

NAME
Tiefling
KIT

ROGUE

DESCRIPTION

LEVEL

5

ONE UNIQUE THING

RUSH OR SNEAK



Rush Attack

HH151

Once per turn, your *rogue melee attack* deals extra **+11** 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 **+18** damage on Rush attacks.

Champion Feat Reroll an attack that qualified for Rush damage.

BACKGROUNDS

BACKGROUND

BONUS

SKILL CHECK = **5** + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

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

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

ABILITY SCORES

ARMOR CLASS

SCORE 15 MODIFIER +2	SCORE 20 MODIFIER +5	SCORE 18 MODIFIER +4	SCORE 12 MODIFIER +1	SCORE 13 MODIFIER +1	SCORE 10 MODIFIER +0
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

BASIC MELEE ATTACK

Quarterstaff

WEAPON

5d8+10

HIT DAMAGE

33

AVG

5

MISS



BASIC RANGED ATTACK

Shortbow

WEAPON

5d6+10

HIT DAMAGE

28

AVG

5

MISS



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	You gain +2 to attack and crit range against staggered enemies.	HH152
-	Shift, Wriggle, 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 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	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 10 or take half damage if you spend a point of <i>Bravado</i> .	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
Std	Deadly Thrust	Melee attack. Costs 1 <i>Bravado</i> . Target: 1 staggered enemy. +10 vs AC. Hit: No <i>Bravado</i> , 37 damage. Miss: 5 damage.	HH155
-	Reach Tricks	Perform a stunt with your reach weapon if you roll a 6+ on a d20	HH212
Std	Surpressing Strike	Costs 1 <i>Bravado</i> . As <i>basic melee attack</i> and a hit against a standard strength or weakening target hinders until the end of its next turn.	HH155

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

21	21	16	+10
PHYSICAL DEFENSE	ARMOR CLASS	MENTAL DEFENSE	INITIATIVE

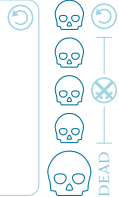
HIT POINTS & RECOVERIES

40	80	-40
STAGGERED		DEAD
MAX HP		
CURRENT HP		
TEMP HP		
CONDITIONS & OTHER EFFECTS		
SAVE		

8
MAX RECOVERIES

RECOVERIES

31
AVERAGE
5d8+8
RECOVERY DICE



DEAD

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Rush Attack	☐ Deadly Trickster	
Tumble	☐ Shift, Wriggle and Roll	
Evasive Strike	☐ Roll With It	
Deadly Thrust	☐ Tumbling Strike	
	☐ Reach Tricks	
	☐ Surpressing Strike	
	☐ Rush (Champ Feat)	

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]

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.



OF POWERS

POWERS LIST



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

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

FEATS	
FEATURE	TIER
Rush	A
Murderous	A
Rush	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