



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

Feet

Ki Focus

Other Equipment

Shuriken

Total Weight (lbs.)

19

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

140

Heavy

280

Max

700



Quick Man

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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** weapon **Target:** One 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** weapon **Target:** One 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** weapon **Target:** One 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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