Dungeons & Dragons — Character Sheet

Player Name: Simonius Maximus

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Arcos Jarrabnat	14	Rouge	Shadow Assassin		

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
	M	26	M	178cm	68 kg	Unaligned	Jeremy	S.T.O.R.M.E.

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
18	Initiative	5	7	6

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	9
12	CON Constitution	1	8
20	DEX Dexterity	5	12
13	INT Intelligence	1	8
13	WIS Wisdom	1	8
19	CHA Charisma	4	11

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	ARMOR / CLASS	FEAT	ENH	MISC	MISC
27	AC	17	6			3	1	
21	FORT	17	2			2		
26	REF	17	5	2		2		
23	WILL	17	4	0		2		

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8
18	Passive Perception	10 +	8

SPECIAL SENSES

Low-light Vision

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	SURGES/DAY
88	44	22	6

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

24

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS: Infernal Wrath - Encounter Minor Action, personal Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that has hit you since your last turn. If your attack hits and deal damage, add your Cha modifier as extra damage.

+1 attack bonus vs bloodied foes, fire res.

CLASS / PATH / DESTINY FEATURES

First Strike
Rogue Tactics - Artful Dodger
Rogue weapon talent
Sneak attack - +3d8
Shadow Assassin's Action
Shadow Assassin's Riposte

LANGUAGES KNOWN

Common
Thieve's Cant

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	7				0		0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 18	7	4	0	3	1	3	

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
			0	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	2		3	0	0

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
17	Acrobatics	DEX	12	✔		
8	Arcana	INT	8		n/a	
9	Athletics	STR	9			
18	Bluff	CHA	11	✔	n/a	2
11	Diplomacy	CHA	11		n/a	
13	Dungeoneering	WIS	8	✔	n/a	
8	Endurance	CON	8			
8	Heal	WIS	8		n/a	
8	History	INT	8		n/a	
8	Insight	WIS	8		n/a	
11	Intimidate	CHA	11		n/a	
8	Nature	WIS	8		n/a	
8	Perception	WIS	8		n/a	
8	Religion	INT	8		n/a	
21	Stealth	DEX	12	✔		4
16	Streetwise	CHA	11	✔	n/a	
17	Thievery	DEX	12	✔		

FEATS

Backstabber
Weapon proficiency - Rapier
Improved Initiative
Quick Draw
Nimble Blade
Light Shield Proficiency
Fiery Rebuke
Defensive Advantage
Weapon spec (light blades)
*blood thirst
* back to the wall
* combat anticipation

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Sly Flourish
- Piercing Strike

ENCOUNTER POWERS

- Dazing Strike* ☐
- Tornado Strike* ☐
- Rogue's Luck ☐
- Infernal Wrath ☐
- Killer's Eye ☐

DAILY POWERS

- Trick Strike ☐
- Deep Cut ☐
- Knockout ☐

UTILITY POWERS

- Fleeting Ghost ☐
- Slippery Mind ☐
- Close Quarters ☐
- Bad Idea, Friend ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

- WEAPON +3 duelist's rapier ☐
- WEAPON ☐
- WEAPON 10 Jeremin Daggers ☐
- WEAPON ☐
- ARMOR +3 Elven Battle Armor ☐
- ARMS Light shield of Deflection ☐
- FEET ☐
- HANDS Rogue's Gloves ☐
- HEAD ☐
- NECK +2 Elven Cloak ☐
- RING Ring of Freedom of Movement ☐
- RING ☐
- WAIST ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone	☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone	☐/☐/☐/☐

PERSONALITY TRAITS

Friendly and outgoing, in that con-man kinda way. Not particularly fond of elves and other woodland animals; he's more of a city-type person. Not a complete noob when it comes to outdoorsy things, but much prefers cities and dungeons and cellars and such.

MANNERISMS AND APPEARANCE

He looks like a Tiefling. He has a lot of daggers on him at any one time, generally concealed. Tends to dress nicely and generally be well-groomed.

CHARACTER BACKGROUND

The n'th son of a family with quite a few sons to begin with, Arcos ventured forth to be an adventurer due to lack of useful things to do in life.

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

- Hadventurer Kit
- Climber's Kit
- Thieve's Tools
- Everburning Torch
- Sunrods (10)
- Silk Rope (50 ft)
- Pullies (5)
- Flint and stuff (extra)
- Flask of oil (2)
- Sledgehammer

RITUALS

(aka items)

- Flinder
- 2 vials of Jeremin water
- harmonica

COINS AND OTHER WEALTH

Amethyst Ring and gold bracelet
3 healing potion

SESSION AND CAMPAIGN NOTES

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.