

Meet
Quiet Tread
the Changeling

Player: --

A roguish hero who uses adept trickery to get past foes, Quiet Tread can procure things for the party and defeat unwary enemies!

Attributes and Skills

<u>Brawn</u> : 5 Athletics: 5 Endurance: 5	<u>Precision</u> : 10 Acrobatics: 13* Stealth: 18*^ Mechanics: 10	<u>Knowledge</u> : 5 Arcana: 5 History: 5 Heal: 5	<u>Horse-Sense</u> : 8 Perception: 8 Persuasion: 11* Street-smarts: 8
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Trained: *

Cutie Mark: ^

Character Features

Magic Points: 1	Notes:
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Racial Abilities

Changeling's Trickery (6) – At Will

Preparation Time: 30 seconds

You change your appearance to that of any medium-sized intelligent creature that you have seen (no more than twice your original size, and no less than half your original size). It takes a perception check of DC 34+(Your Level) to see through the disguise. You may also choose to take on a unique form of another race, similar to that created by the *Alter Ego* talent, which is impossible to recognize as a disguise. You retain access to this ability even if you are currently in another race's form.

I've Read A Lot About it (2) [Created by Philadelphia]

Choose a skill. You gain training in that skill. You may take this trait multiple times, choosing a different skill each time.

Telekinesis (2) – At Will

Preparation Time: Instantaneous

You may mentally pick up or manipulate any number of objects within 50 feet of you with combined weights of 50 pounds or less.

It's Almost Like Flying (1) – At Will

You can fly with terrible maneuverability (you suffer a -15 penalty to skill checks made to fly).

You can also hover in one place, and may walk on and interact with clouds as if they were soft, yet solid, objects.

Nimble Hooves (3) – 3/Day [Created by JasonShadow]

Gain a +5 bonus to a Mechanics check or any other check that deals with fine manipulation using your hooves, claws and similar.

Stealth Mode (3) – 3/Day

Preparation Time: 5 Seconds

You become invisible for the next five minutes or until you enter combat. While you are invisible, you gain a +10 bonus to your Stealth checks.

Rogue Gear (Enchanting) (2) – 3/Day

When you select this ability you may choose three of the following enchantments for free. When you activate this ability, you may activate one of the enchantments you chose this way. You may choose additional enchantments for 1 point each.

Climber's Grip – Enchantment

Preparation Time: 10 seconds

You and up to five allies gain a +10 bonus to skill checks made to climb or hold onto surfaces for the next hour.

Thief's Tool – Enchantment

Preparation Time: 5 seconds

Enchant a small lockpick-shaped object you're touching. For the next ten minutes, the object gives anyone holding it a +5 bonus to picking locks.

Undetectable – Enchantment

Preparation Time: 5 seconds

You and up to five target allies leave no trace of your presence for the next five minutes (you leave no fingerprints, no magical impressions, no tracks etc.).

You Don't Know Where It's Been (3) – At Will

You can quickly hide any item smaller than yourself upon your person, making the object nigh-impossible to find. Make a Stealth check with a +15 bonus. The result becomes the DC for a perception check to beat in order to find the item. You can only have one such concealed item on your person at a time.

Many Tongues (3) – 3/Day

Preparation Time: 5 seconds

For the next ten minutes, you or an ally you can see gains the ability to speak and understand all languages (this includes reading and writing those languages, if they have a written form).

Creatures that can hear the target understand what he or she says as if he or she were speaking their native language. If the target can hear another creature that is speaking a language, he or she understands what that creature says as if it were speaking the target's native language.

Nightwatch (2)

You can see in the dark, and suffer no penalties to Perception checks in non-magical darkness.

Leggo! (3) – 3/Day

Gain a +10 bonus to a skill check made to escape from physical restraints.

Element†**Kindness – Magic**

Target hostile creature becomes non-hostile for the next 5 minutes or until something happens that would cause it to become hostile again. You also gain a sense of why it was hostile to you in the first place.

Combat

HP: 30 Pips: 4	Conditions:
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Combat Talents

[+3] **Draw Blood** - Standard Utility

Target creature suffers 1 ongoing damage (save ends).

[+1] **Armor Pierce** - Standard Attack

Deal 1d6 damage to target creature, and that creature suffers vulnerability 1 (save ends).

[+1] **Gather Energy** - Standard Utility

On your next turn, you may take 2 standard actions. You cannot use this talent two turns in a row.

[-1] **Whirling Blades** - Minor Attack

Deal 2 damage to target creature

[-2] **Where it Hurts** – Interrupt Utility

Trigger - You attack an enemy suffering from a (save-ends) effect.

Effect - The triggering attack deals 1d12 extra damage to that enemy. You may use this talent only once per turn.

[-2] **Below the Belt** - Reaction Utility

Trigger - You deal 5 or more damage to a creature

Effect - That creature is dazed until the end of your next turn.

[-3] **Exploit Weakness** – Standard Attack

Deal 2d8 damage to target creature. If that creature is suffering from vulnerability, deal 3d8 damage to it instead.

[-7] **Flurry of Blades** (*Electrocution*) - Standard Attack

Deal 1d4+1d6+1d8+1d10+1d12 to target creature

Special Move – Assassin’s Gambit

8: Choose target creature. That creature becomes your “Mark” until the end of the encounter or until you fall unconscious. Your mark has vulnerability 2 against your attacks.

10: Choose target creature. You deal double damage to that creature until the end of the encounter and that creature deals double damage to you until the end of the encounter.

12: Roll a d12. If the result is a 12, kill target creature.

Traits

none

Items

Quickblade - 3000 Gold

Weapon

Once per round, you may use the following combat talent.

[0] *Sleight of Hand* - Reaction Attack

Trigger - You make an attack using a standard action

Effect - Choose one of the following:

A) Deal 3 damage to target creature.

B) Make a saving throw

C) Target ally gains 4 temporary hp.

Miscellaneous Character Notes