



KUREL THE BUTCHER

MALE ELF ROGUE

LEVEL 3 UNALIGNED



"The first cut may not be fatal, but it'll hurt like hell."

Ability Score

STRENGTH

Value

16

Modifier

+3

ARMOR CLASS

17

CONSTITUTION

12

+1

FORTITUDE DEFENSE

14

DEXTERITY

18

+4

REFLEX DEFENSE

17

INTELLIGENCE

8

-1

WILL DEFENSE

12

WISDOM

12

+1

INITIATIVE

+5

CHARISMA

12

+1

SPEED (SQUARES)

6

ACTION POINTS

1

HIT POINTS 34

HEALING SURGE HP HEALED 8

SECOND WIND

☐

BLOODIED 17

HEALING SURGES/DAY 7

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

+1 *duelist's dagger*

Attack Bonus

+9 vs. AC (+10 thrown)

Damage

1d4+5 (1d4+5 ranged) 5 squares normal/10 squares max

Range/Properties

FEATS

Nimble Blade (+1 to attack with combat advantage)

Two-Weapon Fighting (already added)

RACE AND CLASS FEATURES

Fey Origin (you are considered a creature of fey origin)

Group Awareness (non-elf allies within 5 squares gain +1 Perception)

First Strike (at the start of an encounter, you have combat advantage against creatures that have not yet acted)

Brutal Scoundrel (gain +3 damage on sneak attacks)

Sneak Attack (once per round when you have combat advantage you can deal 2d6+3 damage after you hit with an attack; decide after the damage roll)

Wild Step (ignore difficult terrain when you shift)

Languages: Common and Elven

Low-Light Vision

SKILLS (For skills not listed, bonus is 1 + ability modifier)

Passive Insight 12

Passive Perception 19

Acrobatics +11

Athletics +9

Insight +2

Nature +2

Perception +9

Stealth +10

Streetwise +7

Thievery +10

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

+1 *duelist's dagger* (see back), *acrobat boots* (see back), 2 daggers, leather armor, thieves' tools (+2 to open locks or disarm traps), backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Deft Strike

Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +10 vs. AC

Hit: 1d4 + 6 damage (1d4 + 5 damage ranged).

Piercing Strike

Rogue Attack 1

A needle-sharp point slips past armor and into tender flesh.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +10 vs. Reflex

Hit: 1d4 + 6 damage.

Encounter Powers

Elven Accuracy

Elf Racial Power

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free Action **Personal**

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

Topple Over

Rogue Attack 3

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +13 vs. AC

Hit: 1d4 + 6 damage, and the target is knocked prone.

Torturous Strike

Rogue Attack 1

If you twist the blade in the wound just so, you can make your enemy howl in pain.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +10 vs. AC

Hit: 2d4 + 9 damage.

Tumble

Rogue Utility 2

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

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to one-half your speed (normally 3).

Daily Power

Easy Target

Rogue Attack 1

You deal a staggering blow to your enemy, setting it up for future attacks.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: +10 vs. AC

Hit: 2d4 + 6 damage (2d4 + 5 damage ranged), and the target is slowed and grants combat advantage to you (save ends both).

Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Magic Items

+1 Duelist's Dagger

Level 3

The favorite weapon of a rogue.

Enhancement: Attack rolls and damage rolls (already added)

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

Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

Acrobat Boots

Level 2

These enchanted boots enhance your acrobatic skills.

Property: Gain a +1 item bonus to Acrobatics checks (already added).

Power (At-Will): Minor Action. Stand up from prone.