THE OFFICE OF THE OFFI

Halfling Rogue level 2

One Unique Thing: What sets you apart from all the rest?

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	Ability	Modifier	Armor Class Physical Def. Menta	ıl Def.	
STR	12	1	AC 16 PD 15 MD	14	
CON	11	0	Hit Points		
DEX	16	3	HP Current /24	Max	
INT	10	0	Recoveries Recovery Roll Age		
WIS	15	2			
CHA	16	3	Equipment: Dagger, Throwing Knives, leather armor, thieves tools		
D A	4-l A+	11	Orana Orat / At MASH	-	

Backgrounds: 8 points to spend on max. +5 in 1 skill

Thievery Talent: Get Thief +5
background for free

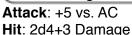
1st IvI: Tumble Feat
2nd IvI: Roll with It Feat

Basic Melee Attack

Attack: +5 vs. AC Hit: 2d8+3 Damage

Miss: 2

Basic Ranged Attack



Miss: 2

Evasive Strike / At-Will



Melee attack Target: One enemy Attack: +5 vs. AC

Hit: 2d8+3, and you can pop free

of the target. Miss: 2 Damage

(Flying Blade / At-Will



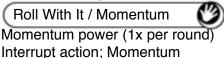
Ranged attack

Special: You must use a small bladed weapon with this attack. **Target:** One nearby creature

Attack: +5 vs. AC

Hit: 2d4+3 damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your sneak attack damage for the round.

Miss: 2 Damage.



Trigger: A melee attack that targets AC/PD hits you.

Effect: You take half damage from

at attack.

(Sure Cut / At-Will



Melee attack

Special: You must have momentum and be able to deal your sneak attack damage to the target if you hit.

Target: One enemy Attack: +5 vs. AC Hit: 2d8+3 damage. Miss: 1d6+2 damage.

Tumble Strike / At-Will



Melee attack

Always: You gain a +5 bonus to all disengage checks you make this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it

Attack: +5 vs. AC Hit: 2d8+3 damage. Miss: 2 Damage.

Shadow Walk / At-Will



As a move action before a standard action this turn, make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: +5 vs. MD

Hit: You are out of play. Starting your next turn, return anywhere nearby within range during that turn, and deal double damage with your first rogue attack that turn.

Miss: No effect. but you still have your standard action this turn.

Evasive / Battle



Once per battle, force an enemy that hits you with an attack to reroll the attack with a -2 penalty.

Small / Racial



Halflings have a +2 AC bonus against opportunity attacks.

Momentum



You gain momentum by hitting an enemy with an attack. You lose momentum by getting hit by an attack.

Sneak Attack



Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal +1d6 damage if your attack hits.

Trap Sense



On a natural even failure to spot a trap, reroll the check. If a trap's attack that targets the rogue is a natural odd roll, force the trap to reroll the attack once.

Tumble



+5 to disengage checks. While you are moving, if an enemy moves to engage you, you can make one disengage roll per enemy as a free action. Fail & stop move. No penalty for disengaging from more than one enemy at a time.

o. Incremental Δdvances

	more mental Mavances					
	Ability Score Bonus 4th / 7th / 10th level	Extra Magic Item				
((+1 to 3 abilities)	Power/Spell				
	Feat:	Skills (+1)				