

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 **+18** 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 **+20** damage on hit to an enemy engaged with an ally. Declare before rolling attack.

BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **7** + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

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

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

BASIC MELEE ATTACK

Shortsword

WEAPON

7d8+14
HIT DAMAGE

46 / 7
AVG MISS

+12
VS AC

BASIC RANGED ATTACK

Throwing Dagger

WEAPON

7d6+10
HIT DAMAGE

35 / 7
AVG MISS

+12+10
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 and deal 15 force damage to an enemy you start or finish this movement engaged with.	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. +10 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. +10 vs MD. Hit: 7 psychic damage and make a follow up. Even: The target is dazed until the end of your next turn. Follow up: 1 engaged enemy. +16 vs AC. Hit: 46 damage. Miss: 23 damage.	HH156
Std Sure Cut	Melee attack. Costs 1 Bravado. Target: 1 engaged enemy you can deal Rush or Sneak Attack damage to. +12 vs AC. Hit: 46 damage. Miss: Rush or Sneak Attack +7 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

HIT POINTS & RECOVERIES

54 108 54
STAGGERED DEAD

MAX HP

RECOVERIES 8 MAX RECOVERIES

CURRENT HP

TEMP HP

AVERAGE 38
7d8+6
RECOVERY DICE

CONDITIONS & OTHER EFFECTS

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
Std	Bleeding Strike	As <i>basic melee attack</i> , target must qualify for Rush or Sneak Attack. Even hit: Add 20 ongoing damage. Odd hit: Add 10 ongoing damage.	HH156
-	Danger Trigger	If enemies gain an initiative bonus due to ambush, you gain the same bonus.	HH154
-	Champion Tier	Gain a point of Bravado if you beat all enemies in initiative.	
Quick	Sneak Attack <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	Cut After Cut	Make a number of modified <i>basic melee attacks</i> equal to the <i>ESC DIE</i> . These attacks cannot critically hit, and odd hits deal only 22 damage.	HH157

[illegible]



OF POWERS

POWERS LIST

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

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

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

FEATURE		FEATS	
FEATURE	TIER	FEATURE	TIER
Heritage of the Sword	A	Rogue of Two Weapons	A
Improved Initiative	A	Danger Trigger	A
Sneak Attack	C	Highborn Teleport	C
Shadow Walk	C		

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 ABILITY SCORES AT LEVEL 3/6/9 △ INCREASE MAX HP TO NEXT LEVEL △ +1 MAGICAL ITEM ATTUNEMENT △ GAIN NEXT LEVEL POWER △ +1 TO PHYSICAL DEFENSE	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7 △ GAIN NEXT LEVEL FEAT △ GAIN NEXT LEVEL RUSH OR SNEAK △ +1 TO SKILL & INITIATIVE CHECKS △ +1 TO MENTAL DEFENSE
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Rogue Base Armor			Rogue Weapon Damage/Attack Penalty					
Armor	Base AC	Atk	Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
None	11	+0	Small (daggers, clubs, hand crossbows)	d8/+0	d6/+0	d6/+0	—	d6/+0
Light	12	+0	Light/Small (rapiers, shortswords, spears, javelins, shortbows, light crossbows)	d8/+0	d8/+0	d6/+0	d6/+0	d6/+0
Heavy	13	−2	Heavy/Martial (longswords, scimitars, greatswords, longbows, heavy crossbows)	d8−2	d10−2	—	d8−2	d8−1
Shield	+1	−2						



- changes/refresh at new level



- changes at new level or with incremental advance



refresh at new arc



- refresh at end of battle