



Halfling Rogue level 2

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

Icon Relationships: 3 points to spend

| Ability | Modifier |
|---------|----------|
| STR | 12 |
| CON | 11 |
| DEX | 16 |
| INT | 10 |
| WIS | 15 |
| CHA | 16 |

| Armor Class | Physical Def. | Mental Def. |
|---|---------------|---------------|
| AC 16 | PD 15 | MD 14 |
| Hit Points | | |
| HP | Current /24 | Max |
| Recoveries | | Recovery Roll |
| Current /8 | Max | 2d8 |
| Initiative: +5 | | |
| Equipment: Dagger, Throwing Knives, leather armor, thieves tools... | | |

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

Thievery Talent: Get *Thief +5* background for free

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

Basic Melee Attack

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

Basic Ranged Attack

Attack: +5 vs. AC
Hit: 2d4+3 Damage
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.

Roll With It / Momentum

Momentum power (1x per round)
Interrupt action; Momentum
Trigger: A melee attack that targets AC/PD hits you.
Effect: You take half damage from that 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.

Incremental Advances

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