

NAME _____

KIN _____

ROGUE

LEVEL

ONE UNIQUE THING

Choose one unique thing for your rogue.

1. **Stealthy**: You can move through most creatures without being noticed.

2. **Agile**: You can climb walls and leap over obstacles.

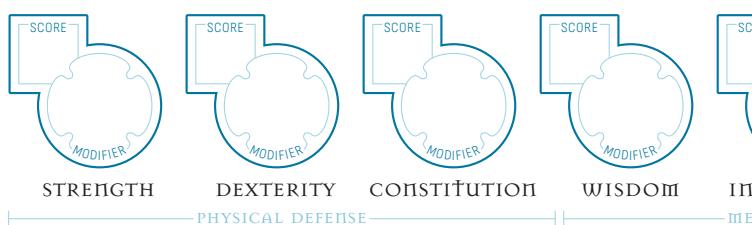
3. **Deceptive**: You can distract enemies with your appearance.

4. **Resourceful**: You can find hidden supplies and tools.

5. **Fast**: You can move quickly and silently.

ABILITY SCORES

ARMOR CLASS



STRENGTH

DEXTERITY

CONSTITUTION

WISDOM

INTELLIGENCE

CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

RUSH OR SNEAK

Choose either **Rush Attack**, or **Sneak Attack**.
The talent Both Styles Now lets you have both, using one per attack.

Rush Attack HH151

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

Sneak Attack HH152

Once per turn, your rogue *melee attack* does an additional damage on hit to an enemy engaged with an ally. Declare before rolling attack.

BACKGROUNDS

BACKGROUND

BONUS

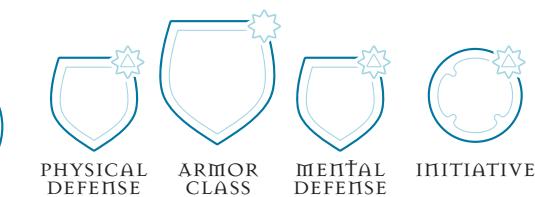
$$\text{SKILL CHECK} = \text{LEVEL} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

ICON RELATIONSHIPS

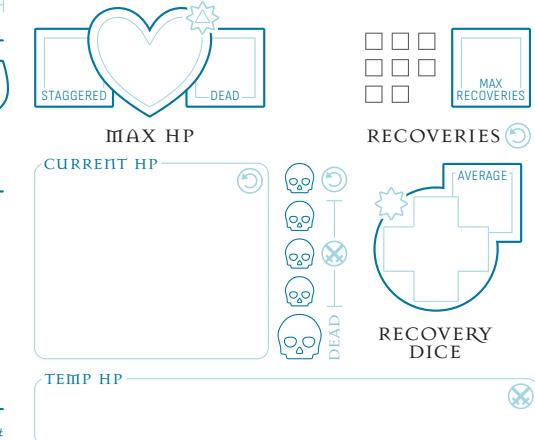
#D6	+/±/-*	ICON	5+	USED
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* + positive, ± conflicted, or - negative relationship.

DEFENSES & INITIATIVE



HIT POINTS & RECOVERIES



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, POWERS, & SPELLS

TRIGGER/TARGET/EFFECT

PAGE #

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Rush Attack	<input type="checkbox"/>	<input type="checkbox"/>
Sneak Attack	<input type="checkbox"/>	<input type="checkbox"/>

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

