

Reptile

Having served several masters who promised to return him to his race, the raptors, Reptile proves to be easily manipulated. He is constantly devolving: a process which won't stop until he's near a raptor matriarch.

In your campaign, Reptile could be the servant of any evil authority; as a player, he is a dark and mysterious figure who seeks both the proliferation of his near-extinct race, and to prove that he is the sneakiest reptile around.



Reptile		Level 6 Elite Skirmisher		
Medium Outlander Humanoid		500		
Initiative +9	Senses Perception +10; low-light vision			
HP 126; Bloodied 63				
AC 22; Fortitude 16; Reflex 21; Will 18				
Saving Throws +2				
Speed 6				
Action Points 1				
⬇ Disheartening Flourish (standard; at-will) ♦ Martial				
+11 vs. AC; 1d10 + 7 damage, and the target takes a -2 penalty to attack rolls until the end of Reptile's next turn.				
☞ Acid Spit (minor; recharge ⏏) ♦ Acid				
+9 vs. Reflex; 1d8 + 4 acid damage and ongoing 5 acid damage (save ends). This attack doesn't provoke opportunity attacks.				
⬇ Clever Riposte (standard; daily) ♦ Martial				
+11 vs. AC; 2d10 + 4 damage. Hit or miss: Until the end of the encounter, the target takes 4 damage each time it attacks Reptile, and he can shift as an immediate reaction after such an attack.				
Tumble (move; at-will) ♦ Martial				
Reptile shifts 3 squares.				
Reactive Stealth (immediate reaction, when Reptile takes damage; recharge ⏏) ♦ Illusion				
Reptile becomes invisible until he attacks or until the end of his next turn. Reptile can spend an action point on his turn to recharge and immediately use this power.				
Combat Advantage				
Reptile has combat advantage against any creature that hasn't yet acted in the encounter. He deals an additional 2d6 damage against any target he has combat advantage against.				
Alignment Evil	Languages Common, Raptor, Outland			
Skills Bluff +11, Intimidate +11, Perception +10, Stealth +12				
Str 12 (+4)	Dex 18 (+7)	Wis 14 (+5)		
Con 11 (+3)	Int 8 (+2)	Cha 16 (+6)		

Reptile's Tactics

Reptile begins the encounter hidden, and he selects an enemy who appears to be easy prey. He emerges and attacks that target with combat advantage, then follows up with an *acid spit*. The first time he takes damage, and as often as he can, he uses *reactive stealth* to escape and emerge with combat advantage, using *disheartening flourish* against another weak target.

When a tough enemy attacks him, Reptile retaliates with *clever riposte* to dissuade that attacker, then continues his plan, attempting to pick off bloodied or cloth-wearing players. Reptile may use his action point to try to finish off a player, or save it to escape with *reactive stealth*.

Reptile		Level 6
Medium Outlander Humanoid		Raptor Rogue
Initiative +7 Senses Perception 20; low-light vision HP 48; Bloodied 24; Healing surges 6, 12hp AC 21; Fortitude 16; Reflex 19; Will 18 Speed 6		
Racial Features — Raptor (modified gnome [PHB2])		
Outlander Origin, Master Trickster, Reactive Stealth		
Class Features — Rogue		
First Strike, Rogue Tactics — Artful Dodger, Sneak Attack		
Attacks		
+11 with Dexterity (claws with Poisoned Gloves +1) 1d6+5 +8 with Strength (claws with Poisoned Gloves +1) 1d6+2 +7 with Dexterity (with Acid Spit)		
At-Will Powers		
Sly Flourish, Disheartening Strike [MP]		
Encounter Powers		
Fox's Gambit (1) [MP], Trickster's Blade (3)		
Daily Powers		
Acid Spit (modified wizard's Acid Arrow; use Dex instead of Int; 1), Clever Riposte (5)		
Utility Powers		
Tumble (2), Invisibility (from the wizard; 6)		
Feats		
Claw Fighter (Gnoll prerequisite discarded) [DR367], Backstabber, Nimble Blade, Skill Focus (Stealth)		
Alignment Evil		Languages Common, Raptor, Outland
Skills Acrobatics +12, Bluff +11, Intimidate +11, Perception +10, Stealth +15, Thievery +12		
Str 12 (+4)	Dex 18 (+7)	Wis 14 (+5)
Con 11 (+3)	Int 8 (+2)	Cha 16 (+6)
Equipment 1000gp, black and green gi, Amulet of Protection +2, Poisoned Gloves +1 [AV], Veteran's Leather Armor +2 [AV]		

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