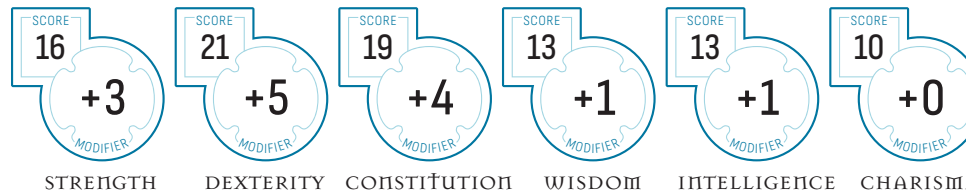


ONE UNIQUE THING

ABILITY SCORES

- DEFENSES & INITIATIVE -



RUSH OR SNEAK

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.

Adventurer Feat When *ESC DIE* 2+, instead deal an extra **+30**  damage on Rush attacks.

Champion Feat Reroll an attack that qualified for Rush damage.

BASIC MELEE ATTACK

Quarterstaff
 WEAPON
7d8+10 / **42** / **7**
 HIT DAMAGE AVG MISS

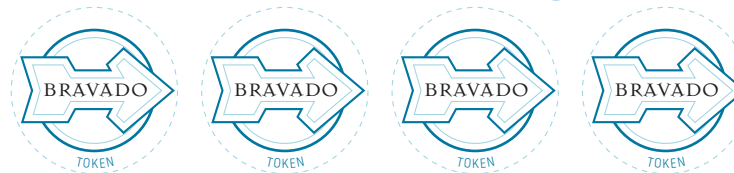
- BASIC RANGED ATTACK

Shortbow
WEAPON
7d6+10
HIT DAMAGE

/ 35 / 7
AVG MISS

+12+12
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.

BACKGROUNDS

BACKGROUND BONUS

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
-	<i>Champion Feat</i>	Use Shift, Wriggle, and Roll a second time in a battle.	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 14  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
Std	Deadly Thrust	Melee attack. Costs 1 Bravado. Target: 1 staggered enemy. +12  vs AC. Hit: No Bravado, 46  damage. Miss: 7  damage.	HH155
-	<i>Champion Feat</i>	Reroll a miss with a <i>deadly thrust</i> attack with a +4 bonus.	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

$$\text{SKILL CHECK} = 7 + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

ICON RELATIONSHIPS

#D6	+ / ± / - ^a	ICOP	5+ 	USED 

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

— HIT POINTS & RECOVERIES —



TEMP HP

CONDITIONS & OTHER EFFECTS SAVE

— USAGE

[illegible]



7

MAX ATTUNED

MAGIC ITEMS

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
-	Reach Tricks	Perform a stunt with your reach weapon if you roll a 6+ on a d20	HH212
Std	Surpressing Strike	Costs 1 Bravado. As <i>basic melee attack</i> and a hit against a standard strength or weakling target hinders until the end of its next turn.	HH155
Quick	So Cool	When the <i>ESC DIE</i> is 1+, gain a point of Bravado	HH156

[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
- Suppressing Strike
- So Cool

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	Reach Tricks	A
Murderous	A	Tumble	A
Rush	C	Shift, Wriggle, Roll	C
Deadly Thrust	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	△ 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

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