

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

3

Level

Ander

Unaligned male Halfling Assassin (Executioner)

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

2250

Total XP 3750

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 16) 32

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

8

7

Current Conditions:

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

		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

Combat Statistics and Senses

Initiative

6

Conditional Modifiers:

Speed

6

Passive Insight

11

Passive Perception

16

Special Senses: Normal



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

Feet

Acrobat Boots

Tattoo

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	
HP	9	STR	-1	AC
32				20
	10	CON	0	Fort
Spd	20	DEX	5	13
6				Ref
	10	INT	0	18
Init	10	WIS	0	Will
+6	16	CHA	3	16

11 Passive Insight

16 Passive Perception

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

Player Name:

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.