

KOVEC GLOOMSTRIKE, 7TH LEVEL DARK ELVEN ROGUE / COMMANDER

Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
8	19	17	8	12	19	22	114	
Str Mod.	Dex Mod.	Con Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defence	Recoveries	
-1	+4	+3	-1	+1	+4	22	8	
Str Score	Dex Score	Con Score	Int Score	Wis Score	Cha Score	Mental Defence	Recovery Roll	Init
+6	+11	+10	+6	+8	+11	20	7d8+3	+11

COMBAT ATTACKS

BASIC ROGUE MELEE ATTACK: Attack +13 vs AC; Hit 7d8+9 (Dagger), +2d8 while escalation die is 3+ (+3d8 SA)

BASIC COMMANDER MELEE ATTACK: Attack +8 vs AC; Hit 7d4? (Dagger), +2d8 while escalation die is 3+

BASIC MISSILE ATTACK: Ranged Attack +13 vs AC; 7d4+9 (Dagger), +2d8 while escalation die is 3+

RACIAL POWER AND ABILITIES

CRUEL: Once per battle on a natural even attack roll that hits, deal 35 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 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.

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.

MANY FRONTS (CHMP): Use the adventurer feat an additional time per battle.

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 twice your charisma modifier to the damage.

STRIKE HERE (CHMP): This command now costs 3 command points instead of 4.

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.

ROGUE POWERS

FLYING BLADE

Ranged Attack

Special: Requires small bladed weapon.

Target: 1 nearby creature.

Attack: +13 vs AC

Hit: 7d4+10 damage, can apply sneak attack on a natural even hit (if target is engaged with ally).

Miss: 7 damage.

SURE CUT

Melee Attack

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

Attack: +13 vs AC

Hit: 7d8+10 damage.

Miss: 7 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: +13 vs AC

Hit: 7d8+10 damage.

Miss: 6 damage.

SLICK FEINT

Melee Attack

First Attack: +13 vs MD

Hit: The target is dazed until the end of your next turn. Make an improved attack against a second target.

Second Attack: +15 vs AC

Hit: 7d8+10 damage.

Miss: 7 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.

STRIKE HERE!

Interrupt action

Cost: 3 command points.

Target: One ally engaged with a target you're engaged to (on the ally's turn)

Effect: The target can take an extra standard action this turn.

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: +13 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).

ONE UNIQUE THING

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

ICON RELATIONSHIPS

Prince of Shadows (Positive 2 die)

Elven Queen (Positive 1 die)

BACKGROUND SKILLS

Guild Thief +5

Herbalist +3

NOTES

EQUIPMENT: 4 Daggers, Adamantine Chain Shirt, Thieves' tools, travelling gear, Dagger of Greater Striking +1, Dagger of Greater Striking +2