

KIN

ROGUE

DESCRIPTION

LEVEL



ONE UNIQUE THING

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.











































































































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

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

ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+ 	USED 

* + positive, $\pm$ conflicted, or - negative relationship.

ABILITY SCORES

BASIC MELEE ATTACK

WEAPON			VS AC
HIT DAMAGE	AVG	MISS	

BASIC RANGED ATTACK

WEAPON	HIT	DAMAGE	AVG	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.

- ⊕ Reset to 0 when you take a quick rest or full heal-up.

FEATURES, TALENTS, & POWERS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE
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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

- HIT POINTS & RECOVERIES

CURRENT HP

RECOVERY DICE

AVERAGE

DEAD

TEMP HP

CONDITIONS & OTHER EFFECTS  SAVE

— USAGE

[illegible]

