

Initiative: **5** (+5 dex)  
Action Points: 1  
Max Hit Points: 23hp  
Bloodied: 11hp  
Healing: 5hp  
Surges: 6/day  
2nd Wind: 1/encounter

AC: **17** (+2 armor, +5 dex)  
Fort: **10**  
Ref: **17** (+2 class, +5 dex)  
Will: **13** (+3 cha)

+0 Str: 10  
+0 Con: 11  
**+5 Dex:** 20 (+2 race)  
-1 Int: 8  
+0 Wis: 10  
**+3 Cha:** 16 (+2 race)

Movement: **6**  
Vision: Normal  
Passive Insight: 10  
Passive Perception: **15** (+5 skill)

Skills:  
-**12** Acrobatics (trnd, +5 dex, +2 class)  
-**8** Bluff (+5trnd, +3 cha)  
-**3** Diplomacy (+3 cha)  
-**8** Intimidate (trnd, +3 cha)  
-**5** Perception (trnd)  
-**10** Stealth (trnd, +5 dex)  
-**3** Streetwise (+3 cha)  
-**12** Thievery (trnd, +5 dex, +2 class)  
Languages: Common, Giant.

Name: **Max** Lorem  
Level: 1  
XP: 915  
Race: Halfling  
Role: Striker  
Class: Rogue  
Build: Trickster  
Source: Martial  
Gender: Male  
Size: S  
Age: 24  
Height: 4'2"  
Weight: 70lbs  
Alignment: Unaligned  
Deity: Avandra

Proficiencies: daggers, shortsword, hand crossbow, sling, shuriken, cloth & leather armor

Gold: 30g      Silver: -

Equipment: 59lbs out of 100lbs  
-Leather Armor +2 AC, 15lbs  
-10 Daggers, 10lbs  
-SAK: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin. 33lbs  
-Thieves' Tools: Grant a +2 bonus to Thievery checks to open a lock or to disarm a trap. 1lb

Dagger Attacks: **+10, +12 (if CA)** 5/10  
(+5 dex, +3 prof, +1 class, +1 feat)

Race & Class Features:  
-Artful Dodger +3 (cha) to AC vs OA  
-Nimble Reaction: +2 to AC vs OA  
-Combined: **+5 to AC vs OA**  
-Bold: +5 for Save vs Fear

-First Strike:  
You have Combat Advantage against any creatures that have not yet acted.  
-Rogue Weapon Talent:  
You gain a +1 bonus to attack rolls when using a dagger. (included)  
-Sneak Attack:  
Once per round when you have Combat Advantage against an enemy and are using a light blade, a crossbow, or a sling, your attack against the enemy deals an additional +2D6 points of damage.

Feats:  
-Nimble Blade:  
When you attack with a light blade and you have combat advantage, you gain a +1 bonus to attack rolls. (included)

"Combat Advantage"  
You gain a +2 bonus to your attack roll.

"Dazed":  
-They grant combat advantage.  
-They can take only 1 action on their turn, (but they can also take free actions) and can't take immediate actions or OA.  
-They can't flank an enemy.

"Blinded":  
-They grant combat advantage.  
-Their targets have total concealment.  
-They take a -10 Perception check penalty.  
-They can't flank an enemy.

"Total Concealment":  
-5 penalties to Attack the concealed.

#### AT WILL POWERS:

Piercing Strike: Rogue Attack 1  
Standard Action, melee weapon  
Requirement: Must wield a light blade.  
Target: One creature  
Attack: **+10 (dex) vs Reflex**  
Hit: 1D4 + 5 (dex).

Sly Flourish: Rogue Attack 1  
Standard Action, melee or ranged  
Requirement: Must wield a light blade.  
Attack: **+10 (dex) vs AC**  
Hit: 1D4 + 8 (dex, cha).

Stealth: +10 vs P. Perception. Free.  
-Must have/maintain Cover or Concealment.  
-Success: You avoid notice & gain Combat Advantage from individual observers.  
-Your attacks or shouts end Stealth.  
-Moving requires a new roll to maintain.  
Modifiers: >10 squares away +2, Superior Cover or Total Concealment +10, Speak -5, Move more than 2 squares -5, Run -10.

#### ENCOUNTER POWERS:

Second Chance:  
Immediate Interrupt Personal  
Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.  
Feint: +8 (bluff) vs Insight. Standard.  
Target: One adjacent enemy.  
Success: You gain Combat Advantage against target until the end of your next turn.

Hide: +8 (bluff) vs P. Insight. Standard.  
Target: All aware enemies.  
Success: Immediately make Stealth check.

Dazing Strike: Rogue Attack 1  
Standard Action, melee weapon  
Requirement: Must wield a light blade.  
Target: One creature  
Attack: **+10 (dex) vs AC**  
Hit: 1D4 + 5 (dex) and the target is dazed until the end of your next turn:

#### DAILY POWERS:

Blinding Barrage: Rogue Attack 1  
Standard Action, Close Blast 3  
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.  
Target: Each enemy in blast you can see  
Attack: **+10 (dex) vs AC**  
Hit: 2D4 + 5 (dex) and the target is blinded until the end of your next turn.  
Miss: 1/2 damage and target isn't blinded.