

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

C2 Pregenerated Character

6

Level

Discinque

Unaligned male Drow Rogue (Thief)

17 5'4" 135 lbs. Medium Shevarash
Age Height Weight Size Deity

7500

Total XP 10000

Defenses

21 AC	15 FORT	20 REF	16 WILL
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Conditional Bonuses

+2 Saving Throws against charm effects

Hit Points

Max HP (Bloodied 25) 51	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
12	8

Current Conditions:

Combat Statistics and Senses

Initiative	8
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Conditional Modifiers:

Speed	6
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Special Movement:

Passive Insight	21
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Passive Perception	21
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Special Senses: Darkvision

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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+2 Saving Throws against charm effects

Resistances/Vulnerabilities

Resist 5 Necrotic, Resist 5 Poison

Current Conditions and Effects

Basic Attacks

Melee

Magic Short sword +1

13	1d6+8
Strength vs. AC	Damage

Ranged

Rebounding Hand crossbow +2

14	1d8+11
Dexterity vs. AC	Damage

Languages

Common, Elven

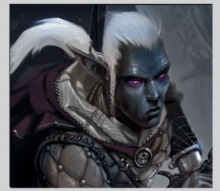


Abilities

Ability	Score	Check
STR Strength	12	4
CON Constitution	14	5
DEX Dexterity	20	8
INT Intelligence	8	2
WIS Wisdom	16	6
CHA Charisma	10	3

Skills

Skill	Proficiency	Score
Acrobatics	Dexterity ✓	14
Arcana	Intelligence	2
Athletics	Strength ✓	9
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom ✓	11
Endurance	Constitution	5
Heal	Wisdom	6
History	Intelligence	2
Insight	Wisdom ✓	11
Intimidate	Charisma	5
Nature	Wisdom	6
Perception	Wisdom ✓	11
Religion	Intelligence	2
Stealth	Dexterity ✓	15
Streetwise	Charisma	3
Thievery	Dexterity ✓	15



Character Details

Background

Cormyr (Wheloon)

Theme

Outlaw

Mannerisms and Appearance

Personality Traits

Adventuring Company

Inverness Invaders

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Bracers of Archery (heroic tier)

Hands

Rings

Rings

Off Hand

Main Hand

Rebounding Hand crossbow +2

Waist

Armor

Deathcut Leather Armor +1

Feet

Acrobat Boots (heroic tier)

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Climber's Kit
Disguise Kit
Magic Short sword +1
Acidic Fire (level 5)

Total Weight (lbs.)

68

Carrying Capacity (lbs.)

Treasure

23 gp

Normal

120

Heavy

240

Max

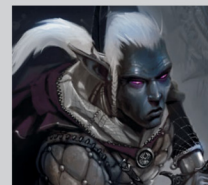
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C2 Pregenerated Character

Player Name

Discinque

Character Name



Racial Features

Fey Origin

Your origin is fey, not natural

Loilthouched

You have your choice of either the cloud of darkness or darkfire power

Trance (Drow)

Meditate aware 4 hours instead of sleep.

Class/Other Features

First Strike

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

Outlaw Starting Feature

Gain the Surprise Strike power

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

Skill Mastery

+1 additional trained skill. Natural 20 on a skill challenge check automatically succeeds, +1 additional success.

Forest

In forest, ignore difficult terrain and can't be tracked.

Outlaw Level 5 Feature

Choose from desert, forest, hills, mountains; you ignore difficult terrain and can't be tracked in that terrain

Feats

Crossbow Expertise

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

Backstabber

Sneak Attack dice increase to d8s

Two-Fisted Shooter

Treat hand crossbow as off-hand weapon, reload one-handed (free action), critical hits grant free off-hand ranged basic attack

Ruthless Hunter

Your hand crossbow deals 1d8 damage, gains high crit property

Discinque

Level 6 Drow Rogue (Thief)

HP	SCORE	ABILITY	MOD	AC
51	12	STR	1	21
	14	CON	2	
Spd	20	DEX	5	Fort
6	8	INT	-1	15
Init	16	WIS	3	Ref
+8	10	CHA	0	20
				Will
				16

21 Passive Insight
21 Passive Perception

Player Name: C2 Pregenerated Character


Skills

Acrobatics	Dexterity	•	14
Arcana	Intelligence		2
Athletics	Strength	•	9
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom	•	11
Endurance	Constitution		5
Heal	Wisdom		6
History	Intelligence		2
Insight	Wisdom	•	11
Intimidate	Charisma		5
Nature	Wisdom		6
Perception	Wisdom	•	11
Religion	Intelligence		2
Stealth	Dexterity	•	15
Streetwise	Charisma		3
Thievery	Dexterity	•	15

• 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

Magic Short sword +1: +13 vs. AC, 1d6+8 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Rebounding Hand crossbow +2: +14 vs. AC, 1d8+11 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
+2d8 to damage once per turn (Sneak Attack)

Basic Attack

Surprise Strike

Encounter ♦ No Action

Special

You follow up on the advantage granted by a surprised or distracted enemy to strike a crippling blow.

Keyword: Martial

Trigger: When using a basic attack or an at-will weapon attack power, you hit an enemy that is granting combat advantage to you.

Effect: The enemy is dazed until the end of your next turn.

Additional Effects

Outlaw Attack 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

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

Tactical Trick

At-Will ♦ Move Action

Personal

Your quick assessment of the battlefield shows you both where to step and which enemies are too distracted to defend themselves properly.

Keyword: Martial

Effect: You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

Additional Effects

Rogue Utility

Fleeting Ghost

At-Will ♦ Move Action

Personal

You are stealthy and fleet of foot at the same time.

Keyword: Martial

Prerequisite: You must be trained in Stealth.

Effect: You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

Additional Effects

Rogue Utility 2

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

Cloud of Darkness

Encounter ♦ Minor Action

Close burst 1

A shroud of blackness descends around you, hiding you from sight.

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Additional Effects

Drow Racial Power Used

Cunning Escape

Encounter ♦ Immediate Interrupt

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

Slip Aside

Encounter ♦ Immediate Interrupt

Personal

You distract a foe to diminish the effect of an attack.

Keyword: Martial

Prerequisite: You must have training in Stealth.

Trigger: You are hit by an attack against your AC or Reflex.

Effect: You take only half damage from the triggering attack.

Additional Effects

Rogue Utility 6 Used

Rebounding Hand crossbow...

Weapon ♦ Level 7

Damage: 1d8
Proficiency Bonus: 2
Range: 10/20
Properties: Load Free, Off-Hand, High Crit
Enhancement: +2 attack rolls and damage rolls
Critical: +1d6 damage per plus

Power

Power (Encounter): Free. *Trigger:* You attack an enemy with this weapon and miss. *Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.

Acidic Fire (level 5)

Alchemical ♦ Level 5

Power

Power (Consumable • Acid, Fire): Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Reflex; 1d6 fire damage, and ongoing 2 acid damage (save ends).

Bracers of Archery (heroic...)

Arms Slot Item ♦ Level 6

Property

Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Power

Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

Acrobat Boots (heroic tier)

Feet Slot Item ♦ Level 2

Property

You gain a +1 item bonus to Acrobatics checks.

Power

Power (At-Will): Minor Action. You stand up from prone.

Magic Short sword +1

Weapon ♦ Level 1

Damage: 1d6

Proficiency Bonus: 3

Properties: Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Deathcut Leather Armor +1

Armor ♦ Level 5

Armor Bonus: 2

Enhancement: +1 AC

Property

Resist 5 necrotic and resist 5 poison.

Power

Power (Daily • Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier necrotic damage to that enemy.