

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

1

Level

Juno Thornbriar

Unaligned Female Halfling Thief

16
Age4' 0"
Height80 lb.
WeightSmall
Size

Deity

0

Total XP Next Level at: 2250

Defenses

17
AC

10
FORT

17
REF

13
WILL

Conditional Bonuses:

Hit Points

Max HP
(Bloodied 11) **22**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

5

6

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

9

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

10

Passive Perception

15

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

+5 Saving Throws against fear

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Dagger

8

Strength vs. AC

1d4+7

Damage

Ranged

Dagger

8

Dexterity vs. AC

1d4+7

Damage

Language(s) known

Common

Portrait



Ability	Score	Check
STR Strength	10	0
CON Constitution	10	0
DEX Dexterity	20	5
INT Intelligence	8	-1
WIS Wisdom	11	0
CHA Charisma	16	3

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	12
Arcana	Intelligence		-1
Athletics	Strength		0
Bluff	Charisma	✓	8
Diplomacy	Charisma		3
Dungeoneering	Wisdom		0
Endurance	Constitution		0
Heal	Wisdom		0
History	Intelligence		-1
Insight	Wisdom		0
Intimidate	Charisma		4
Nature	Wisdom		0
Perception	Wisdom	✓	5
Religion	Intelligence		-1
Stealth	Dexterity	✓	10
Streetwise	Charisma	✓	9
Thievery	Dexterity	✓	12

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

Feats

Improved Initiative

+4 to initiative checks

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

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit
Dagger

Total Weight (lbs.)

52

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth

56 Gold

Melee Basic Attack
 At-Will ♦ Standard action

Dagger: +8 vs. AC, 1d4+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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

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

Basic Attack

Ranged Basic Attack
 At-Will ♦ Standard action

Dagger: +8 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 (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

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

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