



Fiddler Rivers



MALE HALFLING ROGUE

LEVEL 1 UNALIGNED

"I'd rather rely on luck than looks. Especially with my luck and your looks."

Ability Score	Value	Modifier		
STRENGTH	8	-1	ARMOR CLASS	17
CONSTITUTION	14	+2	FORTITUDE DEFENSE	13
DEXTERITY	18	+4	REFLEX DEFENSE	17
INTELLIGENCE	10	+0	WILL DEFENSE	15
WISDOM	12	+1	INITIATIVE	+4
CHARISMA	18	+4	SPEED (SQUARES)	6

HIT POINTS	26	HEALING SURGE HP HEALED	6	SECOND WIND	<input type="checkbox"/>
BLOODIED	13	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points		Current Surge Uses			
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+4 vs. AC (+9 thrown)	1d4 - 1 (1d4 + 4 thrown)	5 squares normal/10 squares max

FEATS

Lost in the Crowd (+2 AC when adjacent to two larger enemies)

SKILLS

Passive Insight	11
Passive Perception	16
Acrobatics	+9
Athletics	-1
Bluff	+9
Insight	+1
Perception	+6
Stealth	+9
Streetwise	+9
Thievery	+9

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

Leather armor, 8 daggers, Thieves' toolkit, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Small Size (already factored in; also note feat)

Bold (+5 to saving throws vs. fear)

Nimble Reaction (+2 to AC against opportunity attacks)

Second Chance (see back)

First Strike (at the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter)

Rogue Tactics: Artful Dodging (+4 to AC against opportunity attacks)

Sneak Attack (once per round, when you have combat advantage against an enemy and are using a light blade, crossbow, or sling, your attack against that enemy deals +2d6 extra damage)

Languages: Common and Elven

Normal Vision

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

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand.

At-Will Powers

Deft Strike Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +9 vs. AC

Hit: 1d4+4 damage

Piercing Strike Rogue Attack 1

A needle-sharp point slips past armor and into tender flesh.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +9 vs. Reflex

Hit: 1d4+4 damage

Encounter Powers

Second Chance Halfling Racial Power

Luck and small size combine as you dodge your enemy's attack.

Encounter

Immediate Interrupt Personal

Effect: When an attack hits you, force an enemy to reroll the attack.

The enemy uses the second result, even if it's lower.

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 weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +9 vs. Will

Hit: 1d4+4 damage, and you slide the target up to 4 squares.

Daily Power

Dazzling Strike Rogue Attack 1

A swift strike opens your foe's defenses for you to exploit.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +9 vs. Reflex

Hit: 2d4+4 damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of its turn.

Note: *This Daily Power is mere speculation, based on the “Crimson Edge” Rogue Attack 9 Daily Power, but with the power-level reduced to be a Rogue Attack 1 Daily Power.*