

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Thorry the Unlucky
Evil male Svirkneblin Rogue (Thief)

Small

Total XP

1000

Age Height Weight Size Deity

Defenses

16	12	16	12
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.

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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Short sword

Strength vs. AC

Damage

Ranged

Shortbow

Dexterity vs. AC

Damage

Languages

Common, Deep Speech, Elven



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="10"/>	<input type="text" value="0"/>
CON Constitution	<input type="text" value="14"/>	<input type="text" value="2"/>
DEX Dexterity	<input type="text" value="18"/>	<input type="text" value="4"/>
INT Intelligence	<input type="text" value="10"/>	<input type="text" value="0"/>
WIS Wisdom	<input type="text" value="14"/>	<input type="text" value="2"/>
CHA Charisma	<input type="text" value="10"/>	<input type="text" value="0"/>

Skills

Skill	Ability	Check
Acrobatics	Dexterity	<input checked="" type="checkbox"/> <input type="text" value="9"/>
Arcana	Intelligence	<input type="text" value="0"/>
Athletics	Strength	<input type="text" value="0"/>
Bluff	Charisma	<input type="text" value="0"/>
Diplomacy	Charisma	<input type="text" value="0"/>
Dungeoneering	Wisdom	<input checked="" type="checkbox"/> <input type="text" value="9"/>
Endurance	Constitution	<input type="text" value="2"/>
Heal	Wisdom	<input type="text" value="2"/>
History	Intelligence	<input type="text" value="0"/>
Insight	Wisdom	<input checked="" type="checkbox"/> <input type="text" value="7"/>
Intimidate	Charisma	<input type="text" value="0"/>
Nature	Wisdom	<input type="text" value="2"/>
Perception	Wisdom	<input checked="" type="checkbox"/> <input type="text" value="9"/>
Religion	Intelligence	<input type="text" value="0"/>
Stealth	Dexterity	<input checked="" type="checkbox"/> <input type="text" value="9"/>
Streetwise	Charisma	<input type="text" value="0"/>
Thievery	Dexterity	<input checked="" type="checkbox"/> <input type="text" value="9"/>

Hit Points

Max HP (Bloodied 13) 26	Temp HP
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Current Hit Points

Healing Surges

Surge Value Surges/Day

<input type="text" value="6"/>	<input type="text" value="8"/>
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Current Conditions:

Combat Statistics and Senses

Initiative	<input type="text" value="4"/>
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Conditional Modifiers:

Speed	<input type="text" value="5"/>
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Passive Insight	<input type="text" value="17"/>
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Passive Perception	<input type="text" value="19"/>
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Special Senses: Darkvision



Thorry the Unlucky

Player Name

Character Name

Character Details

Background

Curious Archeologist

Theme

Trapsmith

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

Short sword

Waist

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

Trap-Making Kit
Adventurer's Kit
Shortbow
Arrows (30)

Total Weight (lbs.)

70

Carrying Capacity (lbs.)

Treasure

24 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Thorry the Unlucky



Player Name

Character Name

Racial Features

Earth Walk

Ignore rubble, uneven stone or earthen construction difficult terrain

Fey Origin

Your origin is fey, not natural

Stone Camouflage

Gain the stone camouflage power

Under-dweller

Dungeoneering is a class skill

Class/Other Features

First Strike

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

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

Trapsmith Starting Feature

Gain a trap-making kit (weighs 15 lb and costs 40 gp to replace) and the trip the trap power

Weapon Finesse

Use Dex (not Str) for melee basic attacks, damage. +2 damage with light blades, hand crossbows, shortbows, slings

Feats

Trap Sense

+2 to all defenses against traps, +2 to find traps

Thorry the Unlucky

Level 1 Svirfneblin Rogue (Thief)

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
26				16
Spd	14	CON	2	Fort
5				12
Init	18	DEX	4	Ref
+4				16
	10	INT	0	Will
				12
	14	WIS	2	
	10	CHA	0	

17 Passive Insight

19 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	•	9
Arcana	Intelligence		0
Athletics	Strength		0
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom	•	9
Endurance	Constitution		2
Heal	Wisdom		2
History	Intelligence		0
Insight	Wisdom	•	7
Intimidate	Charisma		0
Nature	Wisdom		2
Perception	Wisdom	•	9
Religion	Intelligence		0
Stealth	Dexterity	•	9
Streetwise	Charisma		0
Thievery	Dexterity	•	9

• 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

Short sword: +7 vs. AC, 1d6+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 (+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

Shortbow: +6 vs. AC, 1d8+6 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

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

Basic Attack

Trip the Trap

Encounter ♦ Immediate Reaction

Unarmed: +2 vs. Reflex, 1d6 damage

Melee 1 **Target:** The triggering enemy

An enemy's approach triggers a nasty trap you prepared just for this occasion.

Requirement: You must have a trap-making kit on your person.

Trigger: An enemy enters a square adjacent to you.

Attack: Intelligence + 2 vs. Reflex

Hit: 1d6 + Int modifier (+0) damage.

Effect: The target grants combat advantage until the end of your next turn.

Additional Effects

Trapsmith 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

Escape Artist's Trick

At-Will ♦ Move Action

Personal

You slip forward to engage your enemy, then spring back and out of its grasp after delivering an attack.

Keyword: Martial

Effect: You shift up to 2 squares. Once at the end of this turn, you can shift 2 squares as a free action.

Additional Effects

Rogue Utility

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

Stone Camouflage

Encounter ♦ Minor Action

Personal

Your body becomes stony and magically blends with the terrain around you, making you harder to pinpoint.

Keyword: Illusion

Effect: You gain partial concealment until the end of your next turn, and you gain 5 temporary hit points.

Additional Effects

Svirfneblin Utility

Used