






Character Name		12 STR +1	Initiative	13 INT +1	
Race	Dark Elf	16 CON +3	+5	9 WIS -1	
Height & Weight		18 DEX +4	Level + Dex Mod	16 CHA +3	
	Rogue - 1				
	Class & Level				
	Age & Sex				

Hit Points	Recoveries	Death Saves	Saving Throws	PD	AC	MD
27	1d8+3	   	Easy: 6+ Normal: 11+ Hard: 16+	16	16	12
Maximum						
Current						

Icon Relationships	One Unique Thing	Backgrounds

Talents & Features

Cruel: (Racial) Once per battle, deal ongoing damage to a target you hit with a natural even attack roll as a free action. The ongoing damage equals 5 times your level. (For example, at 3rd level you would deal 15 ongoing damage against a single target.) As usual, a normal save (11+) ends the damage. A critical hit doesn't double this ongoing damage.

Momentum (Feature) You gain momentum by hitting an enemy with an attack. You lose momentum if you are hit by an attack. You can only use one interrupt action a round.

Sneak Attack: (Feature) 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 extra damage if your attack hits.

Improved Sneak Attack: (Talent) Do +1d6 damage with your sneak attack.

Trap Sense: (Feature) If your skill check involving a trap is a natural even failure, you can reroll the check once. If a trap's attack roll against the rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

Shadow Walk (Talent): As a move action before you have used your standard action this turn, if you are not engaged, you can make the an'attack' against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Swashbuckle: (Talent) Once per battle as a quick action, you can spend your momentum to pull off a daring stunt the likes of which others could scarcely conceive. You may make an attack as part of the stunt, but you'll need to roll normally for the attack. This is an improvisational talent. As a swashbuckler, you do not need a difficult skill check to pull the stunt off.

Melee Basic Attack *At-Will*

Standard Action
Target: One Engaged Creature
Attack: +5 vs AC
Hit: 1d8+4 damage (Rapier)
Miss: 1 damage

Shadow Walk *At-Will*

Move Action
Target: Enemy with highest MD
Attack: +4 vs MD
Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn.
Miss: You can still use your move action.

Evasive Strike *At-Will*

Standard Action
Target: One Enemy
Attack: +5 vs AC
Hit: 1d8+4 damage and you can pop free from the target.
Miss: 1 damage

Sure Cut *At-Will*

Standard Action
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: 1d8+4 damage.
Miss: Do your Sneak Attack damage, plus damage equal to your level.

Ranged Basic Attack *At-Will*

Standard Action
Target: One Creature
Attack: +5 vs AC
Hit: 1d6+4 damage (Shortbow)
Miss: 1 damage

Flying Blade *At-Will*

Standard Action
Special: You must use a small, bladed weapon for this attack.
Target: One nearby creature
Attack: +5 vs AC
Hit: 1d6+4 (Dagger) damage. 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: 1 damage

Roll With It *At-Will*

Free / Interrupt Action
Special: Requires *Momentum*
Trigger: A melee attack that targets AC hits you.
Effect: You take half damage from the attack.

Feats

Shadow walk (A)

Gear, Equipment & Money

Worn Rapier
8 Throwing Daggers
Hand-Carved Shortbow
20 Blackened Arrows
Thief's Tools
Many Pouches
Heavy Black Cloak

Magic Items

