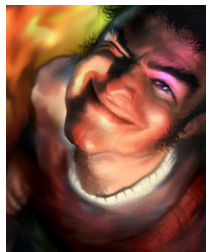


Lyndrose the Fantastic

Clay

Good male halfling rogue 5

Artful Dodger build

	Experience Points	4,015		
	Next Level Goal	7,500		
		Stat	Mod	Skill/Atk
	Strength	12	+1	+3
	Constitution	12	+1	+3
	Dexterity	19	+4	+6
	Intelligence	10	+0	+2
	Wisdom	10	+0	+2
	Charisma	18	+4	+6

Height: 4'1" **Hair:** Dark Brown **Age:** 17
Weight: 78 lb. **Eyes:** Brown **DOB:** June, 11th
Home: Harpsberg
Deity:
Affiliation: The Harpsberg Traveling Circus!
Titles: Lyndrose the Fantastic, Lyndrose Lightfingers

Feats: Bardic Dilettante (Bard Multiclass), Lost in the Crowd (+2 AC when adjacent to at least 2 enemies larger than you), Weapon Proficiency (Rapier)

Next Feats: Backstabber, Defensive Mobility, Durable, Nimble Blade, Surprising Charge

Features: Artful Dodger (add Cha mod to AC vs. opportunity attacks), Bold (+5 to save vs. fear), First Strike (gain combat advantage vs. those who have not acted in encounter), Nimble Reaction (+2 to AC vs. opportunity attacks), Rogue Weapon Talent (increase shuriken damage die, +1 to attack with daggers), Second Chance, Sneak Attack (+2d6)

Languages: Common, Elven

Notes—

- **Sicar** – Elf lord who came and gave us our gear
- **Donark** – Mentioned by Sicar, apparently a very, very bad guy
- **Alecto Dieros** – Star Seer who betrayed our town and is searching for four items: *Burning Ice*, *Forgotten Rose*, *Silver Chalice*, and *Child*.

Quotes—

- “I’ll have you know that I’m very tall for a halfling! Above average!”
- “Surely you’ve heard of Lyndrose the Fantastic!” (continued) “No? You haven’t heard of Lyndrose Lightfingers either, right? Good!”
- “We are but poor, wandering circus performers.”
- “Step right up, and see an amazing performance! One silver a head! You heard right, the headless get in for free! The empty-headed still pay full price!”

Equipment

book (nude-pix and sexual positions), dagger (2), juggling balls, leather armor, pipe & leaf, rapier, shuriken (10), standard adventurer’s kit, thieves’ tools (+2 to open locks or disarm traps), lockbox, signet ring

Money		Components	
10	Copper	Arcana	
65	Silver	Heal	
181	Gold	Nature	
	Platinum	Religion	
	Astral Dimnd	Any	

Armor	(armor: <input type="checkbox"/> hvy, <input type="checkbox"/> non-prof)
Armor Worn	+2 delver's leather armor (+4 armor, – check, – speed)
Shield Carried	none <input type="checkbox"/> light; <input type="checkbox"/> hvy

Weapons in Hand

Melee	+1 rapier of terror (properties: none)
atk mods:	+3 prof, +0 feats, +1 magic, +0 misc.
damage:	1d8 dice, +0 feats, +1 magic, +0 misc.; +1d8 on crit
Off-Hand	none (properties: none)
atk mods:	+0 prof, +0 feats, +0 magic, +0 misc.
damage:	0d0 dice, +0 feats, +0 magic, +0 misc.; +0d6 on crit
Missile	shuriken (range: 6/12, properties: light thrown)
atk mods:	+3 prof, +0 feats, +0 magic, +0 misc.
damage:	1d6 dice, +0 feats, +0 magic, +0 misc.; +0d6 on crit
Implement	none (properties: none)
atk mods:	+0 prof, +0 feats, +0 magic, +0 misc.
damage:	+0 feats, +0 magic, +0 misc.; +0d6 on crit

Magic Items	Starting Daily Uses	1
Weapon	+1 rapier of terror	<input type="checkbox"/>
Implement		<input type="checkbox"/>
Implement		<input type="checkbox"/>
Armor	+2 delver’s leather armor	<input type="checkbox"/>
Arms		<input type="checkbox"/>
Feet	boots of striding	<input type="checkbox"/>
Hands		<input type="checkbox"/>
Head		<input type="checkbox"/>
Neck	+2 elven cloak	<input type="checkbox"/>
Ring, Left	ring of burning ice	<input type="checkbox"/>
Ring, Right		<input type="checkbox"/>
Waist		<input type="checkbox"/>
Other	potion of healing	<input type="checkbox"/>
Other		<input type="checkbox"/>
Other		<input type="checkbox"/>
Other		<input type="checkbox"/>
Other		<input type="checkbox"/>
Other		<input type="checkbox"/>

Passive Senses: Insight 12; Perception 17		
Skill	Check	Modifiers
Acrobatics	+13	<input checked="" type="checkbox"/> trained, +2 racial
Arcana	+2	<input type="checkbox"/> trained
Athletics	+8	<input checked="" type="checkbox"/> trained
Bluff	+11	<input checked="" type="checkbox"/> trained
Diplomacy	+6	<input type="checkbox"/> trained
Dungeoneering	+2	<input type="checkbox"/> trained
Endurance	+3	<input type="checkbox"/> trained
Heal	+2	<input type="checkbox"/> trained
History	+4	<input type="checkbox"/> trained, +2 regional
Insight	+2	<input type="checkbox"/> trained
Intimidate	+6	<input type="checkbox"/> trained
Nature	+2	<input type="checkbox"/> trained
Perception	+7	<input checked="" type="checkbox"/> trained
Religion	+2	<input type="checkbox"/> trained
Stealth	+13	<input checked="" type="checkbox"/> trained, +2 item
Streetwise	+11	<input checked="" type="checkbox"/> trained
Thievery	+13	<input checked="" type="checkbox"/> trained, +2 racial

Armor Class: 20 (+4 Dex, +0 feats, +4 armor, +0 misc.)

AC bonus vs. Opportunity Attacks: +6

Fortitude: 15 (+1 Con, +0 feats, +2 item, +0 misc.)

Reflex: 20 (+4 Dex, +0 feats, +2 item, +0 misc.)

Will: 18 (+4 Cha, +0 feats, +2 item, +0 misc.)

Damage	
Hit Points: 44	
Bloodied: 22	
Healing Surge: 11	
Surges/Day: 7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Second Wind: <input type="checkbox"/>	Death Track: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Speed: 7 squares (7 squares in armor)

Resistances: None

Saving Throw Modifiers: +5 vs. fear effects

Action Points:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Daily Magic:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Initiative: +6 (+0 miscellaneous)

At-Will Exploits

Deft Strike	Rogue Attack 1
At-Will • Martial, Weapon	PHB, pg. 118
Standard Action	Melee weapon
Requirements: You must be wielding a light blade.	
Target: One creature	
Special: You can move 2 squares before the attack.	
‡ Rapier Attack: +11 vs. AC Hit: 1d8+5 damage (Crit: 13+1d8)	

Sly Flourish	Rouge Attack 1
At-Will • Martial, Weapon	PHB, pg. 118
Standard Action	Melee or Ranged weapon
Requirements: You must be wielding a crossbow, light blade, or a sling	
Target: One creature	
‡ Rapier Attack: +11 vs. AC Hit: 1d8+9 damage (Crit: 17+1d8)	
‡ Shuriken Attack: +11 vs. AC Hit: 1d6+8 damage (Crit: 14)	


Melee Basic Attack	Basic Attack
At-Will • Weapon	PHB, pg. 287
Standard Action	Melee weapon
Target: One creature	
④ Rapier Attack: +8 vs. AC Hit: 1d8+2 damage (Crit: 10+1d8)	
④ Unarmed Attack: +4 vs. AC Hit: 1d4+1 damage (Crit: 5)	


Ranged Basic Attack	Basic Attack
At-Will • Weapon	PHB, pg. 287
Standard Action	Ranged weapon
Target: One creature	
Ⓢ Shuriken Attack: +10 vs. AC Hit: 1d6+4 damage (Crit: 10)	

Racial


<input type="checkbox"/> Second Chance	Halfling Racial Power
Encounter	PHB, pg. 44
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.	


Encounter Exploits


	Bait and Switch	Rogue Attack 3
Encounter ♦ Keyword PHB, pg. 119		
Standard Action Melee weapon		
Requirements: You must be wielding a light blade.		
Target: One creature		
‡ Rapier Attack: +11 vs. Will Hit: 2d8+5 damage (Crit: 21+1d8) You switch places with the target and can then shift 4 squares.		

	Guarded Attack	Rogue Attack 1
Encounter ♦ Martial, Weapon MP, pg. 73		
Standard Action Melee weapon		
Requirements: You must be wielding a light blade.		
Target: One creature		
‡ Rapier Attack: +11 vs. AC Hit: 2d8+5 damage (Crit: 21+1d8) and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.		
‡ 2nd Rapier Attack: +8 vs. AC Hit: 1d8+2 damage (Crit: 10+1d8) and the target takes a -2 penalty to the triggering attack.		


Daily Exploits

	Clever Riposte	Rogue Attack 5
Daily ♦ Martial, Weapon MP, pg. 74		
Standard Action Melee weapon		
Requirement: You must be wielding a light blade.		
Target: One creature		
‡ Rapier Attack: +11 vs. AC Hit: 2d8+5 damage (Crit: 21+1d8)		
Effect: Until the end of the encounter, the target takes 4 damage each time it attacks you, and you can shift as an immediate action after such an attack.		

	Handspring Assault	Rogue Attack 1
Daily ♦ Martial, Reliable, Weapon MP, pg. 74		
Standard Action Melee weapon		
Prerequisite: You must be trained in Acrobatics.		
Requirements: You must be wielding a light blade.		
Target: One creature		
‡ Rapier Attack: +11 vs. AC Hit: 3d8+5 damage (Crit: 29+1d8)		
Special: When charging, you can use this power in place of a melee basic attack.		

	Majestic Word	Bard Multiclass Feature
Daily ♦ Arcane, Healing PHB2, pg. 68		
Minor Action Close burst 5		
Target: You or one ally in burst		
Effect: The target can spend a healing surge and regain 4 additional hit points. You also slide the target 1 square.		

Utility Exploits

	Fleeting Ghost	Rogue Utility 2
At-Will ♦ Martial PHB, pg. 119		
Move Action Personal		
Prerequisites: You must be trained in Stealth.		
Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.		

Magic Item Notes

+1 *Rapier of Terror*—
Critical: +1d8 damage
Power (Daily • Fear): Free Action. Use this power when you hit with the weapon. The target takes a -2 penalty to all defenses (save ends).

+2 *Elven Cloak*—
Enhancement: +2 Fortitude, Reflex, and Will
Property: Gain a +2 item bonus to Stealth checks

+2 *Delver's Leather Armor*—
Enhancement: +1 AC
Power (Daily • Fear): Free Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

Boots of Striding—
Property: Gain a +1 item bonus to speed when wearing light or no armor.

Ring of Burning Ice—
Property: Provides dim light in a burst 1 radius.