Ander

MALE HALFLING ROGUE (THIEF) / LEVEL 2 / UNALIGNED

"If I were taller, you would call my curiosity courage."

ABILITY SCORES	MOD
STR 12	+2
CON 18	+5
DEX 18	+5
INT 10	+1
WIS 8	+0
CHA 12	+2

DEFENSES

AC 18
FORT 15
REF 17
WILL 12

INITIATIVE
+5

SPEED (in squares)
6

VISION
normal

LANGUAGES
Common and Elven

SENSES
Passive Insight 10, Passive Perception 15

TRAINED SKILLS
ACROBATICS +12
ATHLETICS +7
BLUFF +7
PERCEPTION +5
STEALTH +10
STREETWISE +7
THIEVERY +12

HIT POINTS 35
(Bloodied 17)

ACTION POINT

SECOND WIND

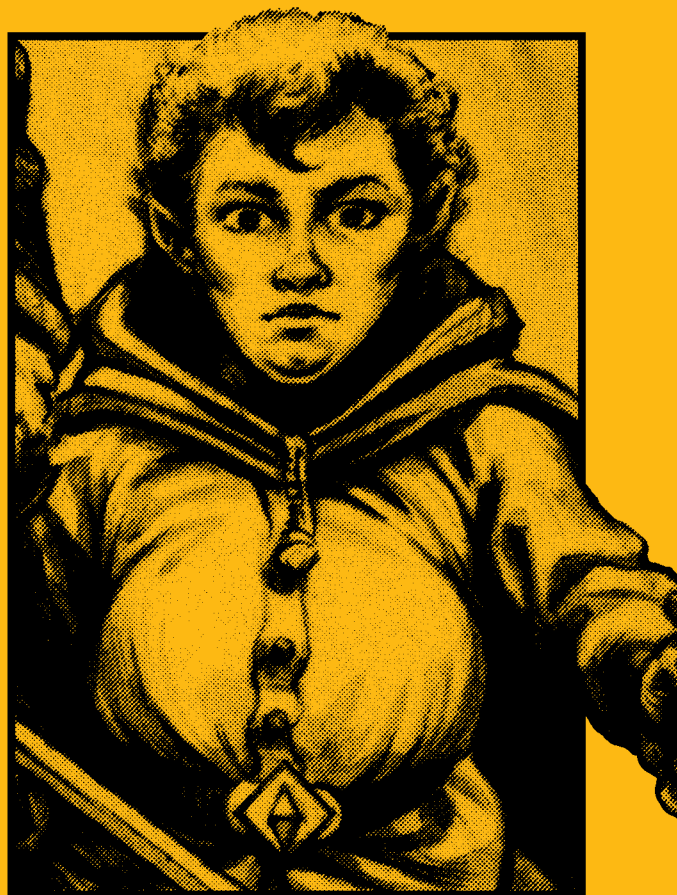**HEALING SURGES** value 8

EQUIPMENT
5 daggers
+1 leather armor
thieves' tools
adventurer's kit

OTHER EQUIPMENT

Melee Basic Attack — Standard / Melee Weapon / At-Will

Requires dagger; +10 vs. AC; 1d4 + 6 damage.

Ranged Basic Attack — Standard / Ranged Weapon / At-Will

Requires dagger; Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.

Acrobat's Trick — Move / Personal / At-Will

You can move your speed -2, and can move along vertical surfaces without penalty as part of this move. If you end your move on a vertical surface you fall. You gain a +2 power bonus to your next damage roll this turn.

Unbalancing Trick — Move / Personal / At-Will

You can shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you knock it prone.

Tumble — Move / Personal / Encounter ☐

Shift up to 6 squares.

Backstab — Free / Personal / Encounter ☐

Trigger: You choose to use a weapon attack power against an enemy granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

Second Chance — Immediate Interrupt / Personal / Encounter

Trigger: You are hit by an attack. **Effect:** The attacker rerolls the attack.

OTHER ABILITIES*

Bold: You gain a +5 racial bonus to saving throws against fear.

Nimble Reaction: You gain a +2 racial bonus to AC against opportunity attacks.

Sneak Attack: When you use an attack power with a dagger and hit an enemy granting combat advantage to you, your attack power deals 2d6+1 extra damage to that enemy.

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

Skill Mastery: During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.