

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

Bluenose

2

Level

Kasha

Unaligned Female Half-Elf Rogue

23

Age

5'6"

Height

145 lb.

Weight

Medium

Size

Deity

1000

Total XP Next Level at: 3750

Defenses



Conditional Bonuses:

Hit Points

Max HP
(Bloodied 16) **32**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

8 **8**

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

4

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

18

Passive Perception

16

Special Senses
Low-light

Action Points

Action Points



Milestones

0

1

2

3

Action Points

1

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

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Dagger

6

Strength vs. AC

1d4

Damage

Ranged

Dagger

9

Dexterity vs. AC

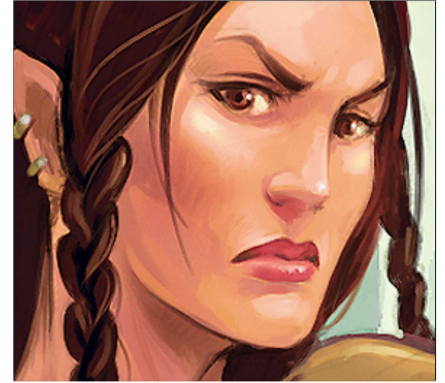
1d4+3

Damage

Language(s) known

Common, Elven

Portrait



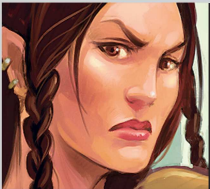
Ability	Score	Check
STR Strength	10	1
CON Constitution	15	3
DEX Dexterity	16	4
INT Intelligence	13	2
WIS Wisdom	10	1
CHA Charisma	16	4

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		4
Arcana	Intelligence		2
Athletics	Strength		1
Bluff	Charisma	✓	11
Diplomacy	Charisma	✓	11
Dungeoneering	Wisdom		1
Endurance	Constitution		3
Heal	Wisdom		1
History	Intelligence		2
Insight	Wisdom	✓	8
Intimidate	Charisma		4
Nature	Wisdom		1
Perception	Wisdom	✓	6
Religion	Intelligence		2
Stealth	Dexterity	✓	9
Streetwise	Charisma	✓	9
Thievery	Dexterity	✓	9

Bluenose
Player Name

Kasha
Character Name



Racial Features

Dilettante

Choose at-will power from other class; use as encounter power.

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Diplomacy Bonus
Insight Bonus

Class/Other Features

First Strike

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

Rogue Tactics

Choose one of the rogue tactics.

Artful Dodger

Add Cha mod to AC against opportunity attacks. or sling, deal extra damage.

Rogue Weapon Talent

Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack

Once per turn, if you have combat advantage and hit with a crossbow, light blade,shortbow,

Feats

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack vs. creature granting combat advantage, damage rolls

Resourceful Leader

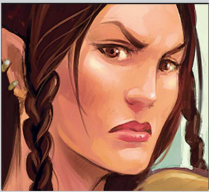
Warlord: training in one class skill, ally gains benefit with action point

Bluenose

Player Name

Kasha

Character Name



Character Details

Adventuring Company

Theme

Dune Trader (Theme)

Background

Occupation - Merchant

Personality Traits

Much less cheerful than she appears

Companions and Allies

Mannerisms and Appearance

Keeps a smile on her face; short; sensible desert clothing

Session and Campaign Notes

Dark Sun game on Enworld

Other Notes

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

Short sword
Adventurer's Kit
Desert Clothing
Sling
Sling Bullets

Total Weight (lbs.)

59

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth

37 Gold

<div> Melee Basic Attack At-Will ♦ Standard action </div> <div> Dagger: +6 vs. AC, 1d4 damage Melee weapon Target: One creature </div> <div> <i>You resort to the simple attack you learned when you first picked up a melee weapon.</i> </div> <div> Keyword: Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+0) damage. Level 21: 2[W] + Str modifier (+0) damage. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Basic Attack </div>	<div> Ranged Basic Attack At-Will ♦ Standard action </div> <div> Dagger: +9 vs. AC, 1d4+3 damage Ranged weapon Target: One creature </div> <div> <i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i> </div> <div> Keyword: Weapon Attack: Dexterity vs. AC Hit: 1[W] + Dex modifier (+3) damage. Level 21: 2[W] + Dex modifier (+3) damage. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Basic Attack </div>	<div> Quick Formation Encounter ♦ Standard action </div> <div> Dagger: +9 vs. AC, 1d4+3 damage Melee or Ranged weapon Target: One creature </div> <div> <i>You lash at your enemies and move your allies into a defensible position.</i> </div> <div> Keywords: Martial, Weapon Attack: Primary ability vs. AC Hit: 1[W] + ability modifier damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Dune Trader Feature Used <input type="checkbox"/> </div>
<div> Eyebite Encounter ♦ Standard action </div> <div> Unarmed: +4 vs. Will, 1d6+3 damage Ranged 10 Target: One creature </div> <div> <i>You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.</i> </div> <div> Keywords: Arcane, Charm, Implement, Psychic Attack: Charisma vs. Will Hit: 1d6 + Cha modifier (+3) psychic damage, and you are invisible to the target until the start of your next turn. </div> <div> Additional Effects </div> <div> Warlock Attack 1 Used <input type="checkbox"/> </div>	<div> Gloaming Cut At-Will ♦ Standard action </div> <div> Dagger: +9 vs. AC, 1d4+0 damage Melee or Ranged weapon Target: One creature </div> <div> <i>From the shadows you strike, and into the shadows you flee.</i> </div> <div> Keywords: Martial, Weapon Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 1[W] damage. Effect: You shift a number of squares equal to your Int modifier (+1), and you can make a Stealth check to become hidden. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Rogue Attack 1 </div>	<div> Sly Flourish At-Will ♦ Standard action </div> <div> Dagger: +9 vs. AC, 1d4+6 damage Melee or Ranged weapon Target: One creature </div> <div> <i>A distracting flourish causes the enemy to forget the blade at his throat.</i> </div> <div> Keywords: Martial, Weapon Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 1[W] + Dex modifier (+3) + Cha modifier (+3) damage. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Rogue Attack 1 </div>
<div> Positioning Strike Encounter ♦ Standard action </div> <div> Dagger: +9 vs. Will, 1d4+3 damage Melee weapon Target: One creature </div> <div> <i>A false stumble and a shove place the enemy exactly where you want him.</i> </div> <div> Keywords: Martial, Weapon Requirement: You must be wielding a light blade. Attack: Dexterity vs. Will Hit: 1[W] + Dex modifier (+3) damage, and you slide the target 1 square. Artful Dodger: You slide the target a number of squares equal to your Cha modifier (+3). </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Rogue Attack 1 Used <input type="checkbox"/> </div>	<div> Trick Strike Daily ♦ Standard action </div> <div> Dagger: +9 vs. AC, 3d4+3 damage Melee or Ranged weapon Target: One creature </div> <div> <i>Through a series of feints and lures, you maneuver your foe right where you want him.</i> </div> <div> 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 (+3) damage, and you slide the target 1 square. Effect: Until the end of the encounter, each time you hit the target you slide it 1 square. </div> <div> Additional Effects +2d6 to damage once per turn (Sneak Attack) +1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise. </div> <div> Rogue Attack 1 Used <input type="checkbox"/> </div>	<div> Slick Negotiator Encounter ♦ Free Action </div> <div> Close burst 5 Target: The triggering creature </div> <div> <i>You don't let a gaff sabotage your negotiation, and move on as if the misstep never occurred.</i> </div> <div> Keyword: Martial Trigger: You or an ally in burst makes a Bluff, Diplomacy, Intimidate, or Streetwise check and dislikes the result. Effect: If you are the target, you gain a +3 power bonus to the skill check result. If an ally is the target, the ally can reroll the skill check, using either result. Prerequisite: Dune Trader </div> <div> Additional Effects </div> <div> Dune Trader Utility 2 Used <input type="checkbox"/> </div>