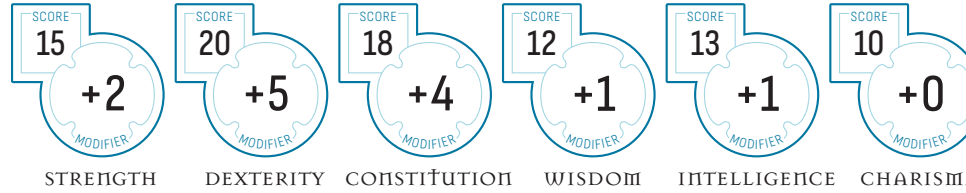


### ONE UNIQUE THING

### ABILITY SCORES

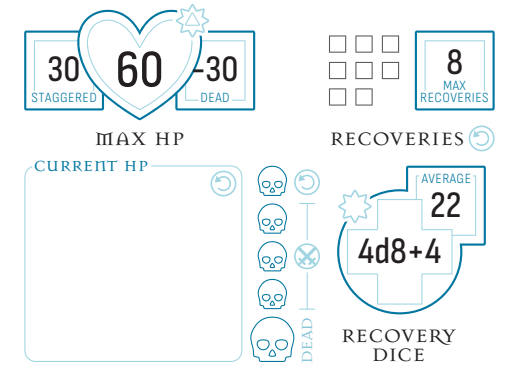
ARMOR CLASS



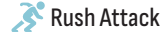
### DEFENSES & INITIATIVE



### HIT POINTS & RECOVERIES



### RUSH OR SNEAK



Rush Attack

HH151

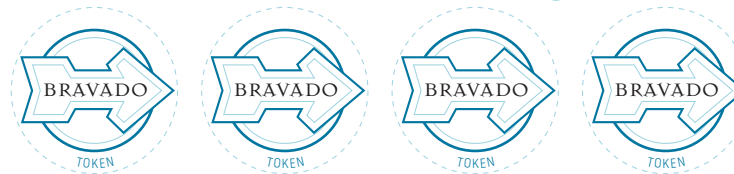
Once per turn, your *rogue melee attack* deals extra **+9** damage on hit to enemy you didn't start the turn engaged with. Declare before rolling attack.

*Adventurer Feat* When *ESC DIE* 2+, instead deal an extra **+14** 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 # |
|--------|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| -      | <b>Deadly Trickster</b>        | 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   |
| -      | <b>Murderous</b>               | You gain +2 to attack and crit range against staggered enemies.                                                                                                                                                                                  | HH152  |
| -      | <b>Shift, Wiggle, and Roll</b> | When you are hit by a nearby enemy, force the enemy to reroll the attack with a -1 penalty.                                                                                                                                                      | HH154  |
| -      | <b>Tumble</b>                  | You gain a bonus to disengage checks equal to 3 + <i>ESC DIE</i> . If an enemy intercepts you, you can make a disengage check to avoid them.                                                                                                     | HH154  |
| Std    | <b>Evasive Strike</b>          | As <i>basic melee attack</i> and you can pop free from the target.                                                                                                                                                                               | HH155  |
| Int    | <b>Roll With It</b>            | When a melee attack targetting AC hits you, reduce the damage by <b>8</b> or take half damage if you spend a point of Bravado.                                                                                                                   | HH155  |
| Std    | <b>Tumbling Strike</b>         | 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  |
| Std    | <b>Deadly Thrust</b>           | Melee attack. Costs 1 Bravado. Target: 1 staggered enemy. <b>+9</b> vs AC. Hit: No Bravado, <b>25</b> damage. Miss: <b>4</b> damage.                                                                                                             | HH155  |
| -      | <b>Reach Tricks</b>            | Perform a stunt with your reach weapon if you roll a 6+ on a d20                                                                                                                                                                                 | HH212  |
| Std    | <b>Surpressing Strike</b>      | Costs 1 Bravado. As <i>basic melee attack</i> and a hit against a standard strength or weakening target hinders until the end of its next turn.                                                                                                  | HH157  |

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 = **4** + ABILITY MODIFIER + BACKGROUND

### ICON RELATIONSHIPS

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

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

### CONDITIONS & OTHER EFFECTS

### USAGE

| AT-WILL & RECHARGE    | PER BATTLE                                             | PER ARC |
|-----------------------|--------------------------------------------------------|---------|
| <b>Rush Attack</b>    | <input type="checkbox"/> <b>Deadly Trickster</b>       |         |
| <b>Tumble</b>         | <input type="checkbox"/> <b>Shift, Wiggle and Roll</b> |         |
| <b>Evasive Strike</b> | <input type="checkbox"/> <b>Roll With It</b>           |         |
| <b>Deadly Thrust</b>  | <input type="checkbox"/> <b>Tumbling Strike</b>        |         |
|                       | <input type="checkbox"/> <b>Reach Tricks</b>           |         |
|                       | <input type="checkbox"/> <b>Surpressing Strike</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  |

[illegible]

**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.

| FEATURE   |      | FEATS        |      |
|-----------|------|--------------|------|
| FEATURE   | TIER | FEATURE      | TIER |
| Rush      | A    | Reach Tricks | A    |
| Murderous | A    | Tumble       | A    |
|           |      |              |      |
|           |      |              |      |
|           |      |              |      |
|           |      |              |      |
|           |      |              |      |



# OF POWERS

## POWERS LIST

- Evasive Strike
- Roll With It
- Tumbling Strike
- Deadly Thrust
- Surpressing Strike



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

|                                             |                                               |
|---------------------------------------------|-----------------------------------------------|
| △ +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<br>(daggers, clubs, hand crossbows)                                           | d8/+0  | d6/+0   | d6/+0  | —     | d6/+0    |
| Light            | 12      | +0  | Light/Small<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