

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.