

Character Name

**Shadowborn**

**Rogue 1**

Race

Class & Level

Height & Weight

Age & Sex

**8** STR **-1**

**14** CON **+2**

**15** DEX **+2**

Initiative

**+3**

Level + Dex

**10** INT **0**

**12** WIS **+1**

**18** CHA **+4**



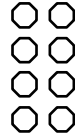
Hit Points

<b>24</b>	Current
Maximum	Current

Recoveries

**8**

**1d8+2**



Death Saves



PD

**15**

12+Level+  
Str/Con/Dex

AC

**15**

12+Level+  
Con/Dex/Wis

MD

**12**

10+Level+  
Int/Wis/Cha

Guild Relationships

**House Dimir**

One Unique Thing

Backgrounds

**House Dimir Agent +5**

**Occult Archivist +3**

Talents & Features

**Shadow Jaunt (Racial Power)**

As a quick action once per battle, gain *resist all* 16+ and +5 to disengage checks until the end of your next turn.

**Sneak Attack (Rogue Class Feature)**

Once per round, when you hit with a rogue melee weapon attack against an enemy engaged with one or more of your allies, deal 1d4 extra damage.

**Trap Sense (Rogue Class Feature)**

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once. If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

**Momentum (Rogue Class Feature)**

You gain momentum by hitting an enemy with an attack. You lose momentum when you are hit by an attack. When you have Momentum, you can use momentum powers. You don't lose momentum for doing so, unless the power states it.



Basic Attacks and Maneuvers

**Shadow Walk (Talent)**

Close quarters; At-will; Move action  
Before you have used your standard action this turn, if you are not engaged, you can make the following 'attack' against all nearby enemies.  
**Attack:** 1d20+5 vs. the highest MD of all nearby enemies  
**Hit:** Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally, and deal double damage with your first rogue attack that turn.  
**Miss:** No effect. You can't attempt to shadow walk again until your next turn, but you still have your standard action this turn.

**Shadow Adept (Talent)**

Once per battle, you can use one of your expended powers with the Shadow keyword a second time. If you choose to use a daily Shadow power a second time, you cannot use this talent again until the next full heal-up.

**Dimir Agent (Talent)**

You gain a spell from the necromancer list. You can use Charisma instead of Intelligence for attack and damage with the spell.

Basic Attacks

**Black Daggers (Melee attack)**

**Attack:** 1d20+3 vs. AC  
**Hit:** 1d8+2 damage  
**Miss:** 1 damage  
*Natural 2:* Reroll the attack

**Hand Crossbow (Ranged attack)**

**Attack:** 1d20+3 vs. AC  
**Hit:** 1d6+2 damage  
**Miss:** 1 damage

## Feats

Adventurer feat: Trickster's Cut

## Gear, Equipment & Money

## Magic Items

## Rogue Powers

### Trickster's Cut (Rogue Power)

Melee attack; At-will

**Attack:** 1d20+5 vs. MD

**Hit:** 1d8+2 damage

**Miss:** 5 damage (incl. Adventurer feat)

### Black Veil (Rogue Power)

Once per battle; Interrupt action; Shadow

**Trigger:** An enemy hits you with an attack.

**Effect:** Reduce the damage you take from the attack by 5, and deal 5 negative energy damage to the attacker.

**Special:** This power does not require momentum, but if you have momentum when you use it, deal the damage to all enemies you are engaged with, and double the damage your attacker.

### Stay Sharp (Rogue Power)

Momentum power

At-will (once per round); Interrupt action; requires momentum

**Trigger:** You are hit by an attack that imposes a "save ends" condition.

**Effect:** Immediately save against the condition.

### Shadow Poison (Rogue Power)

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

**Trigger:** You hit with a melee or ranged weapon attack

**Effect:** Deal 1d10 extra poison damage.

### Summon Blasphemous Watchdog (Necromancer Spell)

Ranged spell; Daily

**Effect:** You summon a skeletal hound, as per the summoning rules. The hound acts as a watchdog for you or your possessions until the next sunrise, or until its hit points are reduced to zero, whichever comes first.

### Skeletal Hound

1st level blocker [UNDEAD] Initiative: +7

Vulnerability: holy

Bite +6—5 damage

*Natural even hit:* The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.

*Chomp chomp chomp:* Enemies with a lower initiative than the hound take a -5 penalty to disengage checks against it.

*Skilled intercept 11+:* Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on a 11+, it succeeds.

AC 15 PD 13 MD 13

HP 18