

NAME
Tiefling
KIT

ROGUE

DESCRIPTION

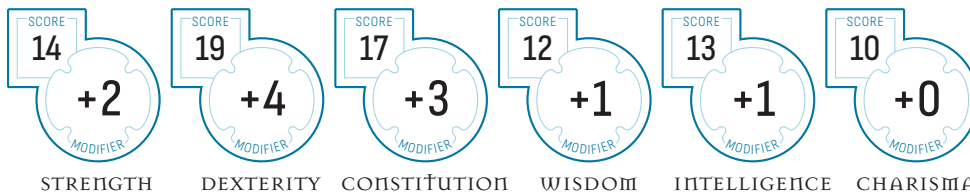
LEVEL

1

ONE UNIQUE THING

ABILITY SCORES

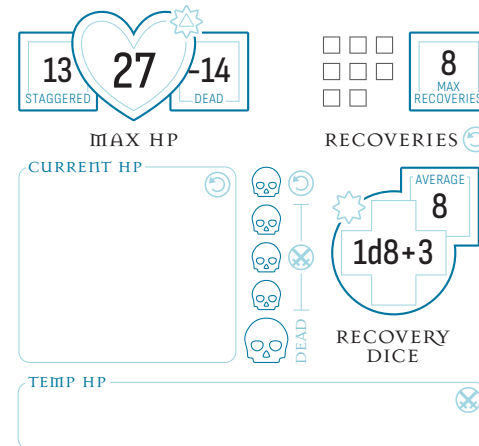
ARMOR CLASS



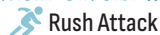
DEFENSES & INITIATIVE



HIT POINTS & RECOVERIES



RUSH OR SNEAK



Rush Attack

HH151

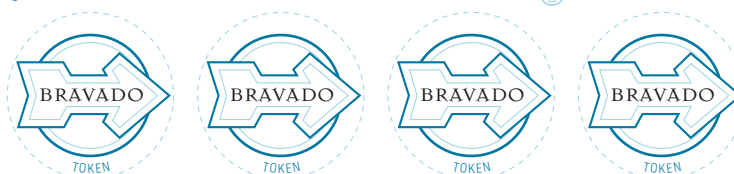
Once per turn, your *rogue melee attack* deals extra **+4** damage on hit to enemy you didn't start the turn engaged with. Declare before rolling attack.

Adventurer Feat When *ESC DIE* 2+, instead deal an extra **+7** damage on Rush attacks.

BACKGROUNDS

BACKGROUND BONUS

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 #
- Deadly Trickster	If your natural initiative roll is even, you gain a +2 bonus to the first attack you make this battle. If it is odd then when the <i>ESC DIE</i> is 2+ you can give the natural result to an ally or enemy just before they make an attack roll.	HH49
- Murderous	Your crit range expands by 2 against staggered enemies.	HH152
- Shift, Wiggle, and Roll	When you are hit by a nearby enemy, force the enemy to reroll the attack with a -1 penalty.	HH154
- Tumble	You gain a +3 bonus to disengage checks. If an enemy intercepts you, you can make a disengage check to avoid them.	HH154
Std Evasive Strike	As <i>basic melee attack</i> and you can pop free from the target.	HH155
Int Roll With It	When a melee attack targetting AC hits you, reduce the damage by 2 or take half damage if you spend a point of Bravado.	HH155
Std Tumbling Strike	As <i>basic melee attack</i> and you gain a +2 bonus to all disengage checks you attempt this turn. If you moved to engage before making this attack, you can attempt to disengage as a quick action this turn.	HH156

SKILL CHECK = **1** + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+	USED
			□ □ □	□ □ □
			□ □ □	□ □ □
			□ □ □	□ □ □

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

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

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]



3

POWERS LIST

- Evasive Strike
- Roll With It
- Tumbling Strike

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

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.

GEAR & NOTES				GOLD
Light Armour	12	0	12	
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
Quarterstaff	Shortbow			
MELEE WEAPON	RANGED WEAPON			

FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
Rush	A		A
	A		A

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	△ 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 SPEAK
△ GAIN NEXT LEVEL POWER	△ +1 TO SKILL & INITIATIVE CHECKS
△ +1 TO PHYSICAL DEFENSE	△ +1 TO MENTAL 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 (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