

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

11

Level

**Juno Thornbriar**

Unaligned Female Halfling Thief

19  
Age4' 0"  
Height80 lb.  
WeightSmall  
Size

Deity

26000

Total XP Next Level at: 39000

### Defenses

**26**  
AC

**19**  
FORT

**28**  
REF

**23**  
WILL

Conditional Bonuses:

### Hit Points

**Max HP**  
(Bloodied 36 ) **73**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

18

6

Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

17

Conditional Modifiers

**Speed**

7

Special Movement

**Passive Insight**

21

**Passive Perception**

21

Special Senses  
Normal

### Action Points

Action Points Milestones Action Points

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

+5 Saving Throws against fear

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Vicious Dagger +3

20

Strength vs. AC

1d4+14

Damage

#### Ranged

Vicious Dagger +3

20

Dexterity vs. AC

1d4+12

Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
<b>STR</b> Strength	11	5
<b>CON</b> Constitution	11	5
<b>DEX</b> Dexterity	23	11
<b>INT</b> Intelligence	9	4
<b>WIS</b> Wisdom	12	6
<b>CHA</b> Charisma	19	9

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	18
Arcana	Intelligence		4
Athletics	Strength		5
Bluff	Charisma	✓	14
Diplomacy	Charisma		9
Dungeoneering	Wisdom		6
Endurance	Constitution		5
Heal	Wisdom		6
History	Intelligence		4
Insight	Wisdom	✓	11
Intimidate	Charisma		10
Nature	Wisdom		6
Perception	Wisdom	✓	11
Religion	Intelligence		4
Stealth	Dexterity	✓	16
Streetwise	Charisma	✓	15
Thievery	Dexterity	✓	18

# Juno Thornbriar

Player Name

Character Name



## Racial Features

### Bold

+5 to saving throws against fear.

### Second Chance

Use second chance as an encounter power.

### Nimble Reaction

+2 AC against opportunity attacks.

### Acrobatics Bonus

### Thievery Bonus

## Class/Other Features

### Backstab

You gain the backstab power.

### First Strike

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

### Rogue's Trick

Gain two at-will powers

### 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

### Thief Weapon Talent

You gain a +1 bonus to attack rolls with light blades, hand crossbows, shortbows, and slings.

### Skill Mastery

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

### Cunning Escape

Gain the cunning escape power

### Thief Combat Readiness

+2 bonus to initiative.

### Improved Finesse

Weapon Finesse's bonus to damage rolls increases to +3

### Masterful Cunning

Once during your first turn in an encounter, you can shift up to 3 squares as a free action.

### Masterful Action

Action point spent to attack: deal sneak attack damage to target you have combat advantage against

## Feats

### Improved Initiative

+4 to initiative checks

### Light Blade Expertise

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

### Nimble Dodge

Second chance gives -5 penalty and enemy can't crit

### Backstabber

Sneak Attack dice increase to d8s

### Nimble Blade

+1 to attacks with light blade and combat advantage

### Improved Defenses

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

### Deft Blade

Basic attack with light blade targets AC or Reflex

Player Name

Character Details

Adventuring Company

Theme

Background

Street Urchin

I'm part of the Redboot crew, and that's all you need to hear.

Personality Traits

Fiesty, resourceful and brave

Companions and Allies

Mannerisms and Appearance

Cute, hard-edged and restless

Session and Campaign Notes

Juno Thornbriar

Character Name



Equipment

Head Slot

Neck Slot

Collar of Recovery +2

Arm Slot

Bracers of Mighty Striking...

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Vicious Dagger +3

Waist Slot

Body Slot

Magic Drowmesh +3

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit  
Potion of Healing (heroic tier)

Other Notes

Total Weight (lbs.)

44

Carrying Capacity (lbs.)

Normal 110

Heavy 220

Max 550

Coins and Other Wealth  
3 Platinum, 15 Gold



**Melee Basic Attack**  
At-Will ♦ Standard action

**Vicious Dagger +3:** +20 vs. AC, 1d4+14 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  
+3d8 to damage once per turn (Sneak Attack)  
+2 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.  
+1 to attack rolls when you have combat advantage - Nimble Blade.

Basic Attack

**Ranged Basic Attack**  
At-Will ♦ Standard action

**Vicious Dagger +3:** +20 vs. AC, 1d4+12 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  
+3d8 to damage once per turn (Sneak Attack)  
+2 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.  
+1 to attack rolls when you have combat advantage - Nimble Blade.

Basic Attack

**Second Chance**  
Encounter ♦ Immediate Interrupt

**Personal**

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*

**Trigger:** You are hit by an attack.  
**Effect:** The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

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 ☐

**Unbalancing Trick**  
At-Will ♦ Move Action

**Personal**

*You dodge low as you approach an enemy, protecting yourself from attack and setting up a strike to the knee or lower leg.*

**Keyword:** Martial  
**Effect:** You shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you can knock it prone.

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

**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 be trained in Acrobatics.  
**Effect:** You shift up to your speed.

Additional Effects

Rogue Utility 2

Used ☐

**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

**Cunning Escape**  
Encounter ♦ Immediate Reaction

**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 ☐



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 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.  
Level 11: +4 power bonus.

Additional Effects

Rogue Utility

Used ☐

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

**Property:** When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

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 ☐

Vicious Dagger +3

Weapon ♦ Level 12

**Damage:** 1d4

**Proficiency Bonus:** 3

**Range:** 5/10

**Properties:** Light Thrown, Off-hand

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +3d12 damage

Magic Drowmesh +3

Armor ♦ Level 11

**Armor Bonus:** 2

**Special:** +1 Reflex

**Enhancement:** +3 AC

Collar of Recovery +2

Neck Slot Item ♦ Level 9

**Enhancement:** +2 Fortitude, Reflex, and Will

**Property:** Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

Boots of Striding (heroic tier)

Feet Slot Item ♦ Level 9

**Property:** Gain a +1 item bonus to speed when wearing light or no armor.

## Potion of Healing (heroic tier)

Potion ♦ Level 5

**Power (Consumable \* Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.