

NAME
Tiefling
KIT

ROGUE

DESCRIPTION

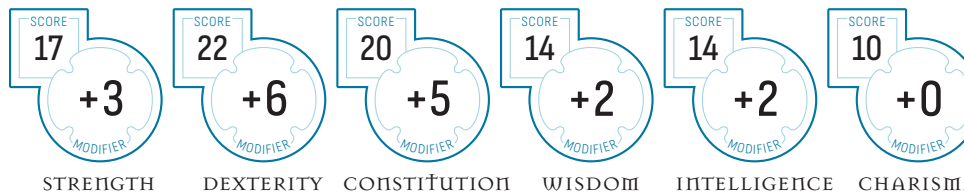
LEVEL

10

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS



STRENGTH

DEXTERITY

CONSTITUTION

WISDOM

INTELLIGENCE

CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

DEFENSES & INITIATIVE



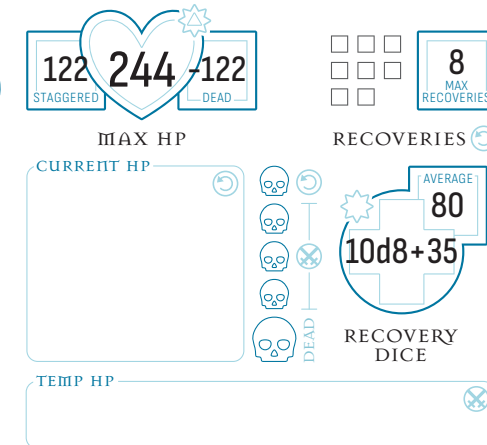
PHYSICAL DEFENSE

ARMOR CLASS

MENTAL DEFENSE

INITIATIVE

HIT POINTS & RECOVERIES



MAX HP

RECOVERIES

CURRENT HP

AVERAGE
80
10d8+35
RECOVERY DICE

TEMP HP

CONDITIONS & OTHER EFFECTS

SAVE

RUSH OR SNEAK



Rush Attack

HH151

Once per turn, your *rogue* **melee attack** deals extra **+40** 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 **+60** 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

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 -2 penalty.	HH154
-	<i>Champion Feat</i>	Use Shift, Wriggle, and Roll a second time in a battle.	HH154
Free	<i>Epic Feat</i>	If the rerolled attack is a miss, pop free from everyone, move to engage the enemy that attacked you, and make a no-trigger melee attack against them.	
-	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 20 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. +16 vs AC. Hit: No Bravado, 96 damage. Miss: 10 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

SKILL CHECK = **10** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

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

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

MAGIC ITEMS

10

MAX ATTUNED

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
Int	Flick of the Wrist	Costs 1 Bravado. Use this power when you have the option to intercept an enemy moving past you. You can make a no-trigger ranged attack against the moving enemy.	HH157
Std	Death's Twin	Costs 1 Bravado. You can make two <i>rogue basic attacks</i> at any point during this turn, each against a different target. If your first attack roll is a natural even roll you can make the second attack against the same target. The first attack roll does not consume that turns use of Rush Attack.	HH158
-	Swashbuckle	You can pull off a daring stunt the likes of which others could scarcely conceive.	HH155

USAGE		
AT-WILL & RECHARGE	PER BATTLE	PER ARC
Assist	☐ Rally	☐ Skulduggery
Disengage	☐ Reach Tricks	☐ So Cool
Intercept	☐ Surpressing Strike	
	☐ Flick of the Wrist	
	☐ Death's Twin	
	☐ Swashbuckle	

POTIONS & RUNES

POWERS LIST

8

OF POWERS

- Evasive Strike
- Roll With It
- Tumbling Strike
- Deadly Thrust
- Surpressing Strike
- So Cool
- Flick of the Wrist
- Death's Twin

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

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.

GEAR & NOTES

Light Armour

ARMOR

Quarterstaff

MELEE WEAPON

12

ARMOR AC

0

+SHIELD

12

=BASE AC

Shortbow

RANGED WEAPON

GOLD

FEATS			
FEATURE	TIER	FEATURE	TIER
Rush	A	Reach Tricks	A
Murderous	A	Tumble	A
Rush	C	Shift, Wriggle, Roll	C
Deadly Thrust	C	Rush	E
Murderous	E	Death's Twin	E
Shift, Wiggle, Roll (Zenith Adventurer)	E	Swashbuckle (Zenith Adventurer)	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

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

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/SIMPLE (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