

Ismet		
Halfling Rogue		
Level	2	

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

Skills	
Acrobatics	+12
Bluff	+8
Perception	+6
Streetwise	+8
Stealth	+10
Thievery	+12

Combat	
Initiative	+5
Speed	6

AC	18
vs OA	20
Fortitude	14
Reflex	18
Will	13

Hit Points	27
Bloodied	13
Healing Surges	+6
○○○○○○	

Racial Traits, Class Features and Feats	
-	<i>Bold</i> : +5 racial bonus to saving throws for throwing off fear effects.
-	<i>Nimble Reaction</i> : +2 racial bonus to AC against opportunity attacks (bonus noted).
○	Second Chance: Once per encounter, you may force an enemy to a re-roll an attack roll for an attack that hit you.
-	<i>First Strike</i> : You have combat advantage against any creatures that has not acted yet in the encounter.
-	<i>Brutal Scoundrel</i> : Add your Strength bonus to your sneak attack damage (bonus noted).
-	<i>Rogue Weapon Talent</i> : Your shuriken damage die increases by one size. You get a +1 bonus to attack with daggers.
-	<i>Sneak Attack, Backstabber [Feat]</i> : Once per round, do +2d8+3 damage if you have a combat advantage on your target.
-	<i>Weapon Proficiency, Rapier [Feat]</i> : You are trained in the use of a rapier.
-	Stealthy Attack (house rule, requires Stealth training): After moving to cover, roll Stealth vs your target's Perception, at -5 if you moved 3 squares and -10 if you ran. You gain a combat advantage for your next attack this turn on that target.

Standard Actions	Attack	Damage	Critical	Your special attacks work with your rapier, unless noted.
● +1 Quick Shurikens	+9 AC	1d6+5	11+1d6	Range 6/12. Basic Attack.
□ <i>Quick Power</i> : If you hit with your shuriken, you may make one basic attack against any target as a free action.				
● Rapier	+7 AC	1d8+3	11	Basic attack.
● Parrying Dagger	+7 AC	1d4+3	7	Basic attack. Off-hand. Defensive (+1 AC, bonus included).
● <i>Piercing Strike</i>	+8 Refl	1d8+4	12	Rapier only.
● <i>Sly Flourish</i>	+8 AC	1d8+6	14	Your Charisma bonus is added to your damage (bonus included).
with shuriken	+9 AC	1d6+7	13+1d6	
○ <i>Torturous Strike</i>	+8 AC	2d8+7	23	Your Strength bonus is added to your damage (bonus included).
□ <i>Trick Strike</i>	+8 AC	3d8+4	28	Until the end of the encounter, each time you hit the target you may slide it 1 square. This includes the current attack.
with shuriken	+9 AC	3d6+5	23+1d6	
○ <i>Second Wind</i> : Spend a healing surge and gain +2 to all defenses until the end of your next turn.				

Move Actions	
○ <i>Tumble</i> : You shift 3 squares (half your speed).	

Minor Actions	
□ <i>Potion of Healing</i> : Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.	

<b>Equipment:</b>	Rapier, Parrying Dagger, +1 Quick Shurikens, Leather Armor, Thieves Tools, Potion of Healing
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<b>Name</b>	Ismet	<b>Level</b>	2
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<b>Ability Scores</b>	Str	Con	Dex	Int	Wis	Cha
Point Buy [20]	9	0	9	0	0	2
Base Score	16	10	16	10	10	12
Racial Bonus			+2			+2
4th (+1 to two)						
8th (+1 to two)						
11th (+1 to all)						
14th (+1 to two)						
18th (+1 to two)						
21th (+1 to all)						
24th (+1 to two)						
28th (+1 to two)						
Total	16	10	18	10	10	14

<b>Racial Traits</b>
Bold
Nimble Reaction
Second Chance

<b>Class Features</b>
First Strike
Brutal Scoundrel (Str)
Rogue Weapon Talent
Sneak Attack

Equipment	
Normal	Rapier
Normal	Parrying Dagger
Normal	Leather
Normal	Thieves Tools
Item L+1	+1 Quick Shurikens
Item L+0	
Item L-1	
Item L-2	
Item L-3	

<b>Skills</b>
Acrobatics
Bluff
Perception
Streetwise
Stealth
Thievery

<b>Rituals</b>	1st	
1st	[*]	
5th	[*]	
11th	[*]	
15th	[*]	
21st	[*]	
25th	[*]	
Bon.	Bon.	
Bon.	Bon.	
Bon.	Bon.	

Feats	
Bonus	
Bonus	
1st	Backstabber
2nd	Weapon Proficiency, Rapier
4th	
6th	
8th	
10th	
11th	
12th	
14th	
16th	
18th	
20th	
21st	
22nd	
24th	
26th	
28th	
30th	

Path Features	
Paragon 11	
Paragon 11	
Paragon 16	
Epic 21	
Epic 24	
Epic 30	

Powers	
Bonus	
At-will 1	Piercing Strike (Dex)
At-will 1	Sly Flourish (Dex, Cha)
Encounter 1	Torturous Strike (Dex, Str)
Daily 1	Trick Strike (Dex)
<i>Alt. Daily 1</i>	
Utility 2	Tumble
<i>Alt. Utility 2</i>	
Encounter 3	
Daily 5	
<i>Alt. Daily 5</i>	
Utility 6	
<i>Alt. Utility 6</i>	
Encounter 7	
Daily 9	
<i>Alt. Daily 9</i>	
Utility 10	
<i>Alt. Utility 10</i>	
Paragon 11	
Paragon 12	
Encounter 13*	
Daily 15*	
<i>Alt. Daily 15*</i>	
Utility 16	
<i>Alt. Utility 16</i>	
Encounter 17*	
Daily 19*	
<i>Alt. Daily 19*</i>	
Paragon 20	
Utility 22	
<i>Alt. Utility 22</i>	
Encounter 23*	
Daily 25*	
<i>Alt. Daily 25*</i>	
Epic 26	
Encounter 27*	
Daily 29*	
<i>Alt. Daily 29*</i>	
* Replaces a lower-level power	