



## SKILLS

- +16 Acrobatics
- +14 Arcana
- +16 Bluff
- +11 Dungeoneering
- +11 Perception
- +16 Stealth
- +16 Streetwise
- +16 Thievery

Languages: Common, Elven

**Skill Mastery:** Whenever you roll a natural 20 in a skill challenge you score an additional success.

**Portal Alteration:** You see thru portals as if they were clear, and can make a DC 25 Arcana check to recognize an illusory portal and observe its true destination. When you pass thru a portal you can make it precise for 5 minutes. You also gain +5 Thievery to unlock an Arcane Lock on a portal.

## THE CHARACTER

Shianee was raised in the city of Mithrendain in the heart of the Feywild, the daughter of a proud sidhe lord and lady. Trained to fight the enemies of the eladrin, she truly was a **noble bred for war...** Except that Shianee was a thrill-seeker, challenging eladrin tradition at every turn, and developing an obsession with treasure that would rival any dwarf. After shaming a noble suitor by helping some planewalkers to liberate his enchanted mortal slaves, she was disowned by her family as a **disgraced noble**. Cast out from the Feywild, Shianee teamed up with the same planewalkers and roamed the planes. However, after many years she longs to return to her family. To that end Shianee set herself up as a **gate-crasher** in Sigil (a portal broker), attempting to give up the thieving lifestyle. At last her family relented, offering to welcome her home, but first they demand she steal the Book of Lies for them.

## FEATS

- Backstabber
- Deft Blade\*
- Fey Thievery
- Improved Defenses
- Light Blade Expertise
- Scoundrel Training
- Weapon Focus (light blade)

## MAGIC ITEMS

- Quicksilver Rapier +3
- Drowmesh Leather +3
- Periapt of Cascading Health +2
- Bracers of Mighty Striking
- Knifethrower's Gloves
- Rhythm Dagger +1
- Rift Dancer Boots
- Bag of Holding (200 lbs/20 ft<sup>3</sup>)
- 200 gold

# SHIANEE

## 11<sup>th</sup> level Eladrin Thief

## ABILITY SCORES

- 9 Strength (+4)
- 14 Constitution (+7)
- 23 Dexterity (+11)
- 14 Intelligence (+7)
- 12 Wisdom (+6)
- 14 Charisma (+7)

## DEFENSES

- 27 AC
- 21 Fortitude
- 29 Reflex
- 22 Will
- +2 save v. charm

## ADVANTAGE

**Combat Advantage** provides you with +2 attack & +2 damage. You gain it if any enemy hasn't acted yet, by flanking, while hidden, thru various conditions, and thru certain tricks and powers.

## HIT POINTS

76

Healing Surges (16 HP)

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Death saves □ □ □

## COMBAT

- +15 Initiative
- 6 Speed
- +20 Attack\* (RAPIER) d8+16 Damage +3d6 Critical
- +18 Attack\* (THROWN DAGGER) d4+12 Damage 5/10 Range
- \* You decide whether to target AC or Reflex with basic attacks

## CLASS FEATURES

**Sneak Attack** No Action (1/turn)  
+3d8 damage when you hit an enemy granting combat advantage.

## ACROBAT'S TRICKS

**Acrobat's Trick** Move Action  
**Effect:** Move your speed -2. During this move, you have a climb speed equal to your speed -2. Gain a +2 bonus to your next damage roll with a basic attack this turn.

**Ambush Trick** Move Action  
**Effect:** Move your speed. Until the end of your turn, gain combat advantage against enemies within 5 squares of you that have none of their allies adjacent to them.

**Escape Artist's Trick** Move Action  
**Effect:** Shift 2 squares. At the end of this turn, shift 2 again.

**Sneak's Trick** Move Action  
**Effect:** Move your speed -2 and at the end make a Stealth check with any cover or concealment.

## SPECIAL ABILITIES

- Low-light Vision**
- Trance:** You require only 4 hours meditation instead of sleep and remain aware of your surroundings.
- Gatecrasher Action:** When you spend an action point to take an extra action, gain an extra move action to teleport your speed once before the encounter ends.
- Fey Thievery:** While *Feystep* isn't expended, you can make Thievery checks at a range of 5 squares with a -2 penalty.

## ENCOUNTER POWERS

**Backstab** Free Action ☐

**Effect:** When you attack an enemy within 5 squares granting combat advantage, gain +3 attack and +2d6 damage.

**Dirty Deed** Standard Action ☐

**Target:** One creature granting combat advantage to you

**Attack:** +14 vs. Reflex **Hit:** Knocked prone.

**Effect:** One ally of yours adjacent to the target can make a melee basic attack against them as a free action.

**Low Slash** Minor Action ☐

**Target:** One creature **Attack:** +20 vs. Reflex

**Hit:** 1d8+14 damage, slide the target 1 square, and they are slowed until the end of your next turn. Deal an extra +2 damage if you're flanking.

**Striker's Gate** Standard Action ☐

**Target:** One creature

**Effect:** Teleport 5 squares to a space adjacent to target, gain combat advantage against them until the end of your turn and make the following attack.

**Attack:** +20 vs. AC **Hit:** 2d8+14 damage.

**Special (Rift Dancer Boots):** After this attack, at any point before your turn ends, teleport up to your speed.

## UTILITY POWERS & MISC.

**Fey Step** Move Action ☐

**Effect:** Teleport up to 5 squares.

**Second Wind** Standard Action ☐

**Effect:** Spend a healing surge, and gain +2 defenses until start of your next turn.

**Cunning Escape** Interrupt ☐

**Effect:** When an enemy attacks you, gain +4 defenses against their attack, and at end of their turn shift 3 squares.

**Acrobat's Escape** Reaction ☐

**Trigger:** An enemy enters a square adjacent to you

**Effect:** The enemy is immobilized until start of its next turn, and you shift 6 squares to a space not adjacent to them.

**Agile Recovery** Minor Action

**Effect:** You stand up from prone.

**Chameleon** Interrupt ☐

**Trigger:** When you're hidden and lose cover or concealment

**Effect:** Make a Stealth check. If your check beats the triggering enemy's passive Perception you remain hidden from it, and until the end of your next turn, you can remain hidden from it without needing any cover or concealment.

## CONSUMABLE ITEMS

**Hag's Doorknob** Minor Action ☐

**Effect:** You place the doorknob on a wall adjacent to you and create a 5-foot-diameter passageway. The opening can be up to 2 squares long, and it leads to the area directly on the other side of the wall. Until the end of the encounter, creatures can use the passageway to move through the wall. The doorknob does not work on a horizontal surface. If a creature is in the passageway when it vanishes, the creature is shunted to the nearest unoccupied space. The passageway does not compromise the wall's structural integrity.

**Potion of Fire Resistance** Minor Action ☐

**Effect:** You drink the potion and instead of normal healing gain resist 5 fire damage until the end of the encounter.

**Elixir of Gaseous Form** Minor Action ☐

**Effect:** You drink the elixir and take the form of a misty cloud until the end of the encounter or until you end the effect as a standard action. All your gear is absorbed into the cloud and is inaccessible. While gaseous, you are insubstantial, gain fly speed 6, can hover, and can move unhindered through tiny openings; however, you cannot attack.

**Goodnight Tincture** Minor Action ☐

**Effect:** You apply this elixir to food or drink. A creature that consumes the food or drink is subject to the following attack after 1 minute: +17 vs. Fortitude; on a hit the creature falls unconscious for 1 hour or until is attacked or moved violently.

**Potion of Vigor** Minor Action ☐

**Effect:** When you drink this potion, spend a healing surge and instead of normal healing gain 15 temporary hit points.

## MAGIC ITEM POWERS

**Quicksilver Blade** Free Action ☐

**Effect:** When you score a critical hit with this weapon, gain a move action that you must use on your turn.

**Knifethrower's Gloves** Free Action ☐

**Effect:** When you hit with a thrown dagger, add +5 damage.

**Periapt of Health** Minor Action ☐

**Effect:** End one condition on you that a save can end.