



ADRIE

FEMALE ELF ROGUE

LEVEL 6 UNALIGNED

"Now you see me, now you don't."



Ability Score	Value	Modifier
STRENGTH	10	+0
CONSTITUTION	12	+1
DEXTERITY	20	+5
INTELLIGENCE	10	+0
WISDOM	10	+0
CHARISMA	16	+3

ARMOR CLASS	21
FORTITUDE DEFENSE	16
REFLEX DEFENSE	22
WILL DEFENSE	18
INITIATIVE	+14
SPEED (SQUARES)	7

HIT POINTS	49	HEALING SURGE HP HEALED	12	SECOND WIND	<input type="checkbox"/>
BLOODIED	24	HEALING SURGES/DAY	7	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+8 vs. AC	1d4+2	Offhand, light thrown
Hand Crossbow	+10 vs. AC	1d6+5	Load Free; 10 squares normal/20 squares max

FEATS

Improved Initiative
 Quick Draw
 Nimble Blade
 Press the Advantage
 Backstabber (d8 damage for sneak attack)

Passive Insight	13
Passive Perception	15

SKILLS

Acrobatics	+13
Bluff	+11
Insight	+3
Intimidate	+11
Perception	+5
Stealth	+13
Thievery	+13

RACE AND CLASS FEATURES

First Strike (see back)
 Artful Dodger (add +3 AC bonus vs. Opportunity Attacks)
 Rogue Weapon Talent
 Sneak Attack (see back; +2d8 damage)
 Group Awareness (see back)
 Wild Step (see back)
 Elven Accuracy (see back)
 Languages: Common and Elven
 Low-light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Hand crossbow + 30 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

MAGIC ITEMS

Amulet of Protection +2 Level 6

This light blue amulet increases your defenses.

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Deathcut Armor +1 Level 5

Crafted from the hides of creatures slain by necromantic magic, this armor radiates unease and offers protection against similar magic.

Armor: leather

Enhancement: AC

Property: Resist 5 necrotic and resist 5 poison

Power (Daily, Necromantic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + 3 necrotic damage to that enemy.

Vicious Dagger +2 Level 7

Some wielders claim this weapon takes pleasure in dealing pain.

Weapon: dagger

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d12 damage

CLASS & RACE FEATURES

First Strike Rogue Feature

At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Rogue Tactics (Artful Dodger) Rogue Feature

You gain a bonus to AC equal to +3 against opportunity attack.

Sneak Attack Rogue Feature

Once per round, when you have combat advantage against an enemy and are using a weapon from the light blade, the crossbow, or that sling weapon group, an attack you make against that enemy deals extra damage if it hits. You decide whether to apply the extra damage after making the damage roll. Due to Backstabber feat, you deal +2d8 damage.

Group Awareness Race Feature

You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception.

Wild Step Race Feature

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free Action **Personal**

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

Eleven Accuracy Race Feature

You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception.

EXPLOITS (MARTIAL POWERS)

At-Will Exploits

Deft Strike Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee dagger or Ranged hand xbow**

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +11 vs. AC

Hit: 1d4 + 7

Sly Flourish Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee dagger**

Target: One creature

Attack: +11 vs. AC

Hit: 1d4 + 10 damage

Encounter Exploits

Bait and Switch Rogue Attack 3

You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee dagger**

Target: One creature

Attack: +8 vs. Will

Hit: 2d4 + 7 damage. In addition, you switch places with the target and can then shift 3 squares.

Positioning Strike Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want him.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee dagger**

Target: One creature

Attack: +8 vs. Will

Hit: 1d4 + 7 damage, and you can slide the target 3 squares.

Daily Exploits

Trick Strike Rogue Attack 1

Through a series of feints and lures, you maneuver your foe right where you want him.

Daily ♦ **Martial, Weapon**

Standard Action **Melee dagger or Ranged hand xbow**

Target: One creature

Attack: +11 vs. AC

Hit: 3d4 + 7, and you slide the target 1 square.

Clever Riposte Rogue Attack 5

You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attack.

Daily ♦ **Martial, Weapon**

Standard Action **Melee dagger**

Target: One creature

Attack: +11 vs. AC

Hit: 2d4 + 7

Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier of 5 each time it attacks you, and you can shift as an immediate reaction after such an attack.

Utility Exploits

Tumble

Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ **Martial**

Move Action **Personal**

Effect: You can shift 3 squares.

Ignoble

Rogue Utility 6

With nimble ease, you sidestep one perilous situation after another.

Encounter ♦ **Martial**

Move Action **Personal**

Effect: If you are marked, end that condition. You can shift a number of squares equal to 7.

BACKGROUND

The Empire has dampened your prospects of making a living through larcenous means. The rebellion seeks to throw the Empire out, plus they need some help to pull off a big heist. How could you say no to such a challenge?

Thorfin: The dwarf is simply muscle, but dangerous muscle and he is a good partner in a fight. He doesn't care how the job gets done as long as it gets done.

Althaca: The eladrin is so concerned with magic. What good is magic if you cannot make some money with it?

Torinn: The dragonborn places all this importance on honor. It will probably get him killed one day.

Lamander: The human prattles on about caring for the commonfolk and defeating the evil empire. It gets boring and hard to ignore after a while.