

Calla, the Curious
Halfling Rogue
(Trickster, Striker)

Level 5

Small female; **XP** 5,500
26yrs, 3'10", 80lbs.

As a halfling, you are small but resourceful, quick witted, and steady of nerve. As a rogue, you deceive and misdirect your foes.

HP 44 **Surges per Day** 7
Bloodied 22 **Surge Value** 11
AC 20 **Fortitude** 13 **Reflex** 16 **Will** 15
Saving Throws **Speed** 6
+5 vs. fear **Initiative** +10
Senses **Action Points** 1
Passive Perception 17; Passive Insight 17
Alignment **Deity** Avandra **Languages**
Unaligned Common, Goblin
Str 13 (+1) **Dex** 19 (+4) **Wis** 11 (+0)
Con 12 (+1) **Int** 10 (+0) **Cha** 17 (+3)

Racial Traits

Bold: +5 racial bonus to saving throws against fear.
Nimble Reaction: +2 racial bonus to AC against opportunity attacks.
Second Chance: You can use the *Second Chance* encounter power

Class Features

Armor Proficiencies: cloth, leather
Weapon Proficiencies: dagger, hand crossbow, shuriken, sling, short sword
First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.
Rogue Tactics—Artful Dodger: You gain a +3 bonus to AC against opportunity attacks.
Rogue Weapon Talent: When you wield a shuriken, your weapon damage die increases by one size. When you wield a dagger you gain a +1 bonus to attack rolls.
Sneak Attack: Once per round, when you have combat advantage against an enemy and are using a weapon from the light blade, the crossbow, or the sling weapon group, an attack you make against that enemy deals an extra 2d8 damage if the attack hits. You decide whether to apply the extra damage after making the damage roll.

Player Name:
Party Name:

Skills	(Ability)	Trained	Modifier
Acrobatics	(Dex)	Yes	+13
Arcana	(Int)		+2
Athletics	(Str)		+3
Bluff	(Cha)	Yes	+10
Diplomacy	(Cha)		+5
Dungeoneering	(Wis)		+2
Endurance	(Con)		+3
Heal	(Wis)		+2
History	(Int)		+2
Insight	(Wis)	Yes	+7
Intimidate	(Cha)		+5
Nature	(Wis)		+2
Perception	(Wis)	Yes	+7
Religion	(Int)		+2
Stealth	(Dex)	Yes	+11
Streetwise	(Cha)		+5
Thievery	(Dex)	Yes	+13

Feats

Backstabber: The extra damage dice from your Sneak Attack class feature increase from d6s to d8s.
Lost in the Crowd: You gain a +2 bonus to AC when you are adjacent to at least two enemies larger than you.
Improved Initiative: You gain a +4 feat bonus to initiative checks.

Gear

Armor:
Magic Leather +2
Weapons:
Duelist's Dagger +1
Flameburst Hand Crossbow +1
Treasure: 480g
Other:
Backpack Everlasting Provisions
Bedroll
Flint and Steel
Belt Pouch
Hempen Rope (50 ft)
Sunrod (2)
Waterskin
Grappling Hook
Hammer
Pitons
Thieves' Tools

Magic Leather +2

A set of basic yet effective enchanted armor.

Armor: light

Enhancement: AC

Duelist's Short Sword +1

The favorite weapon of a rogue.

Weapon: light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage, or +1d8 if you have combat advantage

Power (minor; daily)

You have combat advantage against the next creature you attack with this weapon on this turn.

Flameburst Hand Crossbow +1

This ranged weapon packs a fiery surprise.

Weapon: crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage

Power (minor; daily) – **Fire**

The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).

Everlasting Provisions

This plain basket radiates delicious smells.

Wondrous Item

Property

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

Basic Attacks

⚔ **Duelist's Dagger +1** (standard; at-will) – **Weapon**

You resort to the simple attack you learned when you first picked up a melee weapon.

+8 vs. AC; 1d6 + 2 damage

🏹 **Flameburst Hand Crossbow +1** (standard; at-will) – **Weapon**

You resort to the simple attack you learned when you first picked up a ranged weapon.

+9 vs. AC; 1d6 + 5 damage

At-Will Exploits

⚔ 🏹 **Deft Strike** (standard; at-will) – **Martial, Weapon**

A final lunge brings you into an advantageous position.

+11 (dagger) or +9 (crossbow) vs. AC; 1d6 + 2 damage (dagger) or 1d6 + 5 damage (crossbow), and you may move 2 squares before the attack. You must be wielding a crossbow, light blade, or sling.

⚔ 🏹 **Sly Flourish** (standard; at-will) – **Martial, Weapon**

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

+11 (dagger) or +9 (crossbow) vs. AC; 1d6 + 5 damage

(dagger) or 1d6 + 8 damage (crossbow). You must be wielding a crossbow, light blade, or sling.

Encounter Exploits

⚔ **Bait and Switch** (standard; encounter) – **Martial, Weapon**

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

+11 vs. Will; 2d6 + 5 damage, and you switch places with the target and can then shift 3 squares. You must be wielding a light blade.

⚔ **Positioning Strike** (standard; encounter) – **Martial, Weapon**

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

+11 vs. Will; 1d6 + 5 damage, and you slide the target 3 square. You must be wielding a light blade.

🎲 **Second Chance** (immediate interrupt; encounter) –

Personal

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

When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Daily Exploits

⚔ 🏹 **Trick Strike** (standard; daily) – **Martial, Weapon**

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

+11 (dagger) or +9 (crossbow) vs. AC; 3d6 + 5 damage, and you slide the target 1 square. You must be wielding a crossbow, light blade, or sling.

⚔ 🏹 **Walking Wounded** (standard; daily) – **Martial, Weapon**

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

+11 (dagger) or +9 (crossbow); 2d6 + 5 damage, and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement. *Miss:* Half damage, and the target is not knocked prone. You must be wielding a crossbow, light blade, or sling.

Utility Exploits

🤼 **Tumble** (move; encounter) – **Personal**

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

You shift a number of squares equal to one-half your speed.