

A Rogue moves fast, and they do it with style. Nothing gets in their way and you don't let anything slow you down.

Name: \_\_\_\_\_

Level: \_\_\_\_\_ XP: \_\_\_\_\_

What is your background? \_\_\_\_\_

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What lead to your call to adventure?

**Hands:** \_\_\_\_\_  
 Suggestions: Quick, Thin, gloved  
**Build:** \_\_\_\_\_  
 Suggestions: Wiry, thin, small, average  
**Race:** \_\_\_\_\_

**Skills:** Pick 4 to be trained in (add +5).  
**Attacks:** Pick two basic melee attacks, and a third at fifth level  
**Armour Class:** Level +15  
**Fort/Ref/Will:** Level + 10+ F:1, R: 5, W: 2  
**Hit Point:** 20+5\*Level  
**Attack Bonus:** 7+ Level  
**Damage Bonus:** 4+ Level/2  
**Finesse:** Pick two  
**Approach:** Pick one (other side)  
**Feats:** Pick one (other side)  
**Augmentation and Upgrades:** one each  
**Levelling up:** At levels 2 4 6 8 and 10 pick a *Feat*  
 At levels 3 and 7 pick an *Augmentation*  
 At levels 5 and 9 pick an *Upgrade*

**AC:      Fort:      Ref:      Will:**

HP:\_\_\_ Current:\_\_\_\_\_ Bloodied:\_\_\_\_\_  
Recoveries:8 Current:\_\_\_\_\_ Value:\_\_\_\_\_

**Attack Bonus:** \_\_\_\_\_ **vs AC**

**Weapon:** \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Signature Weapon (d6 damage): \_\_\_\_\_  
Other weapons (d4 damage)

\* You may shift 1 hex  
You have *Advantage* on anyone who hasn't acted yet

- **Bamboozle (At Will):** When you use *Speed* you may instead *Manipulate* either to *Feint* or distract
- **Improviser (Scene):** When you use *Speed* you may instead make a standard physical action that doesn't directly attack an enemy
- **Quick Fingers (At Will):** When you use *Speed* you may instead make a *Thievery* check
- **Human Spider (At Will):** When you use *Speed* you may instead *Climb* 4 hexes. Reduce falling damage you take by 10
- **Parkour (At Will):** When you use *Speed* you may instead jump as if you had a running start. Also gain the *Agile* general feat.
- **Wirework Sfx (Scene):** When you use *Speed* you may instead *Fly* 8 hexes

Skill	Total	Trained	Class	Level/2	Misc
Athletics	_____	_____	+2	_____	_____
Acrobatics	_____	_____	+4	_____	_____
Alertness	_____	_____	+2	_____	_____
Engineering	_____	_____	_____	_____	_____
Empathy	_____	_____	+2	_____	_____
Healing	_____	_____	_____	_____	_____
History	_____	_____	_____	_____	_____
Manipulation	_____	_____	+4	_____	_____
Nature	_____	_____	_____	_____	_____
Occult	_____	_____	_____	_____	_____
Presence	_____	_____	+4	_____	_____
Rapport	_____	_____	+2	_____	_____
Religion	_____	_____	_____	_____	_____
Stealth	_____	_____	+2	_____	_____
Streetwise	_____	_____	+2	_____	_____
Thievery	_____	_____	+4	_____	_____

[illegible]

### Combat Style (Pick One)

**O Sneak Attack:** 1/turn do 2d6 extra damage when you have *Advantage*

**O Momentum:** 1/turn do 2d6 extra damage if either you haven't been hit this combat or you've not been hit since you last hit a foe.

### Rogue Augments (Levels 1,3,7) Scene

**OOO Death Strike (Free):** T: You hit E: Add your *Damage Bonus*. If you do more than their *Bloodied* value in melee reduce them to 0 HP

**OOO Fast Cut (Bonus):** Make an attack.

**O About Face (Standard):** Make a melee attack vs *Will*. If you hit swap places.

**O Dazing (Standard):** Make a melee attack. If you hit they are *Dazed* until EoNR

**O Too Slow! (Standard):** Make a melee attack vs *Ref*. If you hit *Force* them a hex and *prone*

**O Sand in the Eyes (Bonus):** Make an attack that does no damage, but they are *blinded* until EoNR

### Rogue Upgrades (Levels 1,5,9) Episode

**OOO Combat Master (Passive):** +1 to hit

**OOO Blindingly Fast (Free, Episode Max 1/scene):** This does not count as your turn this round.

**O All of you! (Stance):** Allows (Opportunity, At Will): T: You are hit in melee E: Make a Melee attack doing 1 damage, ignoring DR

**O Blind:** (Standard): Cone 3, attack all targets doing just *Weapon* damage - and blinding until EoNR

**O Distraction:** (Standard): Attack all adjacent enemies. You may then make a *Stealth* check.

**O Guide:** (Opportunity) T: You are hit in melee. E: Make an attack roll - if you succeed they hit a mutually adjacent ally instead.

**O Knockout:** (Standard): Melee attack that does no damage but the target is *Unconscious* until they take damage

### Rogue Feats (Levels 1,2,4,6,8,10)

**OOOOO Great Finesse** Chose another *Finesse*

**O In the blink of an eye (Episode, Free):** T: You would roll initiative E: You go first.

**O Guide Death (Scene, Free):** T: You hit an enemy E: Your next ally to hit them uses your *Combat Style*

**O Master of Disguise (Episode, Standard):** Remove yourself from play as long as you have not been captured. In a subsequent scene tear off a disguise to reveal yourself to be either a minion of your choice or an ordinary inanimate object.

**O Shadow Walk (At Will, Standard):** Remove yourself from play until next round. When you return from anywhere you could have reached your first attack will do double damage

**O Watch my Hands (At Will, Standard):** All your allies with *concealment* or *cover* may roll to *hide*

**O Hide in Plain Sight (Passive):** If you are *hidden* and lose cover you can make a hard *Stealth* roll (level of the person who sees you) to remain *hidden*

**O Killer (Passive):** Your *Sneak Attack* or *Momentum* dice become d8s

**O Master Sneak (Passive):** You may hide with only ordinary concealment or cover

\* **Racial Ability:** \_\_\_\_\_

**OOO Standard Feats:** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**O Multiclass into** \_\_\_\_\_

\_\_\_\_\_

### Portrait

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**Feat: Multiclass into Rogue:** Gain training in *Thievery* or *Acrobatics*, *Speed* 1/scene, and one At Will *Finesse* (This feat is for other classes to take)

## Notes on The Rogue

The Rogue is fast and flamboyant. Literally faster than anyone else with their *Speed* and *Finesse* giving you what amounts to an extra action over most people. Like a good magician they are normally subtle about using it. Don't watch the hand they are showing you.

Your signature weapon can be unarmed or improvised if you choose. If improvised declare what you are using with each attack.

*Improviser* is for things like cutting ropes, tipping over bookshelves, and any other environmental mayhem your PC can come up with. It's an Scene power for gameplay reasons; making it at will can result in it being spammed annoyingly and few Scenes justify it more than once, but GMs are encouraged to allow it to be recharged for free by anything they consider really cool.

*Bamboozle* will allow you to get a second action in a lot of skill challenges as well as getting *Advantage* through a bluff (although this will normally be a supporting rather than main action).

Remember that Popcorn Initiative means that *In the Blink of an Eye* doesn't just grab you initiative, it grabs it for the whole team.

*Distraction* explicitly allows you a stealth check whether or not you could normally take one - so no cover is needed. Although if you *don't* use it to flee they may well notice you when they act next.

You can use multiple *Death Strikes* on the same attack.

Have fun!