# Dungeons & Dragons Character Sheet

Player Name/RPGA

9 Level

## Auld, Bering

Evil male Human Assassin

| Age | Height | Weight | Size | Deity |
|---|---|---|---|---|
| | | | Medium | |

16500 Total XP 20500

## Defenses

| AC | FORT | REF | WILL |
|---|---|---|---|
| 22 | 18 | 21 | 20 |

Conditional Bonuses

## Hit Points

**Max HP** (Bloodied 26 ) **53**

Temp HP

Current Hit Points

## Healing Surges

| Surge Value | Surges/Day |
|---|---|
| 13 | 6 |

Current Conditions:

## Combat Statistics and Senses

| | |
|---|---|
| Initiative | 10 |
| Speed | 6 |
| Passive Insight | 15 |
| Passive Perception | 15 |

Conditional Modifiers:

Special Senses: Normal

## Action Points

Action Points

| Milestones | Action Points |
|---|---|
| 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

Resist 4 Poison

### Current Conditions and Effects

## Basic Attacks

### Melee

Embers of Black Flame Greatsword +2

| Strength vs. AC | Damage |
|---|---|
| 9 | 1d10+2 |

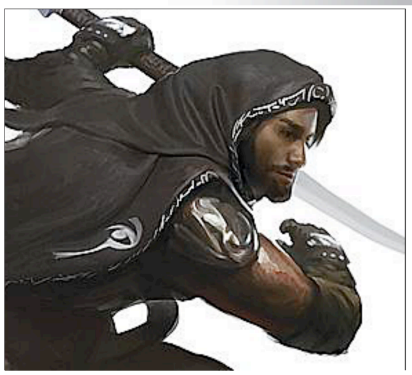
### Ranged

Unarmed

| Dexterity vs. AC | Damage |
|---|---|
| 8 | 1d4+4 |

### Languages

Argon, Common



## Abilities

| | | | Check |
|---|---|---|---|
| STR | Strength | 11 | 4 |
| CON | Constitution | 11 | 4 |
| DEX | Dexterity | 18 | 8 |
| INT | Intelligence | 10 | 4 |
| WIS | Wisdom | 12 | 5 |
| CHA | Charisma | 15 | 6 |

## Skills

| | | | |
|---|---|---|---|
| Acrobatics | Dexterity | ✔ | 13 |
| Arcana | Intelligence | ✔ | 9 |
| Athletics | Strength | ✔ | 9 |
| Bluff | Charisma | | 6 |
| Diplomacy | Charisma | | 6 |
| Dungeoneering | Wisdom | | 5 |
| Endurance | Constitution | ✔ | 9 |
| Heal | Wisdom | | 5 |
| History | Intelligence | | 4 |
| Insight | Wisdom | | 5 |
| Intimidate | Charisma | | 6 |
| Nature | Wisdom | | 5 |
| Perception | Wisdom | | 5 |
| Religion | Intelligence | | 4 |
| Stealth | Dexterity | ✔ | 13 |
| Streetwise | Charisma | | 6 |
| Thievery | Dexterity | ✔ | 13 |

Player Name

Auld, Bering
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
Amulet of Health +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand
Greatsword

Waist

Armor
Parchment Leather Armor +2

Tattoo

Feet

Ki Focus
Embers of Black Flame +2

### Other Equipment

Leather Armor
Adventurer's Kit
Ki Focus

Total Weight (lbs.) 139

Carrying Capacity (lbs.)

Normal 110

Heavy 220

Max 550

Treasure

3,400 gp
0 gp banked

Player Name

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## 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

**Assassin's Shroud**
Gain the assassin's shroud power
**Executioner's Guild**
Gain assassin's strike power; do not gain assassin encounter attack powers

**Guild Training**
Choose a training method.
**Shade Form**
Gain the shade form power.

**Shadow Step**
Gain the shadow step power.

## Feats

**Cunning Stalker**
You gain combat advantage against enemies that have no creatures adjacent to them other than you
**Duty's Virtue**
+2 to initiative checks. You may use aid another once per turn as a minor action to aid a bloodied ally.

**Implement Focus (Dejada)**
+1 feat bonus per tier to implement damage rolls with a Dejada
**Wild Talent Master**
Gain three wild talents
**Beguiling Enchantment**
Enemy -2 to attacks after you hit it with charm power

**Implement Focus (Ki focuses)**
+1 feat bonus per tier to implement damage rolls with a Ki focuses

## Auld, Bering

Level 9 Human Assassin

| | SCORE | ABILITY | MOD |
|---|---|---|---|
| | 11 | STR | 0 |
| | 11 | CON | 0 |
| | 18 | DEX | 4 |
| | 10 | INT | 0 |
| | 12 | WIS | 1 |
| | 15 | CHA | 2 |

HP 53 | Spd 6 | Init +10

AC 22 | Fort 18 | Ref 21 | Will 20

15 Passive Insight

15 Passive Perception

Player Name:

## Skills

| | | | |
|---|---|---|---|
| Acrobatics | Dexterity | • | 13 |
| Arcana | Intelligence | • | 9 |
| Athletics | Strength | • | 9 |
| Bluff | Charisma | | 6 |
| Diplomacy | Charisma | | 6 |
| Dungeoneering | Wisdom | | 5 |
| Endurance | Constitution | • | 9 |
| Heal | Wisdom | | 5 |
| History | Intelligence | | 4 |
| Insight | Wisdom | | 5 |
| Intimidate | Charisma | | 6 |
| Nature | Wisdom | | 5 |
| Perception | Wisdom | | 5 |
| Religion | Intelligence | | 4 |
| Stealth | Dexterity | • | 13 |
| Streetwise | Charisma | | 6 |
| Thievery | Dexterity | • | 13 |

• 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

**Embers of Black Flame Greatsword +2**: +9 vs. AC, 1d10+2 damage
**Greatsword**: +7 vs. AC, 1d10 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

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed**: +8 vs. AC, 1d4+4 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

Basic Attack

## Executioner's Noose

At-Will ♦ Standard Action

**Embers of Black Flame +2**: +10 vs. Fortitude, 1d6+7 damage
**Embers of Black Flame Greatsword +2**: +10 vs. Fortitude, 1d6+7 damage
**Greatsword**: +8 vs. Fortitude, 1d6+4 damage

**Ranged** 5 — **Target**: One creature

*You gather shadows into the form of a noose, cast it around your foe's neck, and pull.*

**Keywords:** Force, Implement, Shadow

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d6 + Dex modifier (+4) force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

Additional Effects

Assassin Attack 1

## Shadow Storm

At-Will ♦ Standard Action

**Embers of Black Flame Greatsword +2**: +13 vs. AC, 1d10+6 damage
**Greatsword**: +11 vs. AC, 1d10+4 damage

**Melee** weapon — **Target**: One creature

*Your tie to the Shadowfell calls on the living shadows around your foe, causing them to claw at it as you make your attack.*

**Keywords:** Shadow, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+4) damage, plus 1 damage for each creature adjacent to the target.

Additional Effects

## Assassin's Strike

Encounter ♦ No Action

**Personal** — **Target**: The creature you hit

*You strike with precision at the exact right moment, landing an attack that can be instantly fatal.*

**Keyword:** Martial

**Trigger:** You hit a creature within 5 squares of you with an attack using a weapon.

**Effect:** The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Level 7: 3d10 extra damage.

**Special:** Nothing but a short or an extended rest can allow you to regain the use of this power.

Additional Effects

## Terrifying Visage

Daily ♦ Standard Action

**Embers of Black Flame +2**: +10 vs. Will, 2d8+7 damage
**Embers of Black Flame Greatsword +2**: +10 vs. Will, 2d8+7 damage
**Greatsword**: +8 vs. Will, 2d8+4 damage

**Close** blast 5

*Your face distorts into a horrid visage, which drives your foes before you, but leaves one victim rooted in place.*

**Keywords:** Fear, Implement, Psychic, Shadow

**Primary Target:** One creature adjacent to you in the blast

**Primary Attack:** Dexterity vs. Will

**Hit:** 2d8 + Dex modifier (+4) psychic damage, and the primary target is immobilized (save ends).

**Miss:** Half damage, and the primary target is immobilized until the end of your next turn.

**Effect:** Make a secondary attack.

**Secondary Target:** Each creature other than the primary target in the blast

**Secondary Attack:** Dexterity vs. Will

**Hit:** You push the secondary target 4 squares.

**Miss:** You push the secondary target 2 squares.

Additional Effects

## Twilight Assassin
Daily ♦ Standard Action

**Embers of Black Flame +2**: +10 vs. Reflex, 2d8+7 damage
**Embers of Black Flame Greatsword +2**: +10 vs. Reflex, 2d8+7 damage
**Greatsword**: +8 vs. Reflex, 2d8+4 damage

**Ranged** 5

*Your shadow leaps from you to attack your enemies, and the two of you fight as one.*

**Keywords:** Conjuration, Implement, Shadow

**Primary Target:** One creature

**Primary Attack:** Dexterity vs. Reflex

**Hit:** 2d8 + Dex modifier (+4) damage.

**Effect:** You conjure a shadowy duplicate of yourself in an unoccupied square adjacent to the primary target. The duplicate occupies its space, and it lasts until the end of the encounter. Whenever you use a move action, you can also move the duplicate 5 squares. You can flank enemies with the duplicate, but your allies cannot. Until the duplicate vanishes, it can use the Twilight Assassin Attack power.

Additional Effects

Assassin Attack 5 Used ☐

## Obscuring Shadow
Daily ♦ Standard Action

**Embers of Black Flame Greatsword +2**: +13 vs. Will, 3d10+6 damage
**Greatsword**: +11 vs. Will, 3d10+4 damage

**Melee** weapon **Target**: One creature

*You slash at your foe, calling up shadows that blot you from its vision.*

**Keywords:** Illusion, Shadow, Weapon

**Attack:** Dexterity vs. Will

**Hit:** 3[W] + Dex modifier (+4) damage.

**Miss:** Half damage.

**Effect:** The target cannot see you (save ends).

Additional Effects

Assassin Attack 9 Used ☐

## 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.

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

Additional Effects

Assassin Feature

## Mental Tools
At-Will ♦ Minor Action

**Personal**

*From thought, you create matter, equipping yourself with the simple tools you need.*

**Keyword:** Psionic

**Effect:** You create a simple tool you can hold in one hand. The object appears in your hand or at your feet. You cannot use the object to attack or hinder another creature. The object lasts until the end of the encounter or until you use this power again.

Additional Effects

Wild Talent Cantrip

## Sensing Eye
At-Will ♦ Minor Action

**Personal**

*An image forms in your mind, revealing what you would see if you were standing some distance away.*

**Keyword:** Psionic

**Effect:** Choose one square you can see that is within 5 squares of you. Until the end of your next turn, you can determine your line of sight from that square.

Additional Effects

Wild Talent Cantrip

## 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.

Additional Effects

Assassin Feature

## Telekinetic Grasp
At-Will ♦ Minor Action

**Ranged** 5 **Target**: One object that weighs 20 pounds or less and isn't carried by another creature

*With your mental strength, you can manipulate nearby objects.*

**Keyword:** Psionic

**Effect:** You manipulate the target or move it 5 squares to a square within range.

Additional Effects

## Twilight Assassin Attack
At-Will ♦ Minor Action

**Embers of Black Flame +2**: +10 vs. Reflex, 3+0 damage
**Embers of Black Flame Greatsword +2**: +10 vs. Reflex, 3+0 damage
**Greatsword**: +8 vs. Reflex, 3+0 damage

**Melee** 1 **Target**: One creature

**Keywords:** Conjuration, Implement, Shadow

**Attack:** Dexterity vs. Reflex

**Hit:** 3 damage, or 6 damage if the secondary target is your assassin's shroud target.

**Requirement:** The power Twilight Assassin must be active in order to use this power.

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

## 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 ☐

## Cat's Trickery
Encounter ♦ Minor Action

**Personal**

*You plunge the room into darkness at the same time that your eyes pierce those shadows.*

**Keyword:** Shadow

**Effect:** Until the end of your next turn, you both gain darkvision and douse one light source that is within 10 squares of you and no larger than a lantern.

Additional Effects

Assassin Utility 2 Used ☐

## Dodge Step
Encounter ♦ Immediate Reaction

**Personal**

*Relying on superior balance and agility, you move in the blink of an eye.*

**Trigger:** An enemy ends its turn adjacent to you

**Effect:** You shift 1 square.

**Prerequisite:** You must be trained in Acrobatics.

Additional Effects

Acrobatics Utility 6 Used ☐

## Parchment Leather Armor +2
Armor ♦ Level 9

**Armor Bonus:** 2
**Enhancement:** +2 AC

**Properties**

This armor contains a number of arcane charges equal to its enhancement bonus. Recharging the armor requires an extended rest.

**Power ✦** (Free Action)

*Trigger:* You use an arcane power and make an attack roll.
*Effect:* You spend any number of unused charges from this armor and gain a power bonus to the attack roll for the triggering power equal to the number of charges spent.

## Amulet of Health +2
Neck Slot Item ♦ Level 8

**Enhancement:** +2 Fortitude, Reflex, and Will

**Properties**

You gain poison resistance equal to twice the amulet's enhancement bonus.

## Embers of Black Flame +2
Ki Focus ♦ Level 10

**Enhancement:** +2 attack rolls and damage rolls
**Critical:** +1d10 fire and necrotic damage per plus

**Properties**

Fire damage dealt by attacks using this ki focus is also necrotic damage, and necrotic damage dealt by attacks using this ki focus is also fire damage.

**Attack Power** (Fire, Necrotic) ✦ **Encounter** (No Action)

*Trigger:* You hit with a shadow attack power using this ki focus.
Target: The creature you hit.
*Effect:* The target takes ongoing 5 fire and necrotic damage and cannot regain hit points (save ends both).