



# VARIS DARKSTRIDER

## MALE ELF ROGUE

LEVEL 1 UNALIGNED



"You look surprised to see me. If you'd been paying attention, you might still be alive."

Ability Score	Value	Modifier		
<b>STRENGTH</b>	14	+2	<b>ARMOR CLASS</b>	17
<b>CONSTITUTION</b>	13	+1	<b>FORTITUDE DEFENSE</b>	12
<b>DEXTERITY</b>	18	+4	<b>REFLEX DEFENSE</b>	16
<b>INTELLIGENCE</b>	12	+1	<b>WILL DEFENSE</b>	11
<b>WISDOM</b>	12	+1	<b>INITIATIVE</b>	+4
<b>CHARISMA</b>	10	+0	<b>SPEED (SQUARES)</b>	7

HIT POINTS	25	HEALING SURGE HP HEALED	6	SECOND WIND	<input type="checkbox"/>
BLOODIED	12	HEALING SURGES/DAY	7	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Short sword	+4 vs. AC	1d6 + 2	
Dagger	+6 vs. AC (+8 thrown)	1d4 + 2 (1d4 + 4 thrown)	5 squares normal/10 squares max
Hand crossbow	+5 vs. AC	1d6 + 4	10 squares normal/20 squares max

### FEATS

Elven Precision (+2 to reroll when using *elven accuracy*)

### SKILLS

Passive Insight	11
Passive Perception	18
Acrobatics	+7
Athletics	+9
Insight	+1
Nature	+3
Perception	+8
Stealth	+9
Streetwise	+5
Thievery	+9

### EXPLOITS (Martial Powers)

See back of character sheet.

### EQUIPMENT

Leather armor, short sword, 2 daggers, hand crossbow, quiver filled with bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

### RACE AND CLASS FEATURES

Elven Weapon Training (proficient in bows)

Wild Step (ignore difficult terrain when shifting)

Group Awareness (you grant non-elf allies within 5 squares a +1 racial bonus to Perception checks)

Elven Accuracy (see back)

First Strike (at the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter)

Rogue Tactics: Brutal Scoundrel (already added)

Sneak Attack (once per round, when you have combat advantage against an enemy and are using a light blade, crossbow, or sling, your attack against that enemy deals +2d6 + 2 extra damage)

Languages: Common and Elven

Low-Light Vision

**Note:** Some race and class features are already added into the character's statistics and are not listed on the sheet.

# EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand.

## 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

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

**Target:** One creature

**Special:** You can move 2 squares before the attack.

**Attack:** +6 vs. AC (+8 with dagger, +5 with crossbow).

**Hit:** 1d6+4 damage (if using dagger 1d4+4 damage).

### **Piercing Strike**

Rogue Attack 1

*A needle-sharp point slips past armor and into tender flesh.*

#### **At-Will ♦ Martial, Weapon**

**Standard Action**                      **Melee** weapon

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

**Target:** One creature

**Attack:** +6 vs. Reflex (+8 with dagger).

**Hit:** 1d6+4 damage (if using dagger 1d4+4 damage).

## Encounter Powers

### **Elven Accuracy**

Elf Racial Power

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Encounter**

**Free Action**                      **Personal**

**Effect:** Reroll an attack roll, with a +2 bonus. Use the second roll, even if it’s lower.

**Special:** The bonus from the Elven Precision feat has already been included.

### **Torturous Strike**

Rogue Attack 1

*A needle-sharp point slips past armor and into tender flesh.*

#### **Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee** weapon

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

**Target:** One creature

**Attack:** +6 vs. AC (+8 with dagger).

**Hit:** 2d6+6 damage (if using dagger 2d4+6 damage).

## Daily Power

### **Easy Target**

Rogue Attack 1

*A swift strike opens your foe’s defenses for you to exploit.*

#### **Daily ♦ Martial, Weapon**

**Standard Action**                      **Melee** weapon

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

**Target:** One creature

**Attack:** +6 vs. Reflex (+8 with dagger)

**Hit:** 3d6+4 damage (if using dagger 3d4+4 damage), and target grants combat advantage to you (save ends).

**Miss:** Half damage, and no combat advantage is granted.

**Note:** This Daily Power is mere speculation, based on the “Crimson Edge” Rogue Attack 9 Daily Power, but with the power-level reduced to be a Rogue Attack 1 Daily Power.