



# DUNGEONS & DRAGONS®

Rosia

CHARACTER NAME

Class: Thief Level: 5

Race: Halfling Gender: Female

Alignment: \_\_\_\_\_

Languages: Common

## ABILITIES AND SKILLS

15 Strength

MODIFIER 2 CHECK 4

Strength measures your physical power.

Athletics

Trained

MISC. 10

10 Constitution

MODIFIER 0 CHECK 2

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. 2

21 Dexterity

MODIFIER 5 CHECK 7

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. 14

Stealth

Trained

MISC. 13

Thievery

Trained

MISC. 14

10 Intelligence

MODIFIER 0 CHECK 2

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. 2

History

Trained

MISC. 2

Religion

Trained

MISC. 2

8 Wisdom

MODIFIER -1 CHECK 1

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. 6

Heal

Trained

MISC. 1

Insight

Trained

MISC. 1

Nature

Trained

MISC. 1

Perception

Trained

MISC. 6

13 Charisma

MODIFIER 1 CHECK 3

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. 3

Diplomacy

Trained

MISC. 3

Intimidate

Trained

MISC. 3

Streetwise

Trained

MISC. 8

## COMBAT STATISTICS

7

Initiative

Roll initiative to determine the turn order in combat.

6

Speed

Your speed is the number of squares you can move with a move action.

## DEFENSES

20

Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

15

Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

20

Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

14

Will

CALCULATIONS

Will measures your strength of will and self-discipline.

14

Attack Bonus

Melee Basic/ER

1d6+9

10

Attack Bonus

Ranged Basic

1d8+8

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

42

Hit Points

Bloodied

21

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

10

Surges Per Day

6

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

## CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

## ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

# Rosia

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

## Feats

### Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

### Crossbow Expertise

When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.

### Aggressive Advantage

Gain combat advantage against all enemies during your first turn in an encounter.

Rosia

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## Character Details

Adventuring Company

Theme

Background

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

## Equipment

Head Slot

Neck Slot

Safewing Amulet +1

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Short sword

Main Hand

Magic Short sword +2

Waist Slot

Body Slot

Sylvan Leather Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Leather Armor  
Adventurer's Kit  
Shortbow  
Arrows

Total Weight (lbs.)

72

Carrying Capacity (lbs.)

Normal 150

Heavy 300

Max 750

Coins and Other Wealth

840 Gold

<div> <b>Melee Basic Attack</b>  At-Will ♦ Standard action </div> <div> <b>Magic Short sword +2:</b> +14 vs. AC, 1d6+9 damage  <b>Melee</b> weapon      <b>Target:</b> One creature </div> <div> <i>You resort to the simple attack you learned when you first picked up a melee weapon.</i> </div> <div> <b>Keyword:</b> Weapon  <b>Attack:</b> Strength vs. AC  <b>Hit:</b> 1[W] + Str modifier (+2) damage.  <b>Level 21:</b> 2[W] + Str modifier (+2) damage. </div> <div> Additional Effects  +2d6 to damage once per turn (Sneak Attack) </div> <div> Basic Attack </div>	<div> <b>Ranged Basic Attack</b>  At-Will ♦ Standard action </div> <div> <b>Shortbow:</b> +10 vs. AC, 1d8+8 damage  <b>Ranged</b> weapon      <b>Target:</b> One creature </div> <div> <i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i> </div> <div> <b>Keyword:</b> Weapon  <b>Attack:</b> Dexterity vs. AC  <b>Hit:</b> 1[W] + Dex modifier (+5) damage.  <b>Level 21:</b> 2[W] + Dex modifier (+5) damage. </div> <div> Additional Effects  +2d6 to damage once per turn (Sneak Attack) </div> <div> Basic Attack </div>	<div> <b>Second Chance</b>  Encounter ♦ Immediate Interrupt </div> <div> <b>Personal</b> </div> <div> <i>Luck and small size combine to work in your favor as you dodge your enemy's attack.</i> </div> <div> <b>Trigger:</b> You are hit by an attack.  <b>Effect:</b> The attacker must reroll the attack and use the second roll, even if it is lower. </div> <div> Additional Effects </div> <div> Halfling Racial Power      Used <input type="checkbox"/> </div>
<div> <b>Backstab</b>  Encounter ♦ Free Action </div> <div> <b>Personal</b> </div> <div> <i>You take a split second to locate the most vulnerable point in your enemy's defenses.</i> </div> <div> <b>Keyword:</b> Martial  <b>Trigger:</b> 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.  <b>Effect:</b> You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits. </div> <div> Additional Effects </div> <div> Rogue Utility      Used <input type="checkbox"/> </div>	<div> <b>Unbalancing Trick</b>  At-Will ♦ Move Action </div> <div> <b>Personal</b> </div> <div> <i>You dodge low as you approach an enemy, protecting yourself from attack and setting up a strike to the knee or lower leg.</i> </div> <div> <b>Keyword:</b> Martial  <b>Effect:</b> 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. </div> <div> Additional Effects </div> <div> Rogue Utility </div>	<div> <b>Sneak's Trick</b>  At-Will ♦ Move Action </div> <div> <b>Personal</b> </div> <div> <i>You fade into the shadows, moving with such precision that you can hide in even the barest scrap of cover.</i> </div> <div> <b>Keyword:</b> Martial  <b>Effect:</b> You move up to your speed -2. At the end of this move, you can make a Stealth check to hide if you have any cover or concealment. </div> <div> Additional Effects </div> <div> Rogue Utility </div>
<div> <b>Agile Footwork</b>  Encounter ♦ Immediate Reaction </div> <div> <b>Personal</b> </div> <div> <i>Though your foe wants to move in closely, you'd rather keep your distance, so you nimbly move away.</i> </div> <div> <b>Keyword:</b> Martial  <b>Trigger:</b> An enemy ends its turn adjacent to you.  <b>Effect:</b> You shift up to 3 squares. </div> <div> Additional Effects </div> <div> Rogue Utility 2      Used <input type="checkbox"/> </div>	<div> <b>Tumbling Trick</b>  At-Will ♦ Move Action </div> <div> <b>Personal</b> </div> <div> <i>You dodge between your foes, slashing to the right and left with such speed that one attack leads into another.</i> </div> <div> <b>Keyword:</b> Martial  <b>Effect:</b> You shift up to 3 squares. The next time you hit an enemy with a melee basic attack this turn, you also deal damage equal to your Str modifier (+2) to a different enemy, which must be adjacent to you. </div> <div> Additional Effects </div> <div> Rogue Utility </div>	<div> <b>Cunning Escape</b>  Encounter ♦ Immediate Reaction </div> <div> <b>Personal</b> </div> <div> <i>As your enemy attacks, you leap aside to make your escape.</i> </div> <div> <b>Keyword:</b> Martial  <b>Trigger:</b> An enemy attacks you  <b>Effect:</b> 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. </div> <div> Additional Effects </div> <div> Rogue Utility      Used <input type="checkbox"/> </div>



### Magic Short sword +2

Weapon ♦ Level 6

**Damage:** 1d6

**Proficiency Bonus:** 3

**Properties:** Off-hand

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d6 damage

### Sylvan Leather Armor +1

Armor ♦ Level 3

**Armor Bonus:** 2

**Enhancement:** +1 AC

**Property:** Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.

### Safewing Amulet +1

Neck Slot Item ♦ Level 3

**Enhancement:** +1 Fortitude, Reflex, and Will

**Property:** When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to  $10 \times$  the amulet's enhancement bonus. You always land on your feet after a fall.