Enhancement:** +1 attack rolls and damage rolls**Critical:** +1d6 damage per plus**Healing Emblem (Daily...**

Gear ♦ Level

Daily Minor - Burst 5 - Allies in burst may spend a Healing Surge

Backpack

Gear ♦ Level

Dagger (Bandolier)

Weapon ♦ Level

Damage: 1d4**Proficiency Bonus:** 3**Range:** 5/10**Properties:** Light Thrown, Off-Hand**Belt Pouch (Inside Pants,...**

Gear ♦ Level

Belt Pouch (Belt, 20% of...

Gear ♦ Level