

# KOVEC GLOOMSTRIKE, 4TH LEVEL DARK ELVEN ROGUE / COMMANDER

Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
8	18	16	8	12	18	19	57	
Str Mod.	Dex Mod.	Con Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defence	Recoveries	
-1	+4	+0	-1	+1	+4	19	8	
Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Mental Defence	Recovery Roll	Init
+3	+8	+7	+3	+5	+8	17	4d8+3	+8

## COMBAT ATTACKS

BASIC ROGUE MELEE ATTACK: Attack +8 vs AC; Hit 4d8+4 (Dagger)

BASIC COMMANDER MELEE ATTACK: Attack +3 vs AC; Hit 4d4+4 (Dagger)

BASIC MISSILE ATTACK: Ranged Attack +8 vs AC; 4d4+4 (Dagger)

## ONE UNIQUE THING

He has a giant spider mount spun from shadows. It reforms the next day if it is destroyed.

## RACIAL POWER AND ABILITIES

CRUEL: Once per battle on a natural even attack roll that hits, deal level x 5 ongoing damage.

## CLASS FEATURES, TALENTS, POWERS, AND SPELLS

MOMENTUM: You gain momentum when you hit, and lose momentum when you are hit.

SNEAK ATTACK, IMPROVED: Once per round when you hit an enemy engaged to at least one ally, deal +2d8 damage.

TRAP SENSE: Re-roll a natural even failure on a skill check involving traps once. You can force a trap to re-roll a natural odd attack against you once.

FIGHT FROM THE FRONT: When you hit with a commander melee attack on your turn, gain 1d3 command points.

WEIGH THE ODDS: As a standard action, gain 1d4 command points.

MURDEROUS: When you attack staggered enemies, your rogue attacks have their crit range expanded by 2.

INTO THE FRAY: At the start of battle before initiative is rolled, give your allies +4 initiative, or +2 AC for the first round.

## FEATS

MANY FRONTS (ADV): Once per battle gain command points from a non-commander melee attack using Fight From the Front.

MURDEROUS (ADV): Also gain +2 attack vs staggered enemies.

BLEEDING STRIKE (ADV): The bleeding damage is 1d6 x level against large or huge targets.

HIT HARDER (ADV): Add your charisma modifier to the damage.

## ICON RELATIONSHIPS

Prince of Shadows (Positive 2 die)

Elven Queen (Positive 1 die)

## BACKGROUND SKILLS

Guild Thief +5

Herbalist +3

## ROGUE POWERS

### FLYING BLADE

Ranged Attack

**Special:** Requires small bladed weapon.

**Target:** 1 nearby creature.

**Attack:** +8 vs AC

**Hit:** 4d4+4 damage, can apply sneak attack on a natural even hit.

**Miss:** 4 damage.

### SURE CUT

Melee Attack

**Special:** You must have momentum and be able to use your sneak attack against the target.

**Attack:** +8 vs AC

**Hit:** 4d8+4 damage.

**Miss:** 4 damage. You can apply your sneak attack damage on this miss.

### TUMBLING STRIKE

Melee Attack

**Special:** You gain +5 to disengage checks this turn. If you already moved to engage an enemy, you can disengage and move again as a free action.

**Attack:** +8 vs AC

**Hit:** 4d8+4 damage.

**Miss:** 4 damage.

### BLEEDING STRIKE

Melee Attack

**Special:** You cannot use this power against a target already taking ongoing damage.

**Attack:** +8 vs AC

**Hit:** 4d8+4 damage. If the natural attack roll was even, apply 4d4 ongoing damage (4d6 vs large/huge).

**Miss:** 4 damage.

### DEFLECTION

Interrupt action; you must spend your momentum.

**Trigger:** A melee attack misses you.

**Effect:** The attack hits a different enemy you are engaged with.

## COMMANDER MANEUVERS

### RALLY NOW!

Interrupt action

**Cost:** 1 command point.

**Target:** One nearby ally (on that ally's turn).

**Effect:** The target can rally as a free action this turn.

### SAVE NOW!

Interrupt action

**Cost:** 1 command point.

**Target:** One nearby ally (on that ally's turn).

**Effect:** The target can roll a save against a save ends effect.

#### HIT HARDER

Interrupt action

**Cost:** 1 command point.

**Target:** One nearby ally who hits with an attack (on that ally's turn).

**Effect:** The target can reroll any of the damage dice. Also add your charisma modifier to the damage.

#### OUTMANEUVER

Quick action, once per round

Close quarters attack

**Special:** You can only use this tactic when you have 0 command points.

**Target:** The nearby enemy with the highest mental defense.

**Attack:** +8 vs MD

**Hit:** You gain 1 command point.

#### BASIC TACTICAL STRIKE

Quick action, recharge 11+ after battle

**Target:** One nearby ally.

**Effect:** The target can make a basic attack as a free action.

#### ENFORCE CLARITY

Quick action, recharge 16+ after battle

**Target:** One nearby ally.

**Effect:** One non-last gasp effect on the target ends (including effects that don't require a save).

#### NOTES

EQUIPMENT: 4 Daggers, Leather Armour, Thieves' tools, travelling gear