



Halfling Rogue level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	12	1	AC 15	PD 15	MD 13
CON	11	0	Hit Points		
DEX	16	3	HP Current /24 Max		
INT	10	0	Recoveries		
WIS	15	2	Current /8 Max		
CHA	16	3	Recovery Roll 2d8		
			Initiative: +5		
			Equipment: Dagger, Throwing Knives, leather armor, thieves tools...		

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

Thief +5 Thievery Talent: Thief Background at +5 free

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

Basic Melee Attack



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

Basic Ranged Attack



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

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



If a trap's attack that targets the rogue is a natural odd roll, the rogue can 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 4th / 7th / 10th level (+1 to 3 abilities) ☐ Extra Magic Item ☐
Feat: ☐ Power/Spell ☐☐☐☐
Hit Points: ☐ Skills (+1) ☐