

Character Sheet

## Player Name/RPGA

## Malnis Clubthudder Unaligned female Half-Orc Thief

Medium Age Height Weight Size Deity 0 1000

## **Defenses**









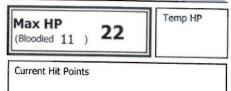
Conditional Bonuses

## **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.

## **Hit Points**





Initiative

Speed

Conditional Modifiers:



**Combat Statistics and Senses** 



# **Healing Surges**



**Current Conditions:** 



## 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

## Death Saving Throw Failures



**Saving Throw Mods** 

0

## Resistances/Vulnerabilities

## **Current Conditions and Effects**

## **Basic Attacks**

Melee

Short sword





Damage

## Ranged

Shortbow





## Passive Insight

Special Movement: +2: +2 Speed when charging

9

+2 Speed when charging

D	District Control
Passive	Perception

14

5

Special Senses: Low-light

#### Languages

Common, Giant



## **Abilities**

		Check
STR Strength	16	3
CON Constitution	10	0
DEX Dexterity	20	5
INT Intelligence	10	0
WIS Wisdom	8	-1
CHA Charisma		0

## Skills

Acrobatics	Dexterity		5
Arcana	Intelligence		0
Athletics	Strength	4	8
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		-1
Endurance	Constitution		2
Heal	Wisdom		-1
History	Intelligence		0
Insight	Wisdom		-1
Intimidate	Charisma	~	7
Nature	Wisdom		-1
Perception	Wisdom	4	4
Religion	Intelligence		0
Stealth	Dexterity	4	10
Streetwise	Charisma	<b>V</b>	5
Thievery	Dexterity	V	10



800

Max

Malnis Clubthudder Character Name Player Name **Character Details Equipment** Background Head Neck Theme Arms Hands **Mannerisms and Appearance** Rings Rings Off Hand **Personality Traits** Main Hand Waist Short sword Armor Leather Armor **Adventuring Company** Tattoo Feet Ki Focus Other Equipment Companions and Allies Adventurer's Kit Shortbow Arrow (30) Session and Campaign Notes Other Notes Carrying Capacity Total Weight (lbs.) 55 (lbs.) Treasure Normal 160 24 Gold Heavy 320

## Malnis Clubthudder

Player Name

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## **Racial Features**

#### **Furious Assault**

Have the furious assault power

## Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

#### Swift Charge

+2 bonus to speed when charging

#### **Endurance Bonus**

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## Intimidate Bonus

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## Class/Other Features

#### First Strike

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

#### 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

## **Feats**

## **Master at Arms**

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



Additional Effects +2d6 to damage once per turn (Sneak Attack)

Dexterity 5 Intelligence 0 Strength 8 Charisma 0 Charisma 0 **Dungeoneering Wisdom** Constitution 2 Wisdom -1 Intelligence 0 Wisdom -1 Charisma 7 Wisdom -1 Wisdom 4 Intelligence 0 Dexterity 10 Charisma 5 Dexterity 10 · indicates a trained skill.

Target: One

creature

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

## **Feinting Trick** At-Will . Move Action

**Action Point** 

You slash in one direction, but quickly change the angle of your attack. While your foe reacts to your first move, your true attack slips past its defenses.

Keyword: Martial

Effect: You move up to your speed. You gain a power bonus to the next damage roll you make this turn with a basic attack for which you do not have combat advantage. The power bonus equals your Cha modifier (+0).

Additional Effects

Roque Utility

## **Furious Assault** Encounter . Free Action

### Personal

Your monstrous wrath burns inside you, giving strength to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Used Half-Orc Racial Power

Used

## **Tactical Trick** At-Will . Move Action

Additional Effects

Basic Attack

Attack)

Your quick assessment of the battlefield shows you both where to step and which enemies are too distracted to defend themselves properly.

+2d6 to damage once per turn (Sneak

Keyword: Martial

Effect: You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

Additional Effects

Rogue Utility

vulnerable point in your enemy's defenses.

Keyword: Martial

Encounter . Free Action

Basic Attack

Backstab

Personal

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.

You take a split second to locate the most

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.

Additional Effects

Rogue Utility