





# Quick Man

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

Quick Boomerang 1

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Feet

## Other Equipment

Shuriken

Total Weight (lbs.)

19

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

140

Heavy

280

Max

700



# Quick Man

Player Name \_\_\_\_\_

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## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Artful Dodger

Add Cha mod to AC against opportunity attacks

### First Strike

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

### Rogue Tactics

Choose one of the rogue tactics.

### Scoundrel Weapon Talent

Damage die increases one size with shuriken;

+1 on attack rolls with daggers

### Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

## Feats

### Eager Advance

Gain a +4 feat bonus to speed on your first turn during an encounter.

### Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

- Quick Boomerang 1 as short sword
- Quick Boomerang 2 as shuriken

# Quick Man

Level 1 Human Rogue (Scoundrel)

HP	SCORE	ABILITY	MOD	AC
	14	STR	2	
20	8	CON	-1	Fort
	20	DEX	5	13
Spd	10	INT	0	Ref
	6	WIS	0	18
Init	10	CHA	0	Will
	+5	11	0	11

- 10 Passive Insight
- 15 Passive Perception

## Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		0
Athletics	Strength	•	7
Bluff	Charisma	•	5
Diplomacy	Charisma		0
Dungeoneering	Wisdom		0
Endurance	Constitution		-1
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma	•	5
Nature	Wisdom		0
Perception	Wisdom	•	5
Religion	Intelligence		0
Stealth	Dexterity	•	10
Streetwise	Charisma		0
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

Quick Boomerang 1: +6 vs. AC, 1d6+2  
**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 (+2) damage.  
**Level 21:** 2[W] + Str modifier (+2) damage.

Additional Effects  
+2d6 to damage once per turn (Sneak Attack)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

### Ranged Basic Attack

At-Will ♦ Standard Action

Quick Boomerang 2: +9 vs. AC, 1d6+5  
**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)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

### Deft Strike

At-Will ♦ Standard Action

Quick Boomerang: +9 vs. AC, 1d6+5 damage  
**Melee** or Ranged **Target:** One weapon creature

*A final lunge brings you into an advantageous position.*

**Keywords:** Martial, Weapon  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Effect:** Before the attack, you can move up to 2 squares.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dex modifier (+5) damage.

Additional Effects  
+2d6 to damage once per turn (Sneak Attack)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

### Sly Flourish

At-Will ♦ Standard Action

Quick Boomerang: +9 vs. AC, 1d6+5 damage  
**Melee** or Ranged **Target:** One weapon creature

*You use a distracting flourish with your off hand to land a solid blow.*

**Keywords:** Martial, Weapon  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dex modifier (+5) + Cha modifier (+0) damage.

Additional Effects  
+2d6 to damage once per turn (Sneak Attack)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

### Unbalancing Shot

Encounter ♦ Standard Action

Quick Boomerang 2: +9 vs. AC, 2d6+5  
**Ranged** weapon **Target:** One creature

*The impact of your shot leaves your enemy wobbling.*

**Keywords:** Martial, Weapon  
**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dex modifier (+5) damage, and the target is slowed until the end of your next turn.

Additional Effects  
+2d6 to damage once per turn (Sneak Attack)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Used

### Easy Target

Daily ♦ Standard Action

Quick Boomerang: +9 vs. AC, 2d6+5 damage  
**Melee** or Ranged **Target:** One weapon creature

*You deal a staggering blow to your enemy, setting it up for future attacks.*

**Keywords:** Martial, Weapon  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dex modifier (+5) damage, and the target is slowed and grants combat advantage to you (save ends both).  
**Miss:** Half damage, and the target grants combat advantage to you until the end of your next turn.

Additional Effects  
+2d6 to damage once per turn (Sneak Attack)  
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Rogue Attack 1

Used

## Heroic Effort

Encounter ♦ No Action

### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used



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