

HALFLING ROGUE

Name: _____ Gender: _____

As a halfling, you are resourceful and known for your quick wits and steady nerves. As a rogue, your job is to dart in and deal massive damage, and use your skills to aid your allies as necessary.

Hit Points 25 _____
Bloodied 12 Healing Surge 6 Surges Per Day 7
Initiative +4 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
16	11	16	13

ATTACKS

Melee Basic Attack: +5 (dagger) Damage: 1d4+1
Ranged Basic Attack: +8 (dagger) Damage: 1d4+4

RACIAL TRAITS

Height: 4'0" Weight: 85 lb. Size: Small
Speed: 6 squares Vision: Normal
Languages: Common, Goblin Alignment: Good

Skill Bonus: +2 Acrobatics, +2 Thievery (already included).
Bold: +5 racial bonus to saving throws against fear.
Nimble Reaction: +2 racial bonus to AC against opportunity attacks.
Second Chance: You can use second chance as an encounter power.

Second Chance Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter
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.

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
Target: One creature
Special: You can move 2 squares before the attack.
Attack: +8 vs. AC
Hit: 1d4 + 4 damage.



Sly Flourish Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

At-Will ♦ Martial, Weapon
Standard Action Melee or Ranged weapon
Target: One creature
Attack: +8 vs. AC
Hit: 1d4 + 7 damage.

ENCOUNTER POWER

Positioning Strike Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want him.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: +8 vs. Will
Hit: 2d4 + 4 damage, and you can slide the target 3 squares.

DAILY POWER

Trick Strike Rogue Attack 1

Through a series of feints and lures, you maneuver your foe right where you want him.

Daily ♦ Martial, Weapon
Standard Action Melee or Ranged weapon
Target: One creature
Attack: +8 vs. AC
Hit: 3d4 + 4 damage, and you can slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you can slide it 1 square.

CLASS FEATURES

Artful Dodger: You gain a +3 bonus to AC against opportunity attacks. (Your total bonus is +5 due to Nimble Reaction.)

First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in the encounter.

Rogue Weapon Talent: You gain a +1 bonus to attack rolls when using a dagger (already included).

Sneak Attack: Once per round, when you have combat advantage against an enemy and are using a light blade, a crossbow, or a sling, your attack against that enemy deals an additional +2d8 points of damage.

Ability Scores	Check Modifier
Str 12	+1
Con 13	+1
Dex 18	+4
Int 11	+0
Wis 10	+0
Cha 16	+3

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+11
Arcana (Int)		+0
Athletics (Str)		+1
Bluff (Cha)	Yes	+8
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+0
Endurance (Con)		+1
Heal (Wis)		+0
History (Int)		+0
Insight (Wis)	Yes	+5
Intimidate (Cha)		+3
Nature (Wis)		+0
Perception (Wis)	Yes	+5
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+3
Thievery (Dex)	Yes	+11

FEAT

Backstabber: The extra damage dice from your Sneak Attack class feature increases from d6s to d8s (already included).

GEAR

Armor: Leather.

Weapon: Daggers (10). Your daggers have a range of 5/10 as thrown weapons.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Thieves' Tools: To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or disarm a trap.

Gold: 25 gp

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 30 **Bloodied:** Increase to 15
Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Halfling Agility: When you use your halfling second chance racial feature, the attacker takes a -2 penalty to the new attack roll.

Tumble

Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial

Move Action

Personal

Effect: You can shift 3 squares.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 35 **Bloodied:** Increase to 17
Healing Surge: Increase to 8

Bait and Switch

Rogue Attack 3

You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.

Encounter ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: +9 vs. Will

Hit: 2d4 + 4 damage. In addition, you switch places with the target and can then shift up to 3 squares.