

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Malnis Clubthudder**  
Unaligned female Half-Orc Thief

0

Total XP 1000

Age    Height    Weight    **Medium**    Size    Deity

### Defenses

17  
AC

13  
FORT

17  
REF

10  
WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 11 ) **22**

Temp HP

Current Hit Points

### Healing Surges

| Surge Value | Surges/Day |
|-------------|------------|
| 5           | 6          |

Current Conditions:

### Combat Statistics and Senses

Initiative
5

Conditional Modifiers:

Speed
6

Special Movement: +2 Speed when charging  
+2 Speed when charging

Passive Insight
9

Passive Perception
14

Special Senses: Low-light

### Action Points

| Action Points | Milestones | Action Points |
|---------------|------------|---------------|
| 0             | 1          | 1             |
| 1             | 2          | 2             |
| 2             | 3          | 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

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Short sword

|                 |        |
|-----------------|--------|
| 9               | 1d6+7  |
| Strength vs. AC | Damage |

#### Ranged

Shortbow

|                  |        |
|------------------|--------|
| 8                | 1d8+7  |
| Dexterity vs. AC | Damage |

### Languages

Common, Giant



### Abilities

| Ability          | Score | Check |
|------------------|-------|-------|
| STR Strength     | 16    | 3     |
| CON Constitution | 10    | 0     |
| DEX Dexterity    | 20    | 5     |
| INT Intelligence | 10    | 0     |
| WIS Wisdom       | 8     | -1    |
| CHA Charisma     | 11    | 0     |

### Skills

|               |              |    |
|---------------|--------------|----|
| Acrobatics    | Dexterity    | 5  |
| Arcana        | Intelligence | 0  |
| Athletics     | Strength     | 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  |
| Religion      | Intelligence | 0  |
| Stealth       | Dexterity    | 10 |
| Streetwise    | Charisma     | 5  |
| Thievery      | Dexterity    | 10 |



# Malnis Clubthudder

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

### Neck

### Arms

### Hands

### Rings

### Rings

### Off Hand

### Main Hand

### Waist

### Armor

### Tattoo

### Feet

### Ki Focus

## Other Equipment

Total Weight (lbs.)

55

Carrying Capacity (lbs.)

Normal 160

Heavy 320

Max 800

Treasure



# 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

@

### Intimidate Bonus

@

## 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

# Malnis Clubthudder

Level 1 Half-Orc Thief

| HP   | SCORE | ABILITY | MOD | AC   |
|------|-------|---------|-----|------|
| 22   | 16    | STR     | 3   | 17   |
|      | 10    | CON     | 0   | Fort |
| Spd  | 20    | DEX     | 5   | 13   |
| 6    | 10    | INT     | 0   | Ref  |
| Init | 8     | WIS     | -1  | 17   |
| +5   | 11    | CHA     | 0   | Will |
|      |       |         |     | 10   |

- 9 Passive Insight
- 14 Passive Perception

## Skills

|               |              |      |
|---------------|--------------|------|
| Acrobatics    | Dexterity    | 5    |
| Arcana        | Intelligence | 0    |
| Athletics     | Strength     | • 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  |
| Religion      | Intelligence | 0    |
| Stealth       | Dexterity    | • 10 |
| Streetwise    | Charisma     | • 5  |
| Thievery      | Dexterity    | • 10 |

• 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:

## Melee Basic Attack

At-Will ♦ Standard Action

**Short sword:** +9 vs. AC, 1d6+7 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 (+3) damage.

**Level 21:** 2[W] + Str modifier (+3) damage.

Additional Effects

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

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Shortbow:** +8 vs. AC, 1d8+7 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

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

Basic Attack

## Feinting Trick

At-Will ♦ Move Action

**Personal**

*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

Rogue Utility

## Tactical Trick

At-Will ♦ Move Action

**Personal**

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

**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

## 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.

Additional Effects

Rogue Utility

Used

## 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

Half-Orc Racial Power

Used