

DUNGEONS & DRAGONS

ENCOUNTERS

KEIRA

ELVEN ROGUE (THIEF) / LEVEL 1

DIFFICULTY ★

“Last thing to cross your mind? My blade.”

ABILITIES & SKILLS

STRENGTH 14 +2

Athletics ----- +7

CONSTITUTION 11 +0

Endurance ----- +0

DEXTERITY 18 +4

Acrobatics ----- +9

Stealth ----- +9

Thiery ----- +9

INTELLIGENCE 10 +0

Arcana ----- +0

History ----- +0

Religion ----- +0

WISDOM 12 +1

Dungeoneering ----- +1

Heal ----- +1

Insight ----- +1

Nature ----- +3

Perception ----- +8

CHARISMA 14 +2

Bluff ----- +7

Diplomacy ----- +2

Intimidate ----- +2

Streetwise ----- +2

DEFENSES

Armor Class 16

Fortitude 12

Reflex 16

Will 12

INITIATIVE

+4

SPEED

7

VISION

low-light, normal

LANGUAGES

Common, Elven

OTHER STATISTICS

Hit Points (Bloodied 14)

28

Healing Surges (Value 7)



EQUIPMENT

10 daggers, short sword, leather armor, adventurer's kit, thieves' tools and 20 gold pieces.

TRAITS

Wild Step: You ignore difficult terrain when you shift.

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

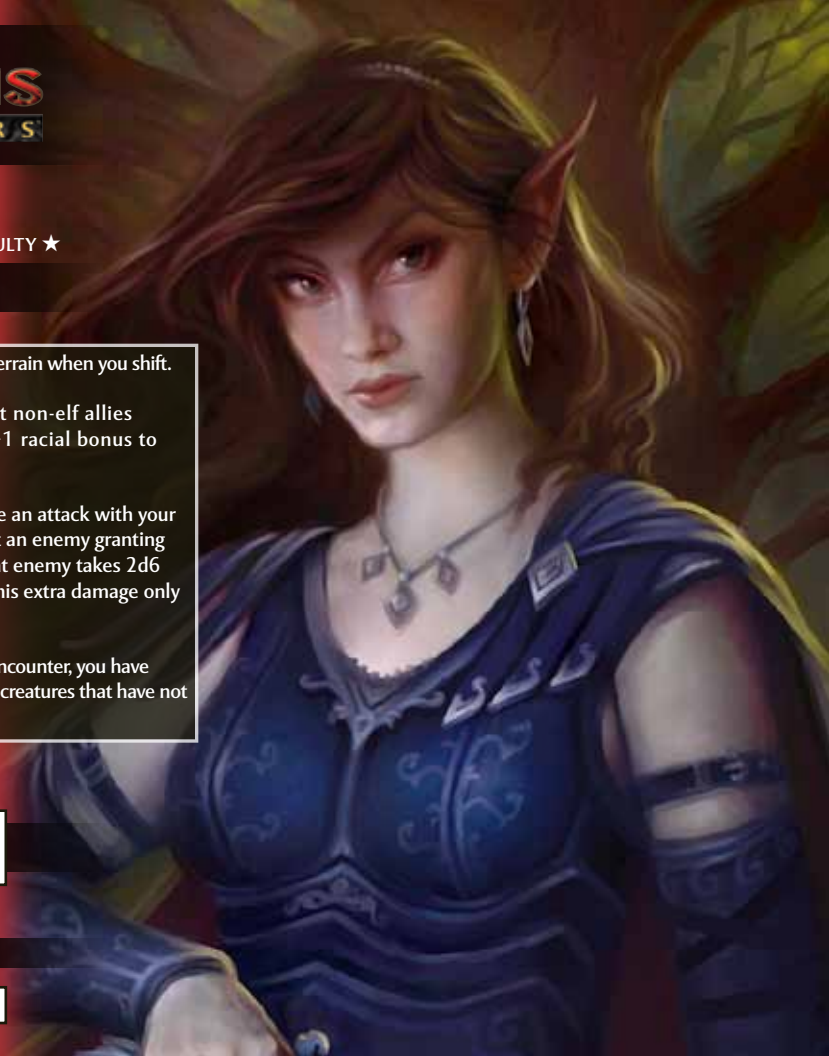
Sneak Attack: When you make an attack with your short sword or dagger and hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage. You can deal this extra damage only once per turn.

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

FEATS

Toughness

ACTION POINT



Rogues rely on skill, stealth, and the vulnerabilities of their opponents to get the upper hand. As a rogue, you want to stay near tougher adventurers for protection while you take down enemies as fast as possible. Use tactical trick and tumbling trick to make sure you get combat advantage so you get your sneak attack bonus damage.

ATTACK POWERS

⚔ Short Sword

At-Will

Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 7 vs. AC **Hit:** 1d6 + 6 damage.

🗡 Dagger

At-Will

Standard Action Ranged 5/10
Target: One creature
Attack: 1d20 + 7 vs. AC **Hit:** 1d4 + 6 damage.

Backstab

Encounter

Free Action **Personal**
Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.
Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.
Tactical trick will usually allow you to gain combat advantage (and thus your extra sneak attack damage), but if you can, use *tumbling trick* to move into flank and get additional damage on a different enemy.

This character was made using the *Heroes of the Fallen Lands™* sourcebook. Use the D&D Character Builder to create and modify this character!

See DungeonsandDragons.com for more information.

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UTILITY POWERS

Tactical Trick

At-Will

Move Action **Personal**
Effect: You move up to 7 squares, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you gain combat advantage against enemies that have at least one of your allies adjacent to them.

Tumbling Trick

At-Will

Move Action **Personal**
Effect: You shift up to 3 squares. The next time you hit an enemy with a melee basic attack this turn, you also deal 2 damage to a different enemy, which must be adjacent to you. Keira does not miss much. Use *elven accuracy* on your first missed attack.

Elven Accuracy

Encounter

Free Action **Personal**
Trigger: You make an attack roll and dislike the result.
Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Second Wind

Encounter

Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.