

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

13

Level

Willow Goldtree

Unaligned Pixie Rogue (Scoundrel)

128

Tiny

39000

Age Height Weight Size Deity

Total XP

47000

Defenses

26	23	29	25
AC	FORT	REF	WILL

Conditional Bonuses

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.



Hit Points

Max HP (Bloodied 42)	85	Temp HP
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Current Hit Points

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

Challenge-Seeking Dagger +3

16	1d4+7
Strength vs. AC	Damage

Ranged

Challenge-Seeking Dagger +3

20	1d4+11
Dexterity vs. AC	Damage

Languages

Common, Elven

Abilities

Ability	Score	Check
STR Strength	15	8
CON Constitution	13	7
DEX Dexterity	23	12
INT Intelligence	11	6
WIS Wisdom	10	6
CHA Charisma	19	10

Skills

Acrobatics	Dexterity	✓	17
Arcana	Intelligence		6
Athletics	Strength	✓	13
Bluff	Charisma		10
Diplomacy	Charisma		10
Dungeoneering	Wisdom		6
Endurance	Constitution		7
Heal	Wisdom		6
History	Intelligence		6
Insight	Wisdom		6
Intimidate	Charisma	✓	15
Nature	Wisdom		8
Perception	Wisdom		6
Religion	Intelligence		6
Stealth	Dexterity	✓	21
Streetwise	Charisma	✓	15
Thievery	Dexterity	✓	17

Combat Statistics and Senses

Initiative	12
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Conditional Modifiers:

Speed	5
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Fly 6 squares

Passive Insight	16
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Passive Perception	16
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Special Senses: Low-light



Willow Goldtree

Player Name

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.)

85

Carrying Capacity (lbs.)

Treasure

Normal

Heavy

Max

Willow Goldtree



Player Name

Character Name

Racial Features

Fey Origin

Your origin is fey, not natural

Pixie Magic

Gain the pixie dust and shrink powers.

Speak with Beasts

You can communicate with natural beasts and fey beasts.

Wee Warrior

You have reach 1, suffer -5 penalty to Str checks to break or open objects and follow weapon rules for small creatures.

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

Dagger Precision

Score critical hits with daggers on 18-20 using rogue or daggermaster powers

Daggermaster's Action

Can spend action point to reroll attack or damage roll with dagger

Feats

Weapon Expertise (Light blade)

Gain bonus to attack rolls with light blades.

Weapon Focus (Light blade)

Gain +1 damage per tier with Light blades.

Nimble Blade

+1 to attacks with light blade and combat advantage

Backstabber

Sneak Attack dice increase to d8s

Streak of Light

Gain combat advantage against enemies you charge

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Blood Thirst

+2 to damage against bloodied foes

Thief's Backstab

Choose one of your rogue encounter attack powers that has a level. Lose that power and gain the Backstab power

Willow Goldtree

Level 13 Pixie Rogue (Scoundrel)

HP 85	SCORE	ABILITY	MOD	AC 26
	15	STR	2	
Spd 5	13	CON	1	Fort 23
	23	DEX	6	
Init +12	11	INT	0	Ref 29
	10	WIS	0	
	19	CHA	4	Will 25

16 Passive Insight

16 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	•	17
Arcana	Intelligence		6
Athletics	Strength	•	13
Bluff	Charisma		10
Diplomacy	Charisma		10
Dungeoneering	Wisdom		6
Endurance	Constitution		7
Heal	Wisdom		6
History	Intelligence		6
Insight	Wisdom		6
Intimidate	Charisma	•	15
Nature	Wisdom		8
Perception	Wisdom		6
Religion	Intelligence		6
Stealth	Dexterity	•	21
Streetwise	Charisma	•	15
Thievery	Dexterity	•	17

• indicates a trained skill.

Action Point

Base action points: 1

Daggermaster's Action: You can spend an action point to reroll an attack roll or a damage roll you make using a dagger, instead of taking an extra action.



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

Challenge-Seeking Dagger +3: +16 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 (+2) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 1d4+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 (+6) damage.

Level 21: 2[W] + Dex modifier (+6) damage.

Additional Effects

Basic Attack

Acrobatic Strike

At-Will ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 1d4+11 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 (+6) damage. If you are grabbed, you escape the grab.

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

Additional Effects

Rogue Attack 1

Clever Strike

At-Will ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 1d4+11 damage

Melee weapon **Target:** One creature

You can turn even a minor distraction into an opportunity for a deadly attack.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage.

Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.

Additional Effects

Rogue Attack 1

Circling Predator

Encounter ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 1d4+11 damage

Melee weapon **Target:** One creature

You wheel around your foe, attacking mercilessly.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Primary Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage.

Effect: You can shift 1 square and must end adjacent to the target. Then make a secondary attack against it.

Secondary Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage, and you gain combat advantage against the target until the end of your next turn.

Additional Effects

Rogue Attack 7

Used

Critical Opportunity

Encounter ♦ Minor Action

Melee weapon **Target:** The enemy you critically hit

Your first attack deals a critical wound, so you follow the attack with another strike.

Keywords: Martial, Weapon

Requirement: You must be wielding a dagger and must have scored a critical hit with a dagger against an enemy during this turn.

Attack: Dexterity vs. AC

Hit: 3[W] + Dex modifier (+6) damage.

Additional Effects

Daggermaster Attack 11

Used

Toppling Slash

Encounter ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 2d4+11 damage

Melee weapon **Target:** One creature

Your decisive cut forces your opponent to stumble and fall.

Keywords: Martial, Rattling, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+6) damage, and you push the target 1 square and knock it prone.

Brutal Scoundrel: The attack deals extra damage equal to your Str modifier (+2), and you push the target 1 extra square.

Additional Effects

Rogue Attack 13

Used

Trick Strike

Daily ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 3d4+11 damage

Melee or Ranged weapon **Target:** One creature

Through a series of feints and lures, you maneuver your foe right where you want it.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 3[W] + Dex modifier (+6) damage, and you can slide the target 1 square.

Effect: Until the end of the encounter, you can slide the target 1 square whenever you hit it.

Additional Effects

Rogue Attack 1

Used

Mocking Strike

Daily ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. Will, 2d4+11 damage

Melee weapon **Target:** One creature

You mimic your foe's movements, causing the creature to second-guess itself.

Keywords: Martial, Weapon

Attack: Dexterity vs. Will

Hit: 2[W] + Dex modifier (+6) damage, and the target takes a -3 penalty to all defenses against your attacks until the end of the encounter.

Miss: Half damage, and the target takes a -3 penalty to all defenses against your attacks (save ends).

Additional Effects

Rogue Attack 5

Used

Not Worth My Time

Daily ♦ Standard Action

Challenge-Seeking Dagger +3: +20 vs. AC, 2d4+11 damage

Melee weapon **Target:** One creature

With a vicious blow and a callous shove, you judge your foe unworthy of further attention.

Keywords: Martial, Rattling, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+6) damage, and you push the target 1 square. The target is then immobilized (save ends).

Miss: Half damage, no push, and the target is immobilized until the end of its next turn.

Additional Effects

Rogue Attack 9

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.
Level 7: 2d6 extra damage.

Additional Effects

Rogue Utility

Used

Pixie Dust

Encounter ♦ Move Action

Ranged 5

Target: One ally

You hurl a bright globe of fey magic that grants your friend the ability to soar through the air for a moment.

Effect: The target can fly up to 6 squares as a free action.

Additional Effects

Pixie Utility

Used

Shrink

Encounter ♦ Minor Action

Melee 1

Target: One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you.

At your touch, an object shrinks to your wee size or is restored to its original state.

Effect: The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunken, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.

Additional Effects

Pixie Utility

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

Swift Parry

Encounter ♦ Immediate Interrupt

Personal

You deflect your enemy's attack, causing the force behind its blow to send it off balance and leaving it vulnerable to your next attack.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Trigger: You are hit by a melee attack

Effect: You gain a bonus to defenses against the triggering attack equal to your Cha modifier (+4), and you gain combat advantage against the attacker until the end of your next turn.

Additional Effects

Rogue Utility 6

Used

Acrobat's Escape

Encounter ♦ Immediate Reaction

Melee 1

Target: The triggering enemy

As an enemy tries to move close, you slip away and leave the approaching foe off balance.

Keyword: Martial

Prerequisite: You must have training in Acrobatics.

Trigger: An enemy enters a square adjacent to you.

Effect: The target is immobilized until the start of its next turn. You then shift a number of squares up to your Dex modifier (+6) to a square that is not adjacent to the target.

Additional Effects

Rogue Utility 10

Used

Meditation of the Blade

Daily ♦ Minor Action

Personal

With a moment of concentration, you focus your will into the point of your blade.

Keyword: Martial

Effect: Until the end of the encounter, your dagger's damage die increases by one size.

Additional Effects

Daggermaster Utility 12

Used

Cloak of the Shadowthief +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will

Utility Power ♦ Encounter (Minor Action)

Effect: Until the end of your next turn, each enemy that you have any concealment or cover against grants combat advantage to you.

Eager Hero's Tattoo (heroic...)

Wondrous Item ♦ Level 10

Properties

When you take a short rest, you gain temporary hit points equal to 5 + the number of healing surges you have spent since your last extended rest.

Boots of Striding

Feet Slot Item ♦ Level 9

Properties

You gain a +1 item bonus to speed when wearing light or no armor.

Gloves of Missile Deflection

Hands Slot Item ♦ Level 13

Properties

Gain a +1 item bonus to AC against ranged weapon attacks.

Power ♦ Daily (Immediate Interrupt)

Use this power when you are hit by a ranged weapon attack. Gain resist 15 against that attack.

Charger's Headdress

Head Slot Item ♦ Level 12

Properties

You gain a +1 bonus to attack rolls with charge attacks.

Power (Teleportation) ♦ **Daily** (Standard Action)

Make a charge attack, but instead of moving your speed before the attack, you teleport the same number of squares.

Potion of Regeneration...

Consumable ♦ Level 9

Utility Power (Healing) ♦ **Consumable** (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Bloodhound Bracers

Arms Slot Item ♦ Level 13

Properties

Creatures that are taking ongoing damage grant combat advantage to you.

Power ♦ Daily (Free Action)

Trigger: You bloody an enemy.

Effect: That enemy takes ongoing 5 damage (save ends).

Challenge-Seeking Dagger +3

Weapon ♦ Level 11

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +3 attack rolls and damage rolls

Critical: None

Properties

You deal 2d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

Gloaming Leather Armor +2

Armor ♦ Level 10

Armor Bonus: 2

Enhancement: +2 AC

Properties

You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Utility Power (Illusion) ♦ Encounter (Standard Action)

Effect: You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.