

# KOVEC GLOOMSTRIKE, 6TH 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	21	95	
Str Mod.	Dex Mod.	Con Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defence	Recoveries	
-1	+4	+3	-1	+1	+4	21	8	
Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Mental Defence	Recovery Roll	Init
+5	+10	+9	+5	+7	+10	19	6d8+3	+10

## COMBAT ATTACKS

BASIC ROGUE MELEE ATTACK: Attack +11 vs AC; Hit 6d8+9 (Dagger), +1d8 while escalation die is 3+ (+3d8 SA)

BASIC COMMANDER MELEE ATTACK: Attack +6 vs AC; Hit 6d4? (Dagger), +1d8 while escalation die is 3+

BASIC MISSILE ATTACK: Ranged Attack +11 vs AC; 6d4+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 30 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 +3d8 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.

MOMENT OF GLORY: Roll 1d4 when rolling initiative. You can add this die to an ally's attack as a free action, after seeing the roll.

## 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 twice your charisma modifier to the damage.

ADV. TACTICAL STRIKE (CHMP): The first time you use this tactic each battle you can roll to recharge it at the start of the next round.

## 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:** +11 vs AC

**Hit:** 6d4+9 damage, can apply sneak attack on a natural even hit.

**Miss:** 6 damage.

### SURE CUT

Melee Attack

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

**Attack:** +11 vs AC

**Hit:** 6d8+9 damage.

**Miss:** 6 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:** +11 vs AC

**Hit:** 6d8+9 damage.

**Miss:** 6 damage.

### BLEEDING STRIKE

Melee Attack

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

**Attack:** +11 vs AC

**Hit:** 6d8+9 damage. If the natural attack roll was even, apply 6d4 ongoing damage (6d6 vs large/huge).

**Miss:** 6 damage.

### SWIFT DODGE

Interrupt action; requires momentum.

**Trigger:** You are hit by an attack against AC.

**Effect:** The attacker must reroll the attack.

### 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 MANOEUVRES

### RALLY NOW!

Interrupt action

**Cost:** 1 command point.

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

**Special:** If you spend an additional command point, you can target an unconscious ally.

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

#### 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 and if an additional command point is spent add 1 extra dice of the same type to the re-roll.

#### OUTMANOEUVRE

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.

#### ADVANCED TACTICAL STRIKE

Quick action, recharge 16+ after battle

**Special:** The first time you use this tactic each battle you can make a recharge roll for it at the start of your next turn.

**Target:** One nearby ally.

**Effect:** The target can make an at will attack as a free action.

#### BUCK UP

Quick action, recharge 16+ after battle

**Target:** You and 1d4 nearby allies.

**Effect:** Each target gains temporary hitpoints equal to the average number of hitpoints it restores when 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