Thia

FEMALE ELF ROGUE (THIEF) / LEVEL 2 / UNALIGNED

"I take what I need."

ABILITY SCORES   MOD

STR	16	+4
CON	12	+2
DEX	18	+5
INT	8	+0
WIS	14	+3
CHA	10	+1

DEFENSES

AC 18

FORT 14

REF 17

WILL 13

INITIATIVE

+9

SPEED
(in squares)

7

VISION
low-light

LANGUAGES
Common and Elven

SENSES
Passive Insight 13, Passive Perception 20

TRAINED SKILLS

ACROBATICS +10
ATHLETICS +9
BLUFF +6
INTIMIDATE +6
PERCEPTION +10
STEALTH +10
THIEVERY +10

HIT POINTS   29
(Bloodied 14)

ACTION POINT

SECOND WIND

HEALING SURGES   value 7

EQUIPMENT

short sword   *+1 leather armor*   **adventurer's kit**
short bow   **thieves' tools**

OTHER EQUIPMENT

Melee Basic Attack
Standard / Melee Weapon / At-Will

Requires short sword; +10 vs. AC; 1d6 + 6 damage.

Ranged Basic Attack
Standard / Ranged Weapon / At-Will

Requires short bow; Ranged 15/30; +9 vs. AC; 1d8 + 6 damage.

Tumbling Trick
Move / Personal / At-Will

You can shift 3 squares. The next time you hit an enemy with a melee basic attack this turn, you deal 3 extra damage, to an adjacent enemy.

Sneak's Trick
Move / Personal / At-Will

You can move your speed -2. At the end of this move, you can make a Stealth check to hide if you have cover or concealment.

Agile Footwork
Immediate Reaction / Personal / Encounter ☐

Trigger: An enemy ends its turn adjacent to you. **Effect:** You shift 3 squares.

Backstab
Free / Personal / Encounter ☐

Trigger: You choose to use a weapon attack power against an enemy granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

Elven Accuracy
Free / Personal / Encounter ☐

Trigger: You make an attack roll and dislike the result. **Effect:** Reroll the attack roll.

OTHER ABILITIES*

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

Sneak Attack: When you use an attack power with a short sword or short bow and hit an enemy granting combat advantage to you, your attack power deals 2d6 extra damage to that enemy.

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

Skill Mastery: During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.