

Character Name

Dwarf

Race

Rogue N1

Class & Level

Height & Weight

Age & Sex

11 STR **0**

15 CON **+2**

15 DEX **+2**

Initiative

+2

Level + Dex

9 INT **-1**

9 WIS **-1**

14 CHA **+2**



Hit Points

12

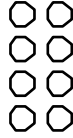
Maximum

Current

Recoveries

4

1d8+2



Death Saves



PD

14

12 + Level + Str/Con/Dex

AC

14

12 + Level + Con/Dex/Wis

MD

9

10 + Level + Int/Wis/Cha

Icon Relationships

The Dwarf King (conflicted 1)

One Unique Thing

Backgrounds

Born into an untouchable clan +3

Expert poisoner +3

Talents & Features

That's Your Best Shot? (Dwarf)

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery.

Momentum (Class Feature)

You gain momentum by hitting an enemy with an attack. You lose momentum when you are hit by an attack. Some of your powers require momentum to use, some expend it.

Sneak Attack (Class Feature)

Once per round, when you make a melee attack against an enemy engaged with an ally, you deal 1d3 extra damage if your attack hits.

Shadow Mastery (Talent)

Once per battle, you can use one of your expended powers with the Shadow keyword a second time.



Equipment

Attacks and Frenzy Powers

Dagger Dagger (Melee Attack)

Attack: 1d20+2 vs. AC

Hit: 1d8+2 damage

Miss: —

Natural 2: Reroll the attack

Thrown Dagger (Ranged Attack)

Attack: 1d20+2 vs. AC

Hit: 1d4+2 damage

Miss: —

Black Veil (Power)

Momentum power

Once per battle; Interrupt action; Shadow; requires momentum

Trigger: An enemy makes an attack against you.

Effect: Reduce the damage you take from the attack by 2, and deal 2 negative energy damage to the attacker and all enemies you are engaged with.

Shadow Poison (Power)

Close-quarters power; Free action; Once per battle; Shadow

Trigger: You hit with a melee attack

Effect: Deal 1d10 extra poison damage.