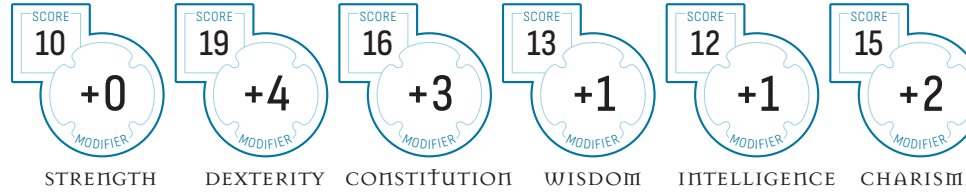


ONE UNIQUE THING

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 **+7** 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 **+5** damage on hit to an enemy engaged with an ally. Declare before rolling attack.

BACKGROUNDS

BACKGROUND BONUS

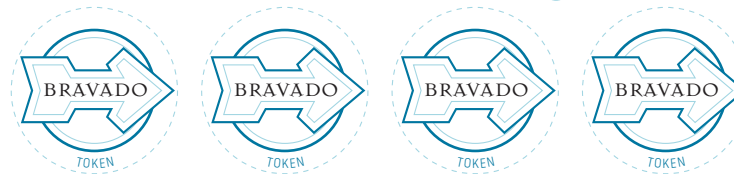
BASIC MELEE ATTACK

Shortsword
WEAPON
3d8+6
HIT DAMAGE
/ 20 / 3
AVG MISS
+7 VS AC

BASIC RANGED ATTACK

Throwing Dagger
WEAPON
3d6+4
HIT DAMAGE
/ 15 / 3
AVG MISS
+7 +5 VS AC
NEAR-FAR

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	Highborn Teleport	Place yourself in a nearby location you can see.	HH32
-	Murderous	Your crit range expands by 2 against staggered enemies.	HH152
-	Both Styles Now	You can use either Sneak Attack or Rush Attack on your attacks.	HH152
Quick	Shadow Walk	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. +5 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	Flying Blade	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	Slick Feint	Melee attack. Costs 1 Bravado. Target: 1 engaged enemy. +5 vs MD. Hit: No Bravado, 3 psychic damage and make a follow up. Even: The target is dazed until the end of your next turn. Follow up: 1 engaged enemy. +11 vs AC. Hit: 20 damage. Miss: 10 damage.	HH156
Std	Sure Cut	Melee attack. Costs 1 Bravado. Target: 1 engaged enemy you can deal Rush or Sneak Attack damage to. +7 vs AC. Hit: 20 damage. Miss: Rush or Sneak Attack +3 damage.	HH155
Int	Deflection	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

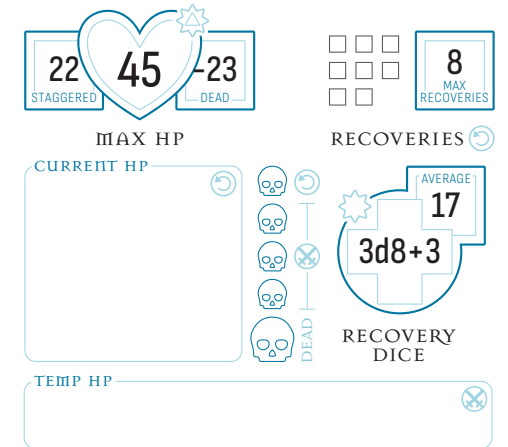
SKILL CHECK = **3** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+ / ± / -	ICON	5+	USED
			☐	☐
			☐	☐
			☐	☐

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

HIT POINTS & RECOVERIES



TEMP HP

CONDITIONS & OTHER EFFECTS SAVE

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Rush Attack	☐ Highborn Teleport	
Tumble	☐ Shadow Walk (engaged)	
Flying Blade	☐ Deflection	
Slick Feint		
Sure Cut		

MORE FEATURES, TALENTS, & POWERS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	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	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

[illegible]

OF POWERS

POWERS LIST

- Evasive Strike
- Roll With It
- Tumbling Strike
- Deflection

MISCELLANEOUS FEATURES & POWERS

Two-Weapon Fighting: With a one-handed weapon in each hand, a natural 2 on an attack roll hits.

		GEAR & NOTES			GOLD
Light Armour	12	0	12		
ARMOR	ARMOR AC	+SHIELD	=BASE AC		
Shortsword					
MELEE WEAPON	Throwing Dagger				
	RANGED WEAPON				

Shortsword

MELEE WEAPON

ROGUE BASE ARMOR			ROGUE WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	11	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d8/+0	d6/+0	d6/+0	—	d6/+0
LIGHT	12	+0	LIGHT/SIMPLE	d8/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	13	-2	(RAPIERS, SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD	+1	-2	HEAVY/MARTIAL	d8/-2	d10/-2	—	d8/-2	d8/-1
			(LONGSWORDS, SCIMITARS, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)					

FEATS	
FEATURE	TIER
Heritage of the Sword	A
Improved Initiative	A
	C
	C
	C
	C
	C

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