

HAN YOLO

RACE: Forgeborn

STRENGTH: 15

HP: 72

CLASS: Rogue

DEXTERITY: 20

AC: 20

LEVEL: 4

CONSTITUTION: 17

PD: 20

FEATS:

INTELLIGENCE: 9

MD: 13

Tumble (A)

WISDOM: 8

NUMBER OF RECOVERIES: 8

Sneak Attack (A)

CHARISMA: 10

RECOVERY ROLL:

Roll With It (A)

BACKGROUNDS:

4d8+3

Deadly Thrust (A)

+5 Parkour Thief

MELEE ATTACK ROLL: +10

+3 Escaped former mechanical slave

MELEE HIT: 4d8+6

MELEE MISS: 4

RANGED ATTACK ROLL: +10

RANGED HIT: 4d6+6

RANGED MISS: 4

ONE UNIQUE THING:

Reawakened construct from the sealed city Yol Tur who can no longer dream.

ICON RELATIONSHIPS:

+1 Prince of Shadows

-1 The Dwarf King

1 The Elf Queen

EQUIPMENT:

Leather armor, 10 Daggers, Shortbow, Arrows, Thieve's Tools

+1 Haughty Dagger, +1 Stone Flesh Leather Armor

NEVER SAY DIE

EFFECT: Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

CHAMPION FEAT: If you roll a 16+ on your never-say-die save, you gain an additional standard action during your next turn.

MOMENTUM

EFFECT: Many of the rogue's powers function only when the rogue has momentum.

You gain momentum by hitting an enemy with an attack.

You lose momentum when you are hit by an attack.

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must spend your momentum to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

SNEAK ATTACK

EFFECT: Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal extra damage if your attack hits.

Rogue Level	Extra Damage
1	+1d4
2	+1d6
4	+2d6
6	+3d6
8	+5d6
10	+7d6

ADVENTURER FEAT: Your Sneak Attack feature also works the first round of combat against enemies with a lower initiative than you.

CHAMPION FEAT: Your Sneak Attack feature also works against enemies who are confused, dazed, stunned, vulnerable to your attack, or weakened.

EPIC FEAT: Once per battle when you miss with an attack that would have allowed you to deal Sneak Attack damage, replace the normal miss damage with your full Sneak Attack damage.

IMPROVED SNEAK ATTACK

EFFECT: Your Sneak Attack damage is better than other rogues. Use the following Sneak Attack bonus damage progression instead.

Rogue Level	Extra Damage
1	+1d6
2	+1d8
4	+2d8
6	+3d8
8	+5d8
10	+7d8

ADVENTURER FEAT: Once per day as a free action, you can add your Sneak Attack damage to any hit against one target that would not otherwise have qualified for the damage.

CHAMPION FEAT: Once per day, roll d20s for your Sneak Attack damage instead of d8s.

EPIC FEAT: One battle per day, ignore the limitation that you can use Sneak Attack damage only once per round.

MURDEROUS

EFFECT: Against staggered enemies, your crit range with rogue attacks expands by 2.

ADVENTURER FEAT: You gain a +2 attack bonus against staggered enemies.

CHAMPION FEAT: Your crit range against staggered enemies expands by 2 (now +4).

EPIC FEAT: Whenever a staggered enemy misses you with a melee attack, it's vulnerable to your attacks for the rest of the battle.

TUMBLE

EFFECT: You gain a +5 bonus to disengage checks. In addition, while you are moving, if an enemy moves to intercept you, you can make one disengage roll per intercepting enemy as a free action to avoid that enemy, but you must stop the first time you fail any of those disengage checks.

ADVENTURER FEAT: You ignore the penalty for disengaging from more than one enemy at a time.

CHAMPION FEAT: One battle per day as a free action, you can declare that you're a tumbling fool and automatically succeed on your first disengage check each turn.

EPIC FEAT: Whenever you take critical hit damage, roll a hard save (16+). If you succeed, you somehow tumbled out of the way of whatever was about to hit you, and instead only take damage equal to the attacker's level.

TRAP SENSE

EFFECT: Even rogues whose backgrounds don't have anything to do with noticing, avoiding, or disarming traps have a unique knack for dealing with traps.

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once. If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

ADVENTURER FEAT: The trap attack reroll can also apply to a nearby ally of the rogue as the rogue shouts a warning or acts to prevent the trap from hitting.

CHAMPION FEAT: You gain a +3 bonus to skill check rerolls you make against traps.

EPIC FEAT: You only take half damage from trap attacks.

DEADLY THRUST

Melee attack

At-Will

TARGET: One staggered non-mook enemy

ATTACK: Dexterity + Strength + Level vs. AC

HIT: WEAPON + Dexterity damage.

MISS: Damage equal to your level.

ADVENTURER FEAT: Add your Strength modifier to the miss damage.

CHAMPION FEAT: You can now target mooks with *deadly thrust*.

EPIC FEAT: If you don't add your Sneak Attack damage to the attack, you also deal damage equal to five times your Strength modifier to your deadly thrust target when you hit.

FLYING BLADE

Ranged attack

At-Will

SPECIAL: You must use a small bladed weapon with this attack.

TARGET: One nearby creature

ATTACK: Dexterity + Level vs. AC

HIT: WEAPON + Dexterity damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round.

MISS: Damage equal to your level.

ADVENTURER FEAT: If you score a critical hit with *flying blade*, the target is also dazed (-4 attack) until the end of your next turn.

CHAMPION FEAT: As long as one of your allies is engaged with the target, your *flying blade* attack rolls no longer need to be even to add your Sneak Attack damage.

EPIC FEAT: You can use *flying blade* with any ranged weapon.

ROLL WITH IT

Momentum Power

At-Will (once per round)

ACTION: Interrupt action; requires momentum

TRIGGER: A melee attack that targets AC hits you.

EFFECT: You take half damage from that attack.

ADVENTURER FEAT: The power also triggers on an attack against PD.

CHAMPION FEAT: The power also triggers on a ranged attack.

EPIC FEAT: Once per day, you can use roll with it to take damage equal to the attacker's level instead of half damage.

TUMBLING STRIKE

Melee attack

At-Will

ATTACK: Dexterity + Level vs. AC

HIT: WEAPON + Dexterity damage.

MISS: Damage equal to your level.

EFFECT: Always: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).

BLEEDING STRIKE

Melee attack

At-Will

TARGET: One enemy who is not taking ongoing damage.

ATTACK: Dexterity + Level vs. AC

HIT: WEAPON + Dexterity damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.

MISS: Damage equal to your level.

ADVENTURER FEAT: The ongoing damage against large or huge targets increases to 1d6 times your level.

CHAMPION FEAT: A natural even miss also deals ongoing damage equal to your level.

EPIC FEAT: You can now use *bleeding strike* against enemies taking ongoing damage.

MAGIC ITEMS:**SPIKED GAUNTLETS OF AMBIDEXTERITY**

DEFAULT BONUS: none

RECHARGE: 11+

DESCRIPTION: When you roll a natural 16+ with your first melee attack during your turn while wielding a weapon in your off-hand, make a melee attack with the weapon in your off-hand as a free action, using +10 as your attack bonus (champion +15; epic: +20).

Due to the spikes, the gauntlets count as a +1 dagger in each hand.

QUIRK: Writes with both hands at the same time on different parts of the page. It freaks people out.