

KOVEC GLOOMSTRIKE, 5TH 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	20	76	
Str Mod.	Dex Mod.	Con Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defence	Recoveries	
-1	+4	+0	-1	+1	+4	20	8	
Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Mental Defence	Recovery Roll	Init
+4	+9	+8	+4	+6	+9	18	5d8+3	+8

COMBAT ATTACKS

BASIC ROGUE MELEE ATTACK: Attack +10 vs AC; Hit 5d8+9 (Dagger), +1d8 while escalation die is 3+

BASIC COMMANDER MELEE ATTACK: Attack +5 vs AC; Hit 5d4? (Dagger), +1d8 while escalation die is 3+

BASIC MISSILE ATTACK: Ranged Attack +10 vs AC; 5d4+9 (Dagger), +1d8 while escalation die is 3+

ONE UNIQUE THING

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

RACIAL POWER AND ABILITIES

CRUEL: Once per battle on a natural even attack roll that hits, deal 25 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 a +2 bonus to attack and their crit range expanded by 4.

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.

MURDEROUS (CHMP): Your crit range vs staggered enemies expands by a further 2.

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: +10 vs AC

Hit: 5d4+9 damage, can apply sneak attack on a natural even hit.

Miss: 5 damage.

SURE CUT

Melee Attack

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

Attack: +10 vs AC

Hit: 5d8+9 damage.

Miss: 5 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: +10 vs AC

Hit: 5d8+9 damage.

Miss: 5 damage.

BLEEDING STRIKE

Melee Attack

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

Attack: +10 vs AC

Hit: 5d8+9 damage. If the natural attack roll was even, apply 5d4 ongoing damage (5d6 vs large/huge).

Miss: 5 damage.

THIEVES' STRIKE

Melee Attack

Attack: +10 vs PD

Hit: 5d8+9 damage. This attack does half damage, and roll a normal save. If you succeed you can pickpocket an item from the target that they were not holding. On 16+ they do not realize you stole the item).

Miss: -

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 8 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: +9 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.

JUST STAY CALM

Quick action, recharge 16+ after battle

Special: You can only use this tactic while the escalation die is 2+.

Effect: Decrease the escalation die by 1, then 1d3 of your allies can heal using a recovery.

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, Adamantine Chain Shirt, Thieves' tools, travelling gear, Dagger of Greater Striking +1