

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

3

Level

### Ander

Unaligned male Halfling Assassin (Executioner)

Age 4' 0" Height Weight 75 lbs. Size Small Deity

2250

Total XP 3750

### Defenses

<b>20</b> AC	<b>13</b> FORT	<b>18</b> REF	<b>16</b> WILL
-----------------	-------------------	------------------	-------------------

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 16 ) **32**

Temp HP

Current Hit Points

### Healing Surges

Surge Value **8**

Surges/Day **7**

Current Conditions:

### Combat Statistics and Senses

**Initiative** **6**

Conditional Modifiers:

**Speed** **6**

**Passive Insight** **11**

**Passive Perception** **16**

Special Senses: Normal

### 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** **0**

+5 Saving Throws against fear

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Dagger

**9**

Strength vs. AC

**1d4+5**

Damage

#### Ranged

Dagger

**9**

Dexterity vs. AC

**1d4+5**

Damage

### Languages

Common, Shou



### Abilities

Ability	Score	Check
STR Strength	9	0
CON Constitution	10	1
DEX Dexterity	20	6
INT Intelligence	10	1
WIS Wisdom	10	1
CHA Charisma	16	4

### Skills

Acrobatics	Dexterity	✓	14
Arcana	Intelligence		1
Athletics	Strength		0
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		1
Endurance	Constitution		1
Heal	Wisdom		1
History	Intelligence		1
Insight	Wisdom		1
Intimidate	Charisma		4
Nature	Wisdom		1
Perception	Wisdom	✓	6
Religion	Intelligence		1
Stealth	Dexterity	✓	15
Streetwise	Charisma	✓	9
Thievery	Dexterity	✓	13



Player Name \_\_\_\_\_ Ander \_\_\_\_\_  
 Character Name

**Character Details**

**Background**

Dead Rat Deserter

**Theme**

Dead Rat Deserter

**Mannerisms and Appearance**

**Personality Traits**

**Adventuring Company**

**Companions and Allies**

**Session and Campaign Notes**

Intrigue is your life, and you can't help but feel that something truly devious is at work here. Rumors on the streets say that a new player has come to Neverwinter, and you need to know the truth.

Other Notes

**Equipment**

Head

Neck

Essence of the Scout +1

Arms

Hands

Rings

Rings

Off Hand

Dagger

Main Hand

Dagger

Waist

Armor

Elusive Leather Armor +1

Tattoo

Feet

Acrobat Boots

Ki Focus

**Other Equipment**

Greenblood Oil  
 Id Moss Powder  
 Manual of Ninjutsu +1  
 Riding Horse  
 Adventurer's Kit  
 Thieves' Tools  
 Garrote  
 Dagger (10)

Total Weight (lbs.) 60

Carrying Capacity (lbs.)

Treasure  
 39 gp  
 0 gp banked

Normal 90

Heavy 180

Max 450

# Ander

Player Name

Character Name



## Racial Features

### **Bold**

+5 to saving throws against fear.

### **Nimble Reaction**

+2 AC against opportunity attacks.

### **Second Chance**

Use second chance as an encounter power.

## Class/Other Features

### **Poison Use**

During an extended rest, you can prepare one vial of a 1st-level assassin poison.

### **Attack Finesse (Executioner)**

1/turn, deal 1d8/2d8/3d8 (by tier) extra dmg with a weapon attack using a one-handed weapon, garrote, blowgun, or shortbow.

### **Dead Rat Deserter Starting Feature**

Gain the body of the rat power

### **Quick Swap (Executioner)**

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

### **Death Attack**

An enemy you hit and damaged with a melee/ranged attack is left with 10hp or fewer: may automatically reduce to 0 hp

## Feats

### **Ki Focus Expertise**

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

### **Two-Weapon Defense**

+1 to AC and Reflex while holding a weapon in each hand

### **Venom Hand Master**

Ignore poison resistance and immunity



# Ander

Level 3 Halfling Assassin (Executioner)

	SCORE	ABILITY	MOD	
<b>HP</b>	9	<b>STR</b>	-1	<b>AC</b>
<b>32</b>				<b>20</b>
<b>Spd</b>	10	<b>CON</b>	0	<b>Fort</b>
<b>6</b>				<b>13</b>
<b>Init</b>	20	<b>DEX</b>	5	<b>Ref</b>
<b>+6</b>				<b>18</b>
	10	<b>INT</b>	0	<b>Will</b>
				<b>16</b>
	16	<b>WIS</b>	0	
	16	<b>CHA</b>	3	

**11** Passive Insight

**16** Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	•	14
Arcana	Intelligence		1
Athletics	Strength		0
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		1
Endurance	Constitution		1
Heal	Wisdom		1
History	Intelligence		1
Insight	Wisdom		1
Intimidate	Charisma		4
Nature	Wisdom		1
Perception	Wisdom	•	6
Religion	Intelligence		1
Stealth	Dexterity	•	15
Streetwise	Charisma	•	9
Thievery	Dexterity	•	13

• 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

## Garrote Strangle

At-Will ♦ Standard Action

**Garrote:** +9 vs. Reflex, 2d4+5 damage

**Melee weapon**      **Target:** One creature you are hidden from

*You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.*

**Keywords:** Martial, Weapon

**Requirement:** You must use this power with a garrote.

**Effect:** You shift up to 2 squares before the attack.

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dex modifier (+5) damage, and the target is grabbed until the end of your next turn. While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.

**Sustain Standard:** The grab persists, and the target takes 2[W] + your Dex modifier (+5) damage.

Additional Effects

+1d8 to damage rolls once per turn.

Assassin Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Dagger:** +9 vs. AC, 1d4+5 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 (-1) damage.

**Level 21:** 2[W] + Str modifier (-1) damage.

Additional Effects

+1d8 to damage rolls once per turn.

Basic Attack

## Poisoned Dagger

At-Will ♦ Standard Action

**Dagger:** +9 vs. AC, 1d4+5 damage

**Melee weapon**      **Target:** One creature

*Your piercing blade delivers poisons quickly and cleanly, making them difficult to shake off.*

**Keywords:** Martial, Weapon

**Requirement:** You must use this power with a dagger.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+5) damage. If you deliver an assassin poison with this attack, the target takes a -4 penalty to its first saving throw, if any, against the poison's effect.

**Effect:** If the dagger has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.

Additional Effects

+1d8 to damage rolls once per turn.

Assassin Attack

## Quick Lunge

At-Will ♦ Standard Action

**Dagger:** +9 vs. AC, 1d4+0 damage

**Melee 1**      **Target:** One creature

*You lunge forward quickly, upending your foe with a kick and a thrust of your weapon.*

**Keywords:** Martial, Weapon

**Effect:** You shift 1 square before the attack.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage, and you knock the target prone. You can then shift 1 square back to your starting position.

Additional Effects

+1d8 to damage rolls once per turn.

Assassin Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Dagger:** +9 vs. AC, 1d4+5 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 (+5) damage.

**Level 21:** 2[W] + Dex modifier (+5) damage.

Additional Effects

+1d8 to damage rolls once per turn.

Basic Attack

## Assassin's Strike

Encounter ♦ No Action

**Personal**      **Target:** The creature you hit

*You strike with precision at the exact right moment, landing an attack that can be instantly fatal.*

**Keyword:** Martial

**Trigger:** You hit a creature within 5 squares of you with an attack using a weapon.

**Effect:** The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.  
Level 3: 2d10 extra damage.

**Special:** Nothing but a short or an extended rest can allow you to regain the use of this power.

Additional Effects

Assassin Attack

Used

## Body of the Rat

At-Will (Special) ♦ Minor Action

### Personal

You scent danger in the air. Quick as thought, you transform into a more appropriate form for flight or investigation.

**Keywords:** Polymorph, Primal

**Effect:** You change from your humanoid form to the form of a Tiny rat, or vice versa. When you change from rat form to humanoid form, you can shift 1 square.

While in rat form, you cannot attack. You retain your game statistics, but gain a climb speed equal to half your normal speed, and a +4 bonus to Stealth checks. Your equipment becomes part of your rat form, and you drop any other items you are holding. You continue to gain the benefits of the equipment you wear, except shields and item powers. While equipment is part of your rat form, it cannot be removed, and anything in a container that is part of your rat form is inaccessible.

**Special:** You can use this power only once per round.

Additional Effects

Dead Rat Deserter Utility

## Silent Stalker

At-Will ♦ Move Action

### Personal

You pad quietly toward your victim, unseen and unheard.

**Keyword:** Martial

**Requirement:** You must be hidden.

**Effect:** You move up to your speed to a square within 2 squares of an enemy. You remain hidden until the end of this turn or until you make an attack.

Additional Effects

Assassin Utility 2

## 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

## Acrobat Boots

Feet Slot Item ♦ Level 2

### Properties

You gain a +1 item bonus to Acrobatics checks.

**Power ♦ At-Will** (Minor Action)

You stand up from prone.

## Elusive Leather Armor +1

Armor ♦ Level 2

**Armor Bonus:** 2

**Enhancement:** +1 AC

### Properties

You gain a +2 bonus to escape checks.

**Power** (Augmentable) ♦ **Daily**  
(Immediate Reaction Action)

**Trigger:** You are immobilized by an attack.

**Effect:** You are no longer immobilized, and you shift 1 square.

**Augment 1:** The number of squares you shift equals half your speed.

## Greenblood Oil

Consumable ♦ Level 1

**Power** (Poison) ♦ **Consumable** (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

**Power** (Poison) ♦ **Consumable** (Minor Action)

You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a -4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

## Id Moss Powder

Consumable ♦ Level 1

**Power** (Implement, Poison, Psychic) ♦ **Consumable** (Standard Action)

**Effect:** You make the following attack.  
Ranged 5

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2d10 + Dexterity modifier poison damage, and ongoing 5 psychic damage (save ends). Each Failed Saving Throw: The target makes a basic attack as a free action against its nearest ally.

**Miss:** Half damage, and ongoing 5 psychic damage (save ends).

**Special:** If the DM allows it, a creature reduced to 0 hit points by this poison is not killed, but is instead driven permanently insane.

**Power ♦ Consumable** (Standard Action)

You place the poison in a closed container, such as a chest or a jewelry box. Make the attack above against the first creature to open the container within the next hour.

## Essence of the Scout +1

Neck Slot Item ♦ Level 4

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

### Properties

You gain a +2 item bonus to Stealth checks.

**Power ♦ Daily** (Minor Action)

You gain a +5 power bonus to your next Stealth check made before the end of your next turn.

## Manual of Ninjutsu +1

Ki Focus ♦ Level 3

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Properties

When you use assassin's strike on a target granting combat advantage to you, you can reroll any of the power's damage dice that come up as a 1. Continue until all the dice roll higher than a 1.