Dungeons & Dragons

Character Sheet



Arjhana

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	<i>List your powers below.</i> <i>Check the box when the power is used.</i>	<u> </u>
Clear the box when the power renews.	Clear the box when the power renews.	
AT-WILL POWERS Piercing Strike	MAGIC ITEMS	1
	WEAPON	I i
Riposte Strike	WEAPON	
	WEAPON	
	ARMOR Shared Suffering Leather Armor +1 (E)	
	ARMS	
ENCOUNTER POWERS	FEET	
Dragon Breath	HANDS	
Guarded Attack	HEAD	
Nasty Backswing	NECK Cloak of Distortion +1 (E)	
	RING	
	RING	
	WAIST	PERSONALITY TRAITS
DAILY POWERS		
Easy Target		
Deep Cut		
		MANNERISMS AND APPEARANCE
UTILITY POWERS		
Tumble		
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / /	CHARACTER BACKGROUND
	Paragon (11-20)	
	Epic (21-30)	
OTHER EQUIPMENT	RITUALS / ALCHEMY	
Dagger (E)		
Leather Armor		
Adventurer's Kit		
		COMPANIONS AND ALLIES
		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH		
Money on hand: 840 gp		
Stored money: 0 gp		
Encumbrance: 82 / 160		
	J	

Piercing Strike			13 hit po	pints. You o	RANGE Self
HP 16 STR AC 19 50 13 CON Fort 19 50 13 CON Fort 16 6 19 DEX 16 16 6 10 INT Ref 19 Init 10 WIS Will 13 17 Passive 17 Perception Perception Passive © Passive PLAY DATA DEMOGRATIC Concents © Percents & Demogratic © Percents & Demogratic © Passive Piercing Strike 1 Strike Passive			ACTION ATTACK Effect: Y 13 hit po defenses	VS DEFENS You spend a pints. You g s until the s	RANGE Self E TARGET a healing surge and regain gain a +2 bonus to all
HP 16 STR AC 19 50 13 CON Fort 19 50 13 CON Fort 16 6 19 DEX 16 16 6 10 INT Ref 19 Init 10 WIS Will 13 17 Passive 17 Perception Perception Passive Perception Passive			ATTACK Effect: Y 13 hit po defenses	vs DEFENS You spend a pints. You o s until the s	Self TARGET a healing surge and regain gain a +2 bonus to all
50 13 CON 19 50 13 CON Fort 50 19 DEX 16 6 19 DEX 16 6 10 INT Ref 10 INT Ref 19 10 WIS Will +6 10 CHA I3 17 Passive I7 Passive PLAY DATA Descense Descents @ Piercing Strike @ Piercing Strike			Effect: Y 13 hit po defenses	DEFENS You spend a pints. You g s until the s	TARGET a healing surge and regain gain a +2 bonus to all
50 13 CON Fort 50 19 DEX 16 6 19 DEX 16 6 10 INT Ref 10 INT Ref 19 10 HIS Will 13 17 Passive I7 Perception PLAY DATA DEMOGRATIC Concents (*) (*) Piercing Strike I I I	ENCOUNTER SPECIAL		13 hit po defenses	pints. You o	gain a +2 bonus to all
Spd 19 DEX 16 6 10 INT Ref 10 INT 19 Init 10 WIS Will +6 10 CHA 13 17 Passive 17 Perception PLAY DATA DUMCEONS © DEMOCENS © Perception Piercing Strike I I I	ENCOUNTER SPECIAL		defenses	s until the s	
6 10 INT Ref 10 INT 19 10 WIS Will +6 10 CHA Will 17 Passive 17 Passive 17 Insight 17 Passive e PLAY DATA Descense © Descense © @ E Piercing Strike I <td>ENCOUNTER SPECIAL</td> <td>INI</td> <td></td> <td></td> <td></td>	ENCOUNTER SPECIAL	INI			
Init 10 WIS Will +6 10 CHA Will 13 17 Passive 17 Passive Perception PLAY DATA DUMOSOMS © DEMOCMS © P Piercing Strike I <td>ENCOUNTER SPECIAL</td> <td></td> <td>ADDITIONAL EFFE</td> <td>ECTS</td> <td></td>	ENCOUNTER SPECIAL		ADDITIONAL EFFE	ECTS	
+6 10 CHA Will 17 Passive 17 Passive 17 Insight 17 Perception PLAY DATA Play Data Piercing Strike	ENCOUNTER SPECIAL		ADDITIONAL EFFE	ECTS	
17 Passive Insight 17 Passive Perception 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17	ENCOUNTER SPECIAL	B. Contraction	ADDITIONAL EFFE	ECTS	
PLAY DATA DUNCEONS & DEADOONS (8) E Piercing Strike	ENCOUNTER SPECIAL				
Piercing Strike	ENCOUNTER SPECIAL				
Piercing Strike	ENCOUNTER SPECIAL	1	CLASS		LEVEL BOOK PH
		WHOROME & DEADONS ®	ENCOUNT	ER ACTION	DUNCEONS & DRACONS
	Riposte Strike		Dragon	Breath	
KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon	USED	KEYWORDS ACI	d, Cold, Fire, L	ightning or Poison
	Standard * 4 7	Melee weapon	Minor		Close blast 3
	Action	RANGE	ACTION 8	3 🐳 🛉	
12 vs Reflex One creature ATTACK DEFENSE TARGET	12 vs AC ATTACK DEFENSE	One creature TARGET	ATTACK	vs Reflex DEFENS	
Requirement: You must be wielding a light blade.	Requirement: You must be v		Attack: Stre	ength +2 vs. R	teflex, Constitution +2 vs. Reflex, or
	Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifi	er (+4) damage. If the target	Hit: 1d6 +		nodifier (+1) damage.
Increase damage to 2[W] + Dexterity modifier		of your next turn, you make et as an immediate interrupt:	damage at	11th level, and	d 2d6 + Constitution modifier (+1) d to +6 bonus and 3d6 +
(+4) at 21st level.	a Strength vs. AC attack tha) damage at 21st level. your character, choose Strength,
Sacrificial Dagger +2: +12 attack, 1d4+7 damage	modifier (+3) damage. Increase damage to 2[W] +		Constitution	n, or Dexterity	as the ability score you use when his power. You also choose the
Dagger: +10 attack, 1d4+5 damage	riposte to 2[W] + Strength r	nodifier (+3) at 21st level.	power's dar	mage type: aci	id, cold, fire, lightning, or poison. h throughout your character's life and
	Sacrificial Dagger +2: +12 a Dagger: +10 attack, 1d4+5				's other effects.
+2d8+3 to damage once per round (Sneak Attack)	ADDITIONAL EFFECTS +2d8+3 to damage once per n +1 to attack rolls when you're		ADDITIONAL EFFE +1 to attac		ou're bloodied - Dragonborn Fury.
CLASS Rogue	class Rogue	LEVEL 1 BOOK PH	CLASS Racial I	Power	LEVEL * BOOK PH
		UNGROMS & DEMOCRAS ®			DUNGROMS & DRAGONS
Guarded Attack	Nasty Backswing		Easy Ta	arget	
KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	rtial, Weapon	USE
Standard * 🖡 🔭 Melee weapon	Free *	Melee weapon	Standard	* 🕴 * 🦻	There of Rangea Weapon
	ACTION 🗧 🗄	RANGE	ACTION		RANGE
12 VS AC One creature	12 VS AC	One creature TARGET	12 ATTACK	vs AC	One creature
	ATTACKDEFENSETrigger: You miss with a		ATTACK Requirem	DEFENS	E TARGET ust be wielding a crossbow, a
Hit: 2[W] + Dexterity modifier (+4) damage, and if the	Requirement: You must l	be wielding a light blade.	light blad	e, or a sling	J.
start of your next turn, you can make a secondary	Attack: Dexterity vs. AC. advantage for this attack			exterity vs.	AC y modifier (+4) damage, and
attack against it as an immediate interrupt.	Hit: 1[W] + Dexterity mo		the targe	t is slowed a	and grants combat advantage
Hit: 1[W] + Strength modifier (+3) damage, and the	you can shift 1 square. Brutal Scoundrel: The	attack deals extra		ave ends bo f damage a	oth). Ind the target grants combat
target takes a -2 penalty to the triggering attack roll.	damage equal to your St				til the end of your next turn.
	Sacrificial Dagger +2: +1 Dagger: +10 attack, 1d4	2 attack, 1d4+10 damage +8 damage			: +12 attack, 2d4+7 damage 2d4+5 damage
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS +2d8+3 to damage once per n	-	ADDITIONAL EFFE	ECTS	per round (Sneak Attack)
	+1 to attack rolls when you're				bu're bloodied - Dragonborn Fury.
CLASS Rogue	class Rogue	LEVEL 3 BOOK MP	CLASS Rogue		LEVEL 1 BOOK PH
	ENCOUNTER POWER	UNOFONS & DRAGONS ®			

Deep Cut				Tumble					Sacrificial Dagger +2						
KEYWORDS Ma	irtial,	Weapon		USED	KEYWORDS Mart	ial			USED	1d4	3	L	.ight Blade		5/10
Standard * 4 7 Melee weapon				Move 4 7 Personal				onal	DAMAGE PROFICIENT GROUP				RANGE		
ACTION			RAN	IGE	ACTION	÷	长	RAN	GE		ls and damage		6		damage
12					AT-WI	L.	Mage NCO	UNTER	ENHANCEMENT LEVEL CRITICAL PROPERTIES						
Attack: D Hit: 2[W] ongoing o modifier Miss: Hal Sacrificial Dagger:	exte + I dam (+3) f da I Da +10	erity vs. Fo Dexterity r hage equal) (save en image, and gger +2: -) attack, 20 hage once pe	nodifier (+4) da to 5 + your St	light blade. amage, and rength amage. 1+7 damage ack)		u can s	shift a nu	e trained in A mber of squa	crobatics. ares equal to	Melee Basi Ranged Ba AT-WILL POWER Power (Dai you hit wit and instead	wn, Off-har c Attack: + lsic Attack: liy): Free Ar h the weap d of regaini ecome wea	11 att +12 a NCOUN ction. pon. Sp	ITER Use this points, y	14+7 DA powe ealing	damage AILY er when g surge, ause the
CLASS Rogue			LEVEL 5	^{юк} РН	^{CLASS} Rogue			LEVEL 2 BO	^{ок} <i>РН</i>	ITEM SLOT Off-ha	and		^{CE} 1800	воок	
DAILY PO		R	Юниканська 👸	DRACONS ®		OWER	. 10	UNGEONS 🖇	DRADONS ®	MAGIC WE	APON	X30.0	IGEONS	6,00	RACONS ®
Shared	Sut	ffering Lo	eather Armoi	r +1	Cloak of	Disto	ortion +	1							
2		-	-	1					1						
	IS	- CHECK	SPEED	1 QUANTITY	AC BONUS	5	CHECK	SPEED	QUANTITY						
2 AC BONU	IS +1	-	-	1	AC BONUS	5	CHECK ex, and Will	SPEED	_						
2 AC BONU EN PROPERTIES	+1 HAN	AC CEMENT	SPEED 5 LEVEL	1 QUANTITY Armor TYPE DAILY on. Use this	AC BONUS +1 Fortitud PROPERTIES A ranged	de, Refle IANCEM attack way ta	CHECK ex, and Will ENT against y ikes a -5	SPEED 4 No LEVEL OU from mor	QUANTITY eck Slot Item TYPE						
2 AC BONU EN PROPERTIES	+1 HANG	AC CEMENT CEMENT Unter): Im an attack gains an e lage (save	COUNTER mediate Reacti gives you ongo equal amount o ends).	1 QUANTITY Armor TYPE DAILY on. Use this ing damage.	AC BONUS +1 Fortitue PROPERTIES A ranged squares a	de, Refle IANCEM attack way ta	CHECK ex, and Will ENT against y kes a -5	SPEED 4 No LEVEL OU from mor penalty to th	QUANTITY eck Slot Item TYPE e than 5 e attack roll.						