

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS

DEFENSES & INITIATIVE

RUSH OR SNEAK



Rush Attack

HH151

Once per turn, your *rogue melee attack* deals extra **+30** 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 **+50** damage on Rush attacks.

Champion Feat Reroll an attack that qualified for Rush damage.

Epic Feat When your Rush Attack slays a non-mook enemy, gain a bonus move and standard action to use that turn.

BACKGROUNDS

BACKGROUND

BONUS

SKILL CHECK = **9** + ABILITY MODIFIER + BACKGROUND



ICON RELATIONSHIPS

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

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

BASIC MELEE ATTACK

Quarterstaff

WEAPON

9d8+30

HIT DAMAGE

71

AVG

9

MISS



+14

VS AC

BASIC RANGED ATTACK

Shortbow

WEAPON

9d6+30

HIT DAMAGE

62

AVG

9

MISS



+14+14

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 #

-	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 +4 to 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
-	Champion Feat	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 18 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. +14 vs AC. Hit: No Bravado, 83 damage. Miss: 9 damage.	HH155
-	Champion Feat	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



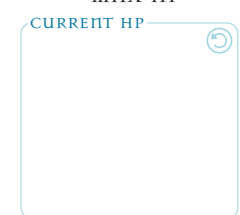
refresh at end of battle

HIT POINTS & RECOVERIES



MAX HP

RECOVERIES



TEMP HP

CONDITIONS & OTHER EFFECTS

SAVE

USAGE

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

