

Kirra, drow rogue 3
Initiative +7; **Senses** Perception +6; darkvision

HP 35; **Bloodied** 17
AC 18 (21 vs OAs); **Fortitude** 13, **Reflex** 18, **Will** 14

Speed 6

Action Points: ☐
Item Dailies: ☐

Healing Surge 8 hp
Surges/day:

Damage:

Conditions:

- ☐ **Fleeting Ghost** move full speed and make Stealth check without penalty (move action, PH 119)
☐ **Second Wind** healing surge, +2 all defences until BoMNT (standard action, PH 291)
☐ **Ironskin Belt** gain resist 5 weapons until EoMNT (minor action, item, PH 253)

Attack Options Sneak Attack (+2d8 damage with CA, PH 117)

First Strike (gain CA vs opponents that have not yet acted, PH 117)

- ☐ **Basic Melee** +1 dagger +8 vs AC, 1d4+3 plus 1d6 on crit (melee weapon)
☐ **Basic Ranged** +1 dagger +10 vs AC, 1d4+5 plus 1d6 on crit (light thrown, ranged weapon, 5/10)
☐ **Piercing Strike** +10 vs Reflex, 1d4+5 (melee weapon, PH 118)
☐ **Sly Flourish** +10 vs AC, 1d4+8 (melee or ranged weapon, PH 118)
☐ **Positioning Strike** +10 vs Will, 1d4+5 plus slide 3 (melee weapon, PH 118)
☐ **Bait & Switch** +10 vs Will, 2d4+5 plus switch places with target and shift 3 (melee weapon, PH 119)
☐ **Lolthtouched** use one of these two abilities once per encounter: (MM 276)
☐ **Cloud of Darkness** blinds all others entirely in cloud until EoMNT, blocks sight lines (minor action, close burst 1)
or **Darkfire** +8 vs Reflex, target gives combat advantage and loses conceal/invis until EoMNT (minor action, ranged 10)
☐ **Blinding Barrage** +10 vs AC, 2d4+5 and blind until EoMNT, *miss ½ dam and no blind* (weapon, close blast 3, PH 119)

Skills Acrobatics +10, Athletics +8 (+2 climber's kit), Intimidate +11, Perception +6, Stealth +12, Thievery +10

Feats Backstabber, Light Shield Proficiency

Languages Common, Elven, High Court

Special Trance (4 hours, fully aware), fey origin

Str 14 (+3) **Con** 13 (+2) **Dex** 18 (+5) **Int** 8 (+0) **Wis** 10 (+1) **Cha** 16 (+4)

Possessions +1 dagger, 2 daggers, 5 throwing knives, leather armour, light shield, ironskin belt, thieves' tools, fine clothing, gold & jade torc (100 gp)

adventurer's kit: backpack, bedroll, flint and steel, belt pouch, two sunrods, 10 days' rations, 50' hemp rope, waterskin

climber's kit: grappling hook, small hammer, ten pitons (+2 bonus to Athletics checks for climbing)

Consumables healing potion

Cash 24 gp

XP 2361