

**NAME**

**RANK**

**ROGUE**

**DESCRIPTION**

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**BACKGROUND**

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HOOK:

FLAW:

**STR**

LIFTING, PUSHING, & CARRYING

**DEX**

AGILITY, BALANCE, & JUMPING

**INT**

PERCEPTION, MEMORY, & CONCEALMENT

**PRE**

MAGIC, CHARM, BLUFF, & INTIMIDATION

**FOR**

RESIST FATIGUE, POISON, & DISEASE

**REFLEXES**  
(DEX + INT) × ½

DODGING, STEALTH, & INITIATIVE

**PRIMARY ATTACK**

STR OR DEX PLUS WEAPON MODIFIERS

**SECONDARY ATTACK**

STR OR DEX PLUS WEAPON MODIFIERS

**PASSIVE DEFENSE**

FOR PLUS ARMOR MODIFIERS

**ACTION POINTS**

 [  ]

APS = 1 + ¼ DEX ROUNDED DOWN

**MASTERY POINTS**

 [  ]

INT PLUS RANK MODIFIERS

**HIT POINTS**

 [  ]

FOR PLUS RANK MODIFIERS

**ABILITIES**

|                 |                |      |
|-----------------|----------------|------|
| 1 <sup>ST</sup> | AMBUSH         |      |
|                 | DECEPTION*     |      |
| 2 <sup>ND</sup> | COUNTERSTRIKE  | 1 MP |
|                 | FLURRY*        | 1 MP |
| 3 <sup>RD</sup> | EVASION*       | 2 MP |
|                 | VANISH*        | 2 MP |
| 4 <sup>TH</sup> | CHEAT DEATH*   | 3 MP |
|                 | SHADOW MASTER* | 3 MP |

\*ABILITY HAS A COOLDOWN AND CANNOT BE USED AGAIN UNTIL A TURN HAS PASSED

**SKILLS & TRAITS**

SIMPLE WEAPONS

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**MELEE WEAPONS**

LIGHT    HEAVY    DUAL

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**RANGED WEAPONS**

CROSSBOWS    FIREARMS

SLINGS    BLOWPIPES

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LIGHT ARMOR

UNDERWORLD KNOWLEDGE

MONSTER KNOWLEDGE

UNDEAD/DEMON KNOWLEDGE

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**LANGUAGES KNOWN**

COMMON    RUNIC

ANGELIC    DRACONIC

CHTHONIC    SYLVAN

CHOOSE TWO OF THE SKILLS MARKED  PLUS THREE BACKGROUND SKILLS OR TRAITS

**ROGUE'S DECEIT**

Rogues are trained to be silent thieves, deadly assassins, and deceptive spies. Whenever a rogue uses a MP to improve a die roll and rolls a 1, they can re-roll the die again for free (this effect does not apply to this second roll).

**WEAPONS**

**ATTACK**

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**EQUIPMENT**

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CHOOSE ANY STANDARD WEAPONS, ARMOR, OR OTHER EQUIPMENT YOU ARE TRAINED TO USE

**INCREASING RANK**

**EACH RANK ABOVE 1<sup>ST</sup>**

- +6D ALLOCATED TO STATS
- EITHER +1 HP AND +2 MP OR +2 HP AND +1 MP
- GAIN ALL THE LISTED ABILITIES FOR THE NEW RANK
- CHOOSE ONE ELECTIVE ABILITY
- CHOOSE ONE NEW SKILL OR TRAIT

# ROGUE ABILITIES

## RANK ONE [ASSOCIATE]

### AMBUSH

If you make a melee or ranged weapon attack when the target is unaware of you, and make a successful stealth (REF) vs. perception (INT) roll, the target cannot dodge, parry, or block, and their defenses are disadvantaged. A double success with a stealth roll (using a major action) is required to hide from a target that is already aware of you (and you can't be in the same region as any enemies). In addition, if you have this ability, all your stealth rolls are automatically advantaged unless there is nowhere to hide at all.

### DECEPTION (MINOR)

### COOLDOWN

You can perform a variety of deceptions very skillfully, including sleight-of-hand tricks (REF), picking pockets (REF), forgery (INT), and disguising your own appearance/voice (PRE). You can also make a PRE vs. INT roll to con or confuse someone, although a double or triple success might be necessary to get someone to believe something really outrageous. Successful deceptions (of the appropriate type) in combat can give you advantage with an attack. Deceptions are usually a minor action, but can be more at the GM's discretion. Once every other turn, you can make a deception attempt advantaged. Note that any number of deceptions can be attempted; only automatically gaining advantage requires the cooldown.

### ELECTIVE:

Rank one Warrior, Hunter, Monk, or Alchemist abilities only.

## RANK THREE [SHADOW]

### EVASION

### 2 MP, COOLDOWN

All dodges or parries you make this turn are rolled with advantage (but not other defenses such as armor or blocks). In addition, for the rest of your turn, you can take movement actions as interrupt actions (as long as you have actions remaining), even in response to an action about to be taken by another character (although this would still require a REF vs. REF roll). This ability could be used to move outside the area of effect after an attack was made, but before damage was applied, or to move out of reach of a melee attack, or out of line-of-sight of a ranged attack.

### VANISH (MINOR)

### 2 MP, COOLDOWN

You can vanish into the hiding place of your choice and immediately begin using stealth. This place can be one region away for each additional action used (no opportunity attacks against you are allowed) as long as there is some vaguely feasible way for you to get there undetected. You can make an Ambush attack on the same turn that you use Vanish (before or after), if you wish and have enough actions available. If there is only one hiding place nearby, only a very unintelligent enemy will not be able to figure out where you are. Your stealth roll to pull off an Ambush in this case will likely be disadvantaged.

### ELECTIVE:

Rank one or two Warrior, Hunter, Monk, or Alchemist abilities only.

## RANK TWO [BRAVO]

### COUNTERSTRIKE

### 1 MP

If you successfully parry a melee attack with a double success, you can make a free melee attack in response (only against the attacker). Alternatively, by using a MP, you can cause your attacker to drop their weapon (this is instead of making a free counterattack). With a triple success, you can actually grab the weapon yourself (if you have a free hand), instead of making them drop it. You need a triple success to begin with to make a target drop a two-handed weapon (and quadruple to grab it). Note that the MP cost only applies to disarming or grabbing, not to the free attack.

### FLURRY (MINOR)

### 1 MP, COOLDOWN

For your entire turn, any melee attack (or thrown attack) you make is a minor action instead of a major action, allowing you to make a number of attacks in one turn equal to your APs. In addition, even when not using this ability, drawing or readying a light melee weapon is a free action for you (which means you can draw and throw a lot of daggers/knives).

### ELECTIVE:

Rank one Warrior, Hunter, Monk, or Alchemist abilities only.

## RANK FOUR [MASTER]

### CHEAT DEATH

### 3 MP, COOLDOWN

You can ignore an attack or effect that knocks you out or kills you, as long as you have an even slightly plausible explanation for how you survived (although you will lose half your remaining HPs, rounded down, if the attack would have killed you). The explanation cannot be a repeat of one you or someone else has used before. This usually requires one or more interrupt actions, depending on the explanation.

### SHADOW MASTER (MINOR)

### 3 MP, COOLDOWN

If you are in a region almost entirely covered with deep shadows, you can disappear into those shadows. You can reappear anywhere that also has deep shadows (using Ambush if you wish), as long as it is within a number of regions equal to your PRE (even if there is no physical connection between the two locations). You can stay "in shadow", where you cannot be attacked or targeted in any way (even by area effect attacks), up to a number of turns equal to your PRE (regaining two MP per turn). The only way you can be forced out of shadow is if all available deep shadows within range are eliminated.

### ELECTIVE:

Rank one or two Warrior, Hunter, Monk, or Alchemist abilities only.