

Player Name _____

Snake	1	Assassin	0
Character Name	Level	Class	Total XP
Revenant	Medium	Male	Unaligned
Race	Size	Age	Gender
	Height	Weight	Alignment
			Deity
			Adventuring Company
			RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		
4 Initiative			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	6			
6 Speed (Squares)				
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
18	CON Constitution	4	4
18	DEX Dexterity	4	4
8	INT Intelligence	-1	-1
10	WIS Wisdom	0	0
13	CHA Charisma	1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4	1				
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	4					
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	10	1	1				
CONDITIONAL BONUSES								

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10 +	7
SPECIAL SENSES			
Low-light Vision			

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greatspear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3	0	0		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+0	0	0					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
28	14	7
	1/2 HP	SURGES/DAY
		10
		1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greatspear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	0	2			

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

RACE FEATURES

Dark Reaping

Undead

Past life

Unnatural Vitality

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Greatspear	1d10+2
0	vs AC	Unarmed (Melee)	1d4
4	vs AC	Unarmed (Range)	1d4+4
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX 4	5		
-1	Arcana	INT -1	0	n/a	
0	Athletics	STR 0	0		
1	Bluff	CHA 1	0	n/a	
1	Diplomacy	CHA 1	0	n/a	
0	Dungeoneering	WIS 0	0	n/a	
11	Endurance	CON 4	5		2
0	Heal	WIS 0	0	n/a	
-1	History	INT -1	0	n/a	
0	Insight	WIS 0	0	n/a	
3	Intimidate	CHA 1	0	n/a	2
0	Nature	WIS 0	0	n/a	
7	Perception	WIS 0	5	n/a	2
-1	Religion	INT -1	0	n/a	
9	Stealth	DEX 4	5		
1	Streetwise	CHA 1	0	n/a	
9	Thievery	DEX 4	5		

CLASS / PATH / DESTINY FEATURES

Assassin's Shroud - Gain the assassin's shroud power

Guild Training - Choose a training method.

Bleak Disciple - Gain con mod temporary hitpoints when you hit an unbloodied target. +2 at paragon and epic.

Shade Form - Gain the shade form power.

Shadow Step - Gain the shadow step power.

FEATS

Eladrin Soldier - +2 damage and proficiency with longswords and spears

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Assassin's Shroud	
Shadow Step	
Executioner's Noose	
Shadow Storm	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Dark Reaping	<input type="checkbox"/>
Shade Form	<input type="checkbox"/>
Shadow Darts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Targeted for Death	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Leather Armor (E)
Adventurer's Kit
Greatspear (E)
Thieves' Tools

COINS AND OTHER WEALTH

Money on hand: 30 gp
Stored money: 0 gp
Encumbrance: 57 / 110

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Durpar
The kingdom of Durpar lies south of the Raurin Desert, in the southeastern corner of Faerûn. Long thought destroyed by residents of the rest of the continent, this coastal kingdom is beset by the menacing monsters of the Beastlands. The remnants of Durpar's once-wealthy chakas (merchant houses) survive through trade with Estagund and High Imaskar, while the ruling Datharathi chaka experiments with magic crystal inlays. You gain a +2 bonus to all Perception checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Snake

PLAYER NAME

RACE Revenant CLASS Assassin LEVEL 1

SCORE	ABILITY	MOD
HP 28	STR +0	AC 16
Spd 6	CON +4	Fort 15
Init +4	DEX +4	Ref 14
	INT -1	Will 12
	WIS +0	
	CHA +1	

10 Passive Insight **17** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER DUNGEONS & DRAGONS

Assassin's Shroud

KEYWORDS Shadow USED

Free Close burst 10

ACTION 10 **RANGE**

vs One enemy you can see in burst

ATTACK	DEFENSE	TARGET

Effect: You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.
Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.
Level 11: 1d6 + 3 damage per shroud.
Level 21: 1d6 + 6 damage per shroud.
Special: You can use this power only on your turn and only once per turn.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Shadow Step

KEYWORDS Shadow, Teleportation USED

Move Personal

ACTION **RANGE**

vs

ATTACK	DEFENSE	TARGET

Requirement: You must be adjacent to a creature.
Effect: You teleport 3 squares to a square adjacent to a different creature.
Level 11: Teleport 4 squares.
Level 21: Teleport 5 squares.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Executioner's Noose

KEYWORDS Force, Implement, Shadow USED

Standard 5 Ranged 5

ACTION **RANGE**

4 vs **Fort** One creature

ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier (+4) force damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.
Level 21: 2d6 + Dexterity modifier (+4) force damage.
Greatspear: +4 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Shadow Storm

KEYWORDS Shadow, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage, plus 1 damage for each creature adjacent to the target.
Level 21: 2[W] + Dexterity modifier (+4) damage, plus 2 damage for each creature adjacent to the target.
Greatspear: +7 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

AT-WILL POWER DUNGEONS & DRAGONS

Dark Reaping

KEYWORDS Necrotic USED

Free

ACTION **RANGE**

vs

ATTACK	DEFENSE	TARGET

Trigger: A creature within 5 squares of you is reduced to 0 hit points
Effect: One creature you hit with an attack you make before the end of your next turn takes an additional 1d8 + Constitution modifier (+4) necrotic damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *Dragon 376*

ENCOUNTER POWER DUNGEONS & DRAGONS

Shade Form

KEYWORDS Shadow USED

Minor Personal

ACTION **RANGE**

vs

ATTACK	DEFENSE	TARGET

Effect: You assume a shadowy form that lasts until you make an attack roll or until the end of your next turn. While in this form, you are insubstantial, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.
Sustain Minor: The form persists.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK *Dragon 379*

ENCOUNTER POWER DUNGEONS & DRAGONS

Shadow Darts

KEYWORDS Cold, Implement, Shadow USED

Standard ↓ 5 ↗ Ranged 5

ACTION ↶ ↷ **RANGE**

4 vs **Reflex** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex. Make three attack rolls. If any of them hit, resolve them as a single hit, and all of them must miss for the attack to miss.

Hit: 1d8 cold damage if one of the attack rolls hits, 2d8 cold damage if two hit, or 3d8 cold damage if three hit.

Greatspear: +4 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

ENCOUNTER POWER

Targeted for Death

KEYWORDS Cold, Implement, Shadow USED

Standard ↓ 5 ↗ Ranged 5

ACTION ↶ ↷ **RANGE**

4 vs **Will** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Will

Hit: 3d8 + Dexterity modifier (+4) cold damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you use assassin's shroud against the target, you subject it to two shrouds instead of one.

Greatspear: +4 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 1 BOOK *Dragon 379*

DAILY POWER