

HALFLING ROGUE

Name: _____ Gender: _____

As a halfling, you are resourceful and known for your quick wits and steady nerves. As a rogue, your job is to dart in deal massive damage, and use your skills to aid your allies as necessary.

Hit Points: 25 **Current HP:** _____
Bloodied: 12 **Healing Surge:** 6 **Surges Per Day:** 7
Initiative: +4 **Second Wind** ☐ **Action Points:** _____

DEFENSES

AC	Fortitude	Reflex	Will
16	11	16	13

ATTACKS

Melee Basic Attack: +5 (Dagger) **Damage:** 1d4+1
Ranged Basic Attack: +8 (Dagger) **Damage:** 1d4+4

RACIAL TRAITS

Height: 4' 0" **Weight:** 85 lb. **Size:** Small
Speed: 6 squares **Vision:** Normal
Languages: Common, Goblin
Alignment: Good

Skill Bonus: +2 Acrobatics, +2 Thievery (already included)
Bold: +5 racial bonus to saving throws against fear.
Nimble Reaction: +2 racial bonus to AC against opportunity attacks.
Second Chance: You can use second chance as an encounter power.

Second Chance Halfling Racial Power

Luck and small size combines 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.

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**

Target: One creature

Attack: +8 vs. AC

Hit: 1d4 +4 damage.

Special: You can move 2 squares before the attack.

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**

Target: One creature

Attack: +8 vs. AC

Hit: 1d4 +7 damage.



ENCOUNTER POWERS

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**

Target: One creature

Attack: +8 vs. Will

Hit: 2d4 +4 damage, and you can slide the target 3 squares.

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**

Target: One creature

Attack: +8 vs. AC

Hit: 3d4 +4 damage, and you can slide the target 1 square.

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

CLASS FEATURES

Artful Dodger: You gain +3 bonus to AC against opportunity attacks (Your total bonus is +5 due to Nimble Reaction).

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

Rogue Weapon Talent: You gain a +1 bonus to attack rolls when using a dagger (already 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 that enemy deals an additional +2d8 points of damage.

Ability Scores		Check Modifier
Str	12	+1
Con	13	+1
Dex	18	+4

Ability Scores		Check Modifier
Int	11	+0
Wis	10	+0
Cha	16	+3

FEATS

Backstabber: The extra damage dice from your Sneak Attack class feature increases from d6s to d8s (already included)

GEAR

Armor: Leather

Weapon: Daggers (10). Your daggers have a range of 5/10 as thrown weapons.

Adventurer’s Kit: This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50ft of hempen rope, and a waterskin.

Thieves’ Tools: To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves’ tools grant a +2 bonus to Thievery checks to open a lock or disarm a trap

Gold: 25 gp

Skills	(Ability)	Trained?	Modifier
Acrobatics	(Dex)	Yes	+11
Arcana	(Int)		+0
Athletics	(Str)		+1
Bluff	(Cha)	Yes	+8
Diplomacy	(Cha)		+3
Dungeoneering	(Wis)		+0
Endurance	(Con)		+1
Heal	(Wis)		+0
History	(Int)		+0
Insight	(Wis)	Yes	+5
Intimidate	(Cha)		+3
Nature	(Wis)		+0
Perception	(Wis)	Yes	+5
Religion	(Int)		+0
Stealth	(Dex)	Yes	+9
Streetwise	(Cha)		+3
Thievery	(Dex)	Yes	+11

2ND LEVEL

At 2nd level you gain the following:

Hit Points: Increase to 30 **Bloodied:** Increase to 15

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Halfling Agility: When you use your halfling second chance racial feature, the attacker takes a -2 penalty to the new attack roll.

Tumble		Rogue Utility 2
<i>You tumble out of harm’s way dodging the opportunistic attacks of your enemies.</i>		
Encounter ♦ Martial		
Move Action		Personal
Effect: You can shift 3 squares.		

3RD LEVEL

At 3rd level you gain the following:

Hit Points: Increase to 35 **Bloodied:** Increase to 17

Healing Surge: Increase to 8

Bait and Switch		Rogue Attack 3
<i>You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.</i>		
Encounter ♦ Martial, Weapon		
Standard Action		Melee weapon
Target: One creature		
Attacks: +9 vs. Will		
Hit: 2d4 +4 damage. In addition, you switch places with the target and can then shift up to 3 squares.		