ROGUE
MIDNIGHT & GRACE

NAME

PRONOUNS

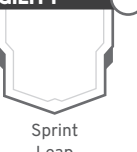HERITAGE

SUBCLASS

LEVEL

EVASION | **ARMOR**
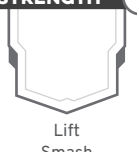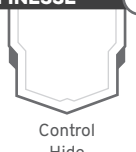
Start at 12

AGILITY ◯
Sprint
Leap
Maneuver

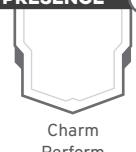**STRENGTH** ◯
Lift
Smash
Grapple

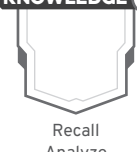**FINESSE** ◯
Control
Hide
Tinker
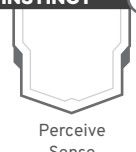
INSTINCT ◯
Perceive
Sense
Navigate

PRESENCE ◯
Charm
Perform
Deceive

KNOWLEDGE ◯
Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐ ⸤⸣⸤⸣⸤⸣⸤⸣⸤⸣⸤⸣

STRESS ☐☐☐☐☐ ⸤⸣⸤⸣⸤⸣⸤⸣⸤⸣⸤⸣

HOPE

Spend a Hope to use an experience or help an ally.

◇ | ◇ | ◇ | ◇ | ◇ | ◇

Rogue's Dodge: **Spend 3 Hope** to gain a +2 bonus to your Evasion until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

EXPERIENCE

GOLD

HANDFULS | BAGS | CHEST

CLASS FEATURE

CLOAKED

Any time you would be *Hidden*, you are instead *Cloaked*. In addition to the benefits of the *Hidden* condition, while *Cloaked* you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*.

SNEAK ATTACK

When you succeed on an attack while *Cloaked* or while an ally is within Melee range of your target, add a number of **d6s** equal to your tier to your damage roll.

Level 1 is Tier 1
Levels 2–4 are Tier 2
Levels 5–7 are Tier 3
Levels 8–10 are Tier 4

ACTIVE WEAPONS

PROFICIENCY ◉◯◯◯◯◯

PRIMARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME | BASE THRESHOLDS | BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON
☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON
☐ PRIMARY ☐ SECONDARY

NAME | TRAIT & RANGE | DAMAGE DICE & TYPE

FEATURE

ROGUE
CHARACTER GUIDE

As a rogue, you have experience fighting with your blade as well as your wit, preferring to move quickly and fight quietly.

SUGGESTED TRAITS
+1 Agility, −1 Strength, +2 Finesse,
0 Instinct, +1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON
Dagger - Finesse Melee - d8+1 phy - One-Handed

SUGGESTED SECONDARY WEAPON
Small Dagger - Finesse Melee - d8 phy - One-Handed
Paired: +2 to primary weapon damage to targets within Melee range

SUGGESTED ARMOR:
Gambeson Armor - Thresholds 5/11 - Score 3
Flexible: +1 to Evasion

INVENTORY

TAKE:
a torch, 50 feet of rope, basic supplies,
and a handful of gold

THEN CHOOSE BETWEEN:
a Minor Health Potion **OR**
a Minor Stamina Potion

AND EITHER:
a set of forgery tools **OR**
a grappling hook

CHARACTER DESCRIPTION
Choose one (or more) from each line, or write your own description.

Clothes that are: clean, dark, inconspicuous, leather, scary, tactical, tight

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a bandit, a con artist, a gambler, a mob boss, a pirate

BACKGROUND QUESTIONS

*Answer any of the following background questions.
You can also create your own questions.*

What did you get caught doing that got you exiled from your home community?

You used to have a different life, but you've tried to leave it behind. Who from your past is still chasing you?

Who from your past were you most sad to say goodbye to?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What did I recently convince you to do that got us both in trouble?

What have I discovered about your past that I hold secret from the others?

Who do you know from my past, and how have they influenced your feelings about me?

TIER 2: LEVELS 2–4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).*

☐ *Permanently gain a +1 bonus to your Evasion.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5–7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).*

☐ *Permanently gain a +1 bonus to your Evasion.*

☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*

☐☐ *Increase your Proficiency by +1.*

☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8–10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

☐☐☐ *Gain a +1 bonus to two unmarked character traits and mark them.*

☐☐ *Permanently gain one Hit Point slot.*

☐☐ *Permanently gain one Stress slot.*

☐ *Permanently gain a +1 bonus to two Experiences.*

☐ *Choose an additional domain card of your level or lower from a domain you have access to.*

☐ *Permanently gain a +1 bonus to your Evasion.*

☐ *Take an upgraded subclass card. Then cross out the multiclass option for this tier.*

☐☐ *Increase your Proficiency by +1.*

☐☐ *Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.*

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.