Dungeons & Dragons Character Sheet

Player Name/RPGA: James D.

Level: 1

Maraigh

Unaligned male Revenant Assassin

Age	Height	Weight	Size	Deity
31	5'11"	167lbs	Medium	The Raven Queen

Total XP: 0 (1000)

Defenses

AC	FORT	REF	WILL
16	14	14	13

Conditional Bonuses

Hit Points

Max HP 26 (Bloodied 13)

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
6	9

Current Conditions:

Combat Statistics and Senses

Initiative	4
Speed	6
Passive Insight	10
Passive Perception	15

Conditional Modifiers:

Special Senses: Low-light

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.

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

Greatsword

Strength vs. AC	Damage
3	5d10

Ranged

Unarmed

Dexterity vs. AC	Damage
4	1d4+4

Languages

Common, Deep Speech

Abilities

		Check
STR Strength	11	0
CON Constitution	16	3
DEX Dexterity	18	4
INT Intelligence	10	0
WIS Wisdom	10	0
CHA Charisma	14	2

Skills

Acrobatics	Dexterity	✓	9
Arcana	Intelligence		0
Athletics	Strength		0
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		0
Endurance	Constitution	✓	10
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma		4
Nature	Wisdom		0
Perception	Wisdom	✓	5
Religion	Intelligence		0
Stealth	Dexterity	✓	9
Streetwise	Charisma	✓	7
Thievery	Dexterity		4

James D.
Player Name

Maraigh
Character Name

Character Details

Background
Ancient

Theme
Elderboy

Mannerisms and Appearance
Cold and quiet, rarely speaks, hiding his face beneath a black cowl, under which only the red glowing of his eyes can be seen. His skin is a dark gray with a waxen sheen, his hair the deepest of black, a stark contrast to his former life as a drow.

Personality Traits
A merciless killer, but will not forsake his allies...so long as they share common goals and he benefits from their presence. Once a drow elf, he holds no true feeling of loyalty, only his desire to find out why he was forced back into the world.

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand
Greatsword

Waist

Armor
Leather Armor

Tattoo

Feet

Ki Focus
Ki Focus

Other Equipment
Adventurer's Kit

Total Weight (lbs.)	58

Treasure
100 gp
0 gp banked

Carrying Capacity (lbs.)

Normal	110
Heavy	220
Max	550

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Racial Features

Dark Reaping
Gain dark reaping as an encounter power.
Past life
Choose one other race; its feats, paragon paths, and epic destinies are available to you if all other prerequisites are met.

Undead
You are considered to be both a living creature, and an undead creature for effects that relate to that keyword.
Unnatural Vitality
At 0 or fewer hp (while dying), may choose to remain conscious and dazed until you fail a death saving throw

Class/Other Features

Assassin's Shroud
Gain the assassin's shroud power
Bleak Disciple
Gain con mod temporary hitpoints when you hit an unbloodied target. +2 at paragon and epic.

Elderboy Starting Feature
Gain the endure torment power
Guild Training
Choose a training method.
Shade Form
Gain the shade form power.

Shadow Step
Gain the shadow step power.

Feats

Past Soul
Gain 1 racial power from your Past Life race. May use that racial power or Dark Reaping in an encounter, but not both

Maraigh

Level 1 Revenant Assassin

	SCORE	ABILITY	MOD
	11	STR	0
	16	CON	3
	18	DEX	4
	10	INT	0
	10	WIS	0
	14	CHA	2

HP 26 | Spd 6 | Init +4

AC 16 | Fort 14 | Ref 14 | Will 13

10 Passive Insight

15 Passive Perception

Player Name: James D.

Skills

Acrobatics	Dexterity	•	9
Arcana	Intelligence		0
Athletics	Strength		0
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		0
Endurance	Constitution	•	10
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma		4
Nature	Wisdom		0
Perception	Wisdom	•	5
Religion	Intelligence		0
Stealth	Dexterity	•	9
Streetwise	Charisma	•	7
Thievery	Dexterity		4

• 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

Melee Basic Attack

At-Will ♦ Standard Action

Greatsword: +3 vs. AC, 5d10 damage
Ki Focused Greatsword: +3 vs. AC, 1d10 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +4 vs. AC, 1d4+4 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 (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Inescapable Blade

At-Will ♦ Standard Action

Greatsword: +7 vs. AC, 5d10+0 damage
Ki Focused Greatsword: +7 vs. AC, 1d10+0 damage

Melee weapon +2 reach | **Target**: One creature

You stop several feet away from your foe and slash with your weapon. Your weapon's shadow closes the distance, and mundane obstacles do not slow it.

Keywords: Shadow, Weapon

Attack: Dexterity vs. AC. The attack ignores cover and superior cover.

Hit: 1[W] damage.

Additional Effects

Assassin Attack 1

Leaping Shade

At-Will ♦ Standard Action

Greatsword: +7 vs. AC, 5d10+4 damage
Ki Focused Greatsword: +7 vs. AC, 1d10+4 damage

Melee weapon | **Target**: One creature

As your weapon makes contact, the shrouds you have placed on your victim dig cruelly into its flesh.

Keywords: Shadow, Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage. If you didn't invoke your shrouds on the target, it takes 1 extra damage for each of your shrouds on it.

Additional Effects

Assassin Attack 1

Shadow Darts

Encounter ♦ Standard Action

Ki Focus: +4 vs. Reflex, 1d8+0 damage
Greatsword: +4 vs. Reflex, 1d8+0 damage
Ki Focused Greatsword: +4 vs. Reflex, 1d8+0 damage

Ranged 5 | **Target**: One creature

You launch a volley of chilling darts of shadow energy at your foe.

Keywords: Cold, Implement, Shadow

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.

Additional Effects

Assassin Attack 1 Used ☐

Terrifying Visage

Daily ♦ Standard Action

Ki Focus: +4 vs. Will, 2d8+4 damage
Greatsword: +4 vs. Will, 2d8+4 damage
Ki Focused Greatsword: +4 vs. Will, 2d8+4 damage

Close blast 5

Your face distorts into a horrid visage, which drives your foes before you, but leaves one victim rooted in place.

Keywords: Fear, Implement, Psychic, Shadow

Primary Target: One creature adjacent to you in the blast

Primary Attack: Dexterity vs. Will

Hit: 2d8 + Dex modifier (+4) psychic damage, and the primary target is immobilized (save ends).

Miss: Half damage, and the primary target is immobilized until the end of your next turn.

Effect: Make a secondary attack.

Secondary Target: Each creature other than the primary target in the blast

Secondary Attack: Dexterity vs. Will

Hit: You push the secondary target 4 squares.

Miss: You push the secondary target 2 squares.

Additional Effects

Assassin Attack 1 Used ☐

Assassin's Shroud
At-Will ♦ Free Action

Close burst 10 | **Target**: One enemy you can see in the burst

You cause invisible shrouds to settle on your foe. At your command, the shrouds reveal the target's weak points to your keen gaze.

Keyword: Shadow

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.

Special: You can use this power only on your turn and only once per turn.

Additional Effects

Assassin Feature

Shadow Step
At-Will ♦ Move Action

Personal

You vanish into the shadow energy around one creature and then step out of it near another creature.

Keywords: Shadow, Teleportation

Requirement: You must be adjacent to a creature.

Effect: You teleport 3 squares to a square adjacent to a different creature.

Additional Effects

Assassin Feature

Cloud of Darkness
Encounter ♦ Minor Action

Close burst 1

A shroud of blackness descends around you, hiding you from sight.

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Additional Effects

Drow Racial Power Used ☐

Dark Reaping
Encounter ♦ Free Action

You use one death as the seed to sow more destruction.

Keyword: Necrotic

Trigger: A creature within 5 squares of you is reduced to 0 hit points

Effect: One creature of your choice that you hit with an attack before the end of your next turn takes extra necrotic damage equal to 1d8 + your Con modifier (+3) or Cha modifier (+2).

Additional Effects

Revenant Utility Used ☐

Endure Torment
Encounter ♦ Immediate Interrupt

Personal

You brace yourself for a particularly wicked blow, allowing you to shrug off pain for a time.

Trigger: You take damage from an attack.

Effect: You reduce the damage of the triggering attack by 5 + your level. After the attack is resolved, you gain resist 5 to all damage until the start of your next turn.

Additional Effects

Elderboy Utility Used ☐

Shade Form
Encounter ♦ Minor Action

Personal

You transform yourself into a being of shadow, becoming more difficult to notice and to harm.

Keyword: Shadow

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

Assassin Feature Used ☐