

# HALFLING ROGUE

Lyra

Name: **Lyra**

As a halfling, you are resourceful and known for your quick wits and steady nerves. As a rogue, your job is to dart in and deal massive damage, and use your skills to aid your allies as necessary.

**Hit Points** 25  
**Bloodied** 12    **Healing Surge** 6    **Surges Per Day** 7  
**Initiative** +4    **Action Points** \_\_\_\_\_

## DEFENSES

AC	Fortitude	Reflex	Will
16	11	16	13

## ATTACKS

**Melee Basic Attack:** +5 (dagger)    **Damage:** 1d4+1  
**Ranged Basic Attack:** +8 (dagger)    **Damage:** 1d4+4

## RACIAL TRAITS

**Height:** 4'0"    **Weight:** 85 lb.    **Size:** Small  
**Speed:** 6 squares    **Vision:** Normal  
**Languages:** Common, Goblin    **Alignment:** Good

**Skill Bonus:** +2 Acrobatics, +2 Thievery (already included).  
**Bold:** +5 racial bonus to saving throws against fear.  
**Nimble Reaction:** +2 racial bonus to AC against opportunity attacks.  
**Second Chance:** You can use second chance as an encounter power.

## Second Chance

Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

**Encounter**  
**Immediate Interrupt**    **Personal**

**Effect:** When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

## 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  
**Target:** One creature  
**Special:** You can move 2 squares before the attack.  
**Attack:** +8 vs. AC  
**Hit:** 1d4 + 4 damage.



### Sly Flourish

Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee or Ranged weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 1d4 + 7 damage.

## ENCOUNTER POWER

### Positioning Strike

Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want him.

**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. Will  
**Hit:** 2d4 + 4 damage, and you can slide the target 3 squares.

## DAILY POWER

### Trick Strike

Rogue Attack 1

Through a series of feints and lures, you maneuver your foe right where you want him.

**Daily ♦ Martial, Weapon**  
**Standard Action** Melee or Ranged weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 3d4 + 4 damage, and you can slide the target 1 square.  
**Effect:** Until the end of the encounter, each time you hit the target you can slide it 1 square.

## CLASS FEATURES

**Artful Dodger:** You gain a +3 bonus to AC against opportunity attacks. (Your total bonus is +5 due to Nimble Reaction.)

**First Strike:** At the start of an encounter, you have combat advantage against any creatures that have not yet acted in the encounter.

**Rogue Weapon Talent:** You gain a +1 bonus to attack rolls when using a dagger (already included).

**Sneak Attack:** Once per round, when you have combat advantage against an enemy and are using a light blade, a crossbow, or a sling, your attack against that enemy deals an additional +2d8 points of damage.

Ability Scores	Check Modifier
Str 12	+1
Con 13	+1
Dex 18	+4
Int 11	+0
Wis 10	+0
Cha 16	+3

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+11
Arcana (Int)		+0
Athletics (Str)		+1
Bluff (Cha)	Yes	+8
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+0
Endurance (Con)		+1
Heal (Wis)		+0
History (Int)		+0
Insight (Wis)	Yes	+5
Intimidate (Cha)		+3
Nature (Wis)		+0
Perception (Wis)	Yes	+5
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+3
Thievery (Dex)	Yes	+11

## FEAT

**Backstabber:** The extra damage dice from your Sneak Attack class feature increases from d6s to d8s (already included).

## GEAR

**Armor:** Leather.

**Weapon:** Daggers (10). Your daggers have a range of 5/10 as thrown weapons.

**Adventurer's Kit:** This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

**Thieves' Tools:** To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or disarm a trap.

**Gold:** 25 gp

## 2ND LEVEL

At 2nd level, you gain the following:

**Hit Points:** Increase to 30      **Bloodied:** Increase to 15

**Healing Surge:** Increase to 7

**Level Modifier:** Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat: Halfling Agility:** When you use your halfling second chance racial feature, the attacker takes a -2 penalty to the new attack roll.

### Tumble

Rogue Utility 2

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

**Encounter** ♦ **Martial**

**Move Action**      **Personal**

**Effect:** You can shift 3 squares.

## 3RD LEVEL

At 3rd level, you gain the following:

**Hit Points:** Increase to 35      **Bloodied:** Increase to 17

**Healing Surge:** Increase to 8

### Bait and Switch

Rogue Attack 3

*You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** +9 vs. Will

**Hit:** 2d4 + 4 damage. In addition, you switch places with the target and can then shift up to 3 squares.

# Backstory

Lyra hails from the city of Fallcrest and was always drawn to the thrill of the shadows. Growing up an orphan on the city streets, she has no knowledge of her real family and quickly learned the art of survival and subterfuge. In the back alleys and hidden corners, Lyra found a mentor in a mysterious rogue who went by the name Whisper. Under his guidance, she honed her skills in stealth, lock-picking, and the delicate dance of staying unnoticed. But she recently began to feel constrained. She was always treated well, but recognized that she was simply a tool to help him achieve his goals.

She wants to work for herself.

Five days ago, in the dark of night, she left Fallcrest and her mentor behind and set out to the west to make a life for herself.

# Personality

Despite her independent and sometimes aloof demeanor, Lyra recognizes the value of companionship and sees the potential for strong alliances among those who share her quest. She is fiercely loyal to those that show the same commitment to her.

She is not without a moral compass, often siding with justice when it aligns with her interests. She knows she survived her early years due to the kindness of others and has a soft spot for those that are suffering or have been abandoned.

# Goals

Lyra wants a better life for herself. She has always struggled to get by every day. And even after teaming up with Whisper, she found she was at the mercy of his whims. Never in control for herself. She wants to make a name for herself so she will be sought out by others looking to live a life in the shadows.

# Complications

Whisper is not the benevolent mentor he appeared to be. He knew he was taking advantage of Lyra and did not take kindly to her leaving. He has dispatched others in his circle to find her and bring her back. It is only a question of whether she is elusive enough to outwit them.

