13th Age — Rogue

Name: High Elf
Kin

Description

Level: 4

One Unique Thing

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 +9 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 +7 damage on hit to an enemy engaged with an ally. Declare before rolling attack.

Backgrounds

Background	Bonus

Skill Check = 4 (Level) + Ability Modifier + Background

Icon Relationships

#D6	+/±/–*	Icon	5+	Used
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

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

Ability Scores

Armor Class

Ability	Score	Modifier
Strength	10	+0
Dexterity	20	+5
Constitution	16	+3
Wisdom	14	+2
Intelligence	12	+1
Charisma	16	+3

Physical Defense | Mental Defense

Basic Melee Attack

Shortsword
Weapon: 4d8+7 Hit Damage / 25 Avg / 4 Miss
vs AC: +9

Basic Ranged Attack

Throwing Dagger
Weapon: 4d6+5 Hit Damage / 19 Avg / 4 Miss
vs AC: +9 Near / +7 Far

Bravado

BRAVADO TOKEN | BRAVADO TOKEN | BRAVADO TOKEN | BRAVADO TOKEN

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. +7 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 *basic ranged attack* 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. +7 vs MD. Hit: No Bravado, 4 psychic damage and make a follow up. Even: The target is dazed until the end of your next turn. Follow up: 1 engaged enemy. +13 vs AC. Hit: 25 damage. Miss: 13 damage.	HH156
Std	**Sure Cut**	Melee attack. Costs 1 Bravado. Target: 1 engaged enemy you can deal Rush or Sneak Attack damage to. +9 vs AC. Hit: 25 damage. Miss: Rush or Sneak Attack +4 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

Defenses & Initiative

Physical Defense	Armor Class	Mental Defense	Initiative
19	19	16	+13

Hit Points & Recoveries

27 Staggered | 54 Max HP | -27 Dead

Recoveries: 8 Max Recoveries

Current HP

Dead

Recovery Dice: Average 21 / 4d8+3

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		

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Magic Items

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Max Attuned

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 *disengage check* (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
Std	**Bleeding Strike**	As *basic melee attack*, target must qualify for Rush or Sneak Attack. Even hit: Add 10 ongoing damage. Odd hit: Add 5 ongoing damage.	HH156
-	**Danger Trigger**	If enemies gain an initiative bonus due to ambush, you gain the same bonus.	HH154

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	☐ Skulduggery
Disengage	☐ Bleeding Strike	☐
Intercept		

Potions & Runes

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

Miscellaneous Features & Powers

Skulduggery: 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.

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

Feats

Feature	Tier	Feature	Tier
Heritage of the Sword	A	Rogue of Two Weapons	A
Improved Initiative	A	Danger Trigger	A

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

Powers List

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# of Powers

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

Gear & Notes

Light Armour (Armor)	12 (Armor AC)	0 (+Shield)	12 (=Base AC)
Shortsword (Melee Weapon)	Throwing Dagger (Ranged Weapon)		

Gold

Rogue Base Armor

Armor	Base AC	Atk
None	11	+0
Light	12	+0
Heavy	13	-2
Shield	+1	-2

Rogue Weapon Damage/Attack Penalty

Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Small (Daggers, Clubs, Hand Crossbows)	d8/+0	d6/+0	d6/+0	–	d6/+0
Light/Simple (Rapiers, Shortswords, Spears, Javelins, Shortbows, Light Crossbows)	d8/+0	d8/+0	d6/+0	d6/+0	d6/+0
Heavy/Martial (Longswords, Scimitars, Greatswords, Longbows, Heavy Crossbows)	d8/-2	d10/-2	–	d8/-2	d8/-1

Incremental Advances

- △ +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

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