

### ONE UNIQUE THING

### ABILITY SCORES

ARMOR CLASS

### DEFENSES & INITIATIVE

### RUSH OR SNEAK

The talent Both Styles Now lets you have both **Rush Attack** and **Sneak Attack**, using one per attack.

☐ **Rush Attack** HH151

Once per turn, your *rogue melee attack* deals extra **+40** damage on hit to enemy you didn't start the turn engaged with. Declare before rolling attack.

☐ **Sneak Attack** HH152

Once per turn, your *rogue melee attack* does an additional **+40** damage on hit to an enemy engaged with an ally. Declare before rolling attack.

### BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **10** + ABILITY MODIFIER + BACKGROUND

### ICON RELATIONSHIPS

| #D6 | + / ± / - | ICON | 5+                       | USED                     |
|-----|-----------|------|--------------------------|--------------------------|
|     |           |      | <input type="checkbox"/> | <input type="checkbox"/> |
|     |           |      | <input type="checkbox"/> | <input type="checkbox"/> |
|     |           |      | <input type="checkbox"/> | <input type="checkbox"/> |

\* + positive, ± conflicted, or - negative relationship.

### BASIC MELEE ATTACK

Shortsword

WEAPON

10d8+47

HIT DAMAGE

92

AVG

10

MISS

+16

### BASIC RANGED ATTACK

Throwing Dagger

WEAPON

10d6+39

HIT DAMAGE

74

AVG

10

MISS

+16+14

### BRAVADO



Gain a point of **Bravado** when your natural initiative roll is an even number, and the first time you hit with a *rogue attack* on each of your turns. There is no maximum.

Reset to 0 when you take a quick rest or full heal-up.

### FEATURES, TALENTS, & POWERS

ACTION NAME

TRIGGER/TARGET/EFFECT

PAGE #

|       |                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |       |
|-------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| Move  | <b>Highborn Teleport</b> | Place yourself in a nearby location you can see and deal <b>30</b> force damage to an enemy you start or finish this movement engaged with.                                                                                                                                                                                                                                                                                                                  | HH32  |
| -     | <b>Murderous</b>         | Your crit range expands by 4 against staggered enemies.                                                                                                                                                                                                                                                                                                                                                                                                      | HH152 |
| -     | <b>Both Styles Now</b>   | You can use either Sneak Attack or Rush Attack on your attacks.                                                                                                                                                                                                                                                                                                                                                                                              | HH152 |
| Quick | <b>Shadow Walk</b>       | CQ Attack, must be used before you use a standard action. At-will if used when not engaged, per battle if you are. Target: Nearby enemy with the highest MD. <b>+14</b> vs MD, or spend a point of Bravado to hit automatically. Hit: Don't gain Bravado, remove yourself from play and take no actions this turn. On your next turn return anywhere you could have moved to during your turn, and deal double damage with your first attack roll that turn. | HH153 |
| Std   | <b>Flying Blade</b>      | As <i>basic ranged attack</i> and if you spend a point of Bravado you can deal Sneak Attack or Rush Attack damage even if the enemy doesn't qualify.                                                                                                                                                                                                                                                                                                         | HH155 |
| Std   | <b>Slick Feint</b>       | Melee attack. Costs 1 Bravado. Target: 1 engaged enemy. <b>+14</b> vs MD. Hit: <b>10</b> psychic damage and make a follow up. Even: The target is dazed until the end of your next turn. Follow up: 1 engaged enemy. <b>+20</b> vs AC. Hit: <b>92</b> damage. Miss: <b>46</b> damage.                                                                                                                                                                        | HH156 |
| Std   | <b>Sure Cut</b>          | Melee attack. Costs 1 Bravado. Target: 1 engaged enemy you can deal Rush or Sneak Attack damage to. <b>+16</b> vs AC. Hit: <b>92</b> damage. Miss: Rush or Sneak Attack <b>+10</b> damage.                                                                                                                                                                                                                                                                   | HH155 |
| Int   | <b>Deflection</b>        | Costs 1 Bravado. When a melee attack misses you, the attack hits a different engaged enemy, dealing half damage with no other effects.                                                                                                                                                                                                                                                                                                                       | HH156 |

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.



changes/refresh at new level



changes at new level or with incremental advance



refresh at new arc



refresh at end of battle

### HIT POINTS & RECOVERIES



MAX HP

RECOVERIES



TEMP HP

CONDITIONS & OTHER EFFECTS

SAVE

### USAGE

| AT-WILL & RECHARGE  | PER BATTLE                                            | PER ARC |
|---------------------|-------------------------------------------------------|---------|
| <b>Rush Attack</b>  | <input type="checkbox"/> <b>Highborn Teleport</b>     |         |
| <b>Tumble</b>       | <input type="checkbox"/> <b>Shadow Walk</b> (engaged) |         |
| <b>Flying Blade</b> | <input type="checkbox"/> <b>Deflection</b>            |         |
| <b>Slick Feint</b>  |                                                       |         |
| <b>Sure Cut</b>     |                                                       |         |

| MORE FEATURES, TALENTS, & POWERS |                                             |                                                                                                                                                                                                                                                                                                          |        |
|----------------------------------|---------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| ACTION                           | NAME                                        | TRIGGER/TARGET/EFFECT                                                                                                                                                                                                                                                                                    | PAGE # |
| Std                              | <b>Assist</b>                               | Give a nearby ally a +2 on an upcoming attack, save, or check during combat.                                                                                                                                                                                                                             | HH298  |
| Move                             | <b>Disengage</b>                            | Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.                                                                                                                                                    | HH294  |
| Int                              | <b>Intercept</b>                            | While unengaged, move to engage enemy that is moving past you.                                                                                                                                                                                                                                           | HH296  |
| Std                              | <b>Rally</b>                                | Spend a recovery to heal. If used, quick action normal save (11+) to use again.                                                                                                                                                                                                                          | HH298  |
| Std                              | <b>Bleeding Strike</b>                      | As <i>basic melee attack</i> , target must qualify for Rush or Sneak Attack. Even hit: Add <b>40</b> ongoing damage. Odd hit: Add <b>20</b> ongoing damage.                                                                                                                                              | HH156  |
| -                                | <b>Danger Trigger</b>                       | If enemies gain an initiative bonus due to ambush, you gain the same bonus.                                                                                                                                                                                                                              | HH154  |
| -                                | <b>Champion Tier</b>                        | Gain a point of Bravado if you beat all enemies in initiative.                                                                                                                                                                                                                                           |        |
| Quick                            | <b>Sneak Attack</b><br><i>Champion Feat</i> | When the <i>ESC DIE</i> is 1+ deal Sneak Attack damage to an engaged enemy who qualifies for Sneak Attack.                                                                                                                                                                                               | HH152  |
| Std                              | <b>Cut After Cut</b>                        | Make a number of modified <i>basic melee attacks</i> equal to the <i>ESC DIE</i> . Odd hits with these attacks deal only <b>46</b> damage                                                                                                                                                                | HH157  |
| Free                             | <b>Coup de Killer</b>                       | When the <i>ESC DIE</i> is 2+. One engaged enemy becomes helpless and then you deal damage as if you had critically hit them with a <i>basic melee attack</i> . Then, roll a normal save, if the save fails you gain a Skull. Spend 2 Bravado to use Coup de Killer for a second time in an arc.         | HH158  |
| Std                              | <b>Key to Shadow</b>                        | Make a no-trigger melee attack. If it hits, you can remove yourself from play as if you had hit with <i>Shadow Walk</i> , meaning you will deal double damage with your first attack next turn when you return. You can't use this power the same turn that you reappear from using <i>Shadow Walk</i> . | HH158  |

[illegible]



# OF POWERS

## POWERS LIST

- Evasive Strike
- Roll With It
- Tumbling Strike
- Deflection
- Bleeding Strike
- Cut After Cut
- Coup de Killer
- Key to Shadow

## MISCELLANEOUS FEATURES & POWERS

|                                                                                                                                                                                                                                                                                                        |                 |         |          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|---------|----------|
| <p><b>Skulduggery:</b> Use to reroll a failed traps, thievery, or crime-related skill check. An additional use gives +3 if you can describe something you knew or set up beforehand.</p> <p><b>Two-Weapon Fighting:</b> With a one-handed weapon in each hand, a natural 2 on an attack roll hits.</p> |                 |         |          |
| GEAR & NOTES                                                                                                                                                                                                                                                                                           |                 |         |          |
| Light Armour                                                                                                                                                                                                                                                                                           | 12              | 0       | 12       |
| ARMOR                                                                                                                                                                                                                                                                                                  | ARMOR AC        | +SHIELD | =BASE AC |
| Shortsword                                                                                                                                                                                                                                                                                             | Throwing Dagger |         |          |
| MELEE WEAPON                                                                                                                                                                                                                                                                                           | RANGED WEAPON   |         |          |

FEATS 

Heritage of the Sword  Rogue of Two Weapons 

|                     |                                  |                   |                                  |
|---------------------|----------------------------------|-------------------|----------------------------------|
| Improved Initiative | <input checked="" type="radio"/> | Danger Trigger    | <input checked="" type="radio"/> |
| Sneak Attack        | <input checked="" type="radio"/> | Highborn Teleport | <input checked="" type="radio"/> |
| Shadow Walk         | <input checked="" type="radio"/> | Murderous         | <input checked="" type="radio"/> |
| Cut After Cut       | <input checked="" type="radio"/> | Coup de Killer    | <input checked="" type="radio"/> |
|                     | <input type="radio"/>            |                   | <input type="radio"/>            |

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

## — INCREMENTAL ADVANCES —

|                                                   |                                                     |
|---------------------------------------------------|-----------------------------------------------------|
| △ +1 TO 3/4/5<br>ABILITY SCORES<br>AT LEVEL 3/6/9 | △ GAIN 2X/4X ABILITY<br>MULTIPLIERS<br>AT LEVEL 4/7 |
| △ INCREASE MAX HP<br>TO NEXT LEVEL                | △ GAIN NEXT<br>LEVEL FEAT                           |
| △ +1 MAGICAL ITEM<br>ATTUNEMENT                   | △ GAIN NEXT LEVEL<br>RUSH OR SNEAK                  |
| △ GAIN NEXT<br>LEVEL POWER                        | △ +1 TO SKILL &<br>INITIATIVE CHECKS                |
| △ +1 TO PHYSICAL<br>DEFENSE                       | △ +1 TO MENTAL<br>DEFENSE                           |

| Rogue Base Armor |         |     | Rogue Weapon Damage/Attack Penalty                                                   |        |         |        |       |          |
|------------------|---------|-----|--------------------------------------------------------------------------------------|--------|---------|--------|-------|----------|
| Armor            | Base AC | Atk | Weapon                                                                               | 1 Hand | 2 Hands | Thrown | Bow   | Crossbow |
| None             | 11      | +0  | Small<br>(daggers, clubs, hand crossbows)                                            | d8/+0  | d6/+0   | d6/+0  | —     | d6/+0    |
| Light            | 12      | +0  | Light/Simple<br>(rapiers, shortswords, spears, javelins, shortbows, light crossbows) | d8/+0  | d8/+0   | d6/+0  | d6/+0 | d6/+0    |
| Heavy            | 13      | −2  | Heavy/Martial<br>(longswords, scimitars, greatswords, longbows, heavy crossbows)     | d8/−2  | d10/−2  | —      | d8/−2 | d8/−1    |
| Shield           | +1      | −2  |                                                                                      |        |         |        |       |          |



refresh at end of battle