



AC	Fort	Ref	Will	Hit Points (Bloodied 10, Full 20)
17	13	18	11	20
Action Points				Death Saves
[]				[] [] []
				Healing Surges (Value 5)
				[] [] [] [] []

Strength	bonus 2	check 2	14
athletics + 7			
Constitution	bonus -1	check -1	8
endurance - 1			
Dexterity	bonus 5	check 5	20
acrobatics + 10			
stealth + 10			
thievery + 10			
Intelligence	bonus 0	check 0	10
arcana - 0			
history - 0			
religion - 0			
Wisdom	bonus 0	check 0	10
dungeoneering - 0			
heal - 0			
insight - 0			
nature - 0			
perception + 5			
Charisma	bonus 0	check 0	11
bluff + 5			
diplomacy - 0			
intimidate + 5			
streetwise - 0			

Melee Basic Attack At-Will

Standard Action **Melee weapon**

Target: One creature **Attack:** +6 vs AC

Hit: 1d6+Strength damage.

Ranged Basic Attack At-Will

Standard Action **Ranged weapon**

Target: One creature **Attack:** +9 vs AC

Hit: 1d6+Dexterity damage.

Heroic Effort Encounter

Trigger: You miss with an **Personal** attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Deft Strike At-Will

Standard Action **Melee or Ranged weapon**

Target: One creature **Attack:** +9 vs AC

Effect: Before the attack, you can move up to 2 squares.

Hit: 1d6+Dexterity damage.

Sly Flourish At-Will

Standard Action **Melee or Ranged weapon**

Target: One creature **Attack:** +9 vs AC

Hit: 1d6+Dexterity+Dexterity damage.

Unbalancing Shot Encounter

Standard Action **Ranged weapon**

Target: One creature **Attack:** +9 vs AC

Hit: 2d6+Dexterity damage, and the target is slowed until the end of your next turn.

Easy Target Daily

Standard Action **Melee or Ranged weapon**

Target: One creature **Attack:** +9 vs AC

Hit: 2d6+Dexterity damage, and the target is slowed and grants combat advantage to you (save ends both).

Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.

Bonus Skill: Trained in one additional class skill.

Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.

Robot Power Selection: Choose an option for your human character.

Class Features

Artful Dodger: Add Cha mod to AC against opportunity attacks

First Strike: At encounter start, get combat advantage against foes that haven't acted yet

Scoundrel Weapon Talent: Damage die increases one size with quick boomerang 2; +1 on attack rolls with daggers

Sneak Attack: Deal 2d6 extra damage to target granting you combat advantage with light blade

Feats

Eager Advance: Gain a +4 feat bonus to speed on your first turn during an encounter.

Light Blade Expertise: When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Initiative 5 Speed 6