

# Reed Vandrol

Sex: Male Age: 26 Race: Halfling Class: Rogue Level: 1  
 Alignment: Unaligned Size: Small Deity: Avandra  
 Languages: Common, Giant Exp: \_\_\_\_\_

**Strength:** 12 **Armor Class:** 16 (20 vs. OA)  
**Constitution:** 12 **Fortitude Defense:** 11  
**Dexterity:** 18 **Reflex Defense:** 16  
**Intelligence:** 10 **Will Defense:** 12  
**Wisdom:** 10 **Initiative:** +4  
**Charisma:** 14 **Speed:** 6

**Hit Points:** 24 **healing Surge hP healed:** 6  
**Bloodied:** 12 **healing Surge/Day:** □□□□□□

## Basic Attacks

Dagger  
 Hand Crossbow  
 Shuriken x 10

## Attack Bonus

+4 vs. AC (+7 thrown)  
 +6  
 +7

## Damage

1d4+1 (1d4+4 thrown)  
 1d6+4  
 1d6+4

## Range

5/10  
 10/20  
 6/12

## Properties

Light thrown, Off Hand  
 Load (Free)  
 Light thrown

## Race and Class Features

**Vision:** Normal

**Bold:** You gain a +5 racial bonus to saving throws against fear.

**Nimble Reaction:** You gain a +2 racial bonus to AC against opportunity attacks.

**Second Chance:** You can use *second chance* as an encounter power.

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Dagger, hand crossbow, shuriken, sling, short sword

**First Strike:** At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

**Artful Dodger:** You gain a bonus to AC equal to your Charisma modifier against opportunity attacks.

**Rogue Weapon Talent:** When you wield a shuriken, your weapon damage die increases by one size. When you wield a dagger, you gain a +1 bonus to attack rolls.

**Sneak Attack:** Once per round, when you have combat advantage against an enemy and are using a weapon from the light blade, the crossbow, or the sling weapon group, an attack you make against that enemy deals extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll. As you advance in level, your extra damage increases.

1st–10th +2d6, 11th–20th +3d6, 21st–30th +5d6



## FEATS

**Backstabber** [Rogue]

**Benefit:** The extra damage dice from your Sneak Attack class feature increase from d6s to d8s.

## SKILLS

Skill	Trained?	Total
Passive Insight		10
Passive Perception		15
Acrobatics (Dex)*	Yes	+9
Arcana (Int)		+0
Athletics (Str)*		+1
Bluff (Cha)	Yes	+7
Diplomacy (Cha)		+2
Dungeoneering (Wis)		+0
Endurance (Con)*		+1
Heal (Wis)		+0
History (Int)		+0
Insight (Wis)		+0
Intimidate (Cha)		+2
Nature (Wis)		+0
Perception (Wis)	Yes	+5
Religion (Int)		+0
Stealth (Dex)*	Yes	+9
Streetwise (Cha)	Yes	+7
Thievery (Dex)*	Yes	+9

\*Armor penalties apply.

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## Equipment / Treasure

Dagger x 5, Leather Armor, Shuriken x 10, Hand Crossbow, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days), Pitons x 5, Rope w/ Grappling Hook

CP: GP: 15  
SP: PP:

## POWERS

Known At Will Powers 2  
Known Encounter Powers 1  
Known Daily Powers 1  
Known Utility Powers 0

### At Will Powers

#### Riposte Strike Rogue Attack 1

*With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.*

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

**Requirement:** You must be wielding a light blade.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier damage.

Increase damage to 2[W] + Dexterity modifier

#### Sly Flourish Rogue Attack 1

*A distracting flourish causes the enemy to forget the blade at his throat.*

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

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier + Charisma modifier damage. Increase damage to 2[W] + Dexterity modifier + Charisma modifier at 21st level.

### Encounter Powers

#### Second Chance Halfling Racial Power

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*

Encounter

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.

#### King's Castle Rogue Attack 1

*It's hard to get to the little guy when he takes cover behind an ally who can crush plate armor in his teeth.*

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

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

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage.

**Effect:** Switch places with a willing adjacent ally.

### Daily Powers

#### Trick Strike Rogue Attack 1

*Through a series of feints and lures, you maneuver your foe right where you want him.*

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

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

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and you slide the target 1 square.

**Effect:** Until the end of the encounter, each time you hit the target you slide it 1 square.

### Utility Powers

None