

# ROGUE

*The Whispers of the Ouroboros*



## CHARACTER INFORMATION

**Name:** \_\_\_\_\_  
**Level:** \_\_\_\_\_  
**Experience:** \_\_\_\_\_/8 Adventures  
**Armor Class:** 11 (+1 Dodge, +2 Assassinate)  
**Hit Points:** 3 (+1 per level except Level 4)  
**Speed:** 6 squares  
**Attack Bonus:** +6

## COMBAT ABILITIES

**Primary Attack: Whirling Blades**

**Roll:** 1d20+6 vs enemy AC  
**Damage:** 1 dagger damage (2 on natural 20)  
**Range:** Adjacent

**Special: Sneak Attack**

Deal 2 damage when flanking an enemy with an ally (3 damage with Precise Strikes).

## EQUIPMENT

**Level 2 Equipment:** \_\_\_\_\_

**Level 3 Equipment:** \_\_\_\_\_

**Level 4 Equipment:** \_\_\_\_\_

## QUICK REFERENCE

**Your Combat Turn:**

1. **MOVE** up to 6 squares
2. **ATTACK** Whirling Blades (1d20+6 vs AC)
3. **SPECIAL** Sneak Attack if flanking (+2 dmg)
4. **ENHANCEMENT** Use level ability

**Out of Combat:**

- **Stealth:** Roll 10+ with advantage
- **Thievery:** Roll 12+ with tools
- **Investigation:** Roll 10+ to find clues
- **Acrobatics:** Roll 10+ for climbing

## LEVEL PROGRESSION

### Level 2 Enhancement (Choose One):

- **■Dodge Roll**  
Once per adventure: Avoid one attack completely  
+1 AC when not wearing heavy armor
- **■Precise Strikes**  
Critical hits happen on 19-20 (not just 20)  
Sneak Attack damage increases to 3 points
- **■Quick Fingers**  
Can use thief tools to unlock doors, disable traps  
Roll 12+ to succeed on most thievery attempts

### Level 3 Enhancement (Choose One):

- **■Shadow Step**  
Can teleport up to 4 squares instead of moving  
Can teleport through walls if you can see the other side
- **■Dirty Fighting**  
Normal attacks can now trip enemies  
Choose trip or damage after you hit
- **■Eagle Eye**  
Can attack any enemy within 4 squares with daggers  
Sneak Attack works at range if ally is next to target

### Level 4 Enhancement (Choose One):

- **■Master Thief**  
Once per adventure: Roll 15+ to steal monster's ability  
You can use their special power once this fight
- **■Assassinate**  
First attack each fight deals double damage  
+2 AC permanently
- **■Shadow Clone**  
Once per adventure: Create shadow copy for 3 turns  
Shadow: 1d20+4 attack, 1 damage, dies in one hit

## EQUIPMENT PROGRESSION

### Level 2 Equipment (Choose One):

- **■Whisperknife** (+1 Magic Weapon)  
*So sharp it cuts through air without sound.*  
+1 to attack rolls
- **■Twin Fangs** (Versatile Weapon)  
*Paired blades for quick or deep strikes.*  
Choose +2 attack OR +1 damage each turn
- **■Shadowstrike Dagger** (Returning)  
*Returns from the realm of shadows.*  
Thrown weapons return automatically
- **■Shadowweave Leather** (Studded)  
*Treated with light-bending oils.*  
+1 AC for light armor users
- **■Cloak of Night Walker** (Magic Cloak)  
*Worn by the legendary thief.*  
+1 AC, invisible for 1 turn per adventure
- **■Vial of Second Chances** (Healing)  
*Brewed for dangerous infiltrations.*  
Restore 3 HP, single use per adventure

### Level 3 Equipment (Choose One):

- **■Flamekiss Blade** (Flaming Weapon)  
*Ignites when drawn in anger.*  
+1 damage, lights up dark areas
- **■Spiritbane** (Weapon of Smiting)  
*Forged by undead hunters.*  
Deal double damage vs undead/constructs
- **■Giantpiercer** (Giant Slayer)  
*Designed to find weak spots.*  
Deal +2 damage vs Large creatures
- **■Boots of Silent Steps** (Speed)  
*Make no sound while moving.*  
+2 Speed
- **■Ring of Hidden Paths** (Protection)  
*Reveals escape routes.*  
+1 AC, +1 to saving rolls
- **■Kit of Useful Things** (Bag of Tricks)  
*Contains treats for helpful creatures.*  
Summon helpful animal for 3 turns per adventure

### Level 4 Equipment (Choose One):

- **■Blade of Legends** (Artifact)  
*Once wielded by the master thief.*  
+2 attack, +1 damage, unique stealth power
- **■Armor of Shadow Guild** (Heroic)  
*Elite organization membership.*  
+2 AC, immunity to fear/charm effects
- **■Coin of Lucky Breaks** (Talisman)  
*Always lands in your favor.*  
Reroll any one die per adventure

## THIEF TOOLS REFERENCE

- **Lock Picking:** Roll 12+ to open doors, chests, shackles
- **Trap Disarmament:** Roll 12+ to safely disable traps
- **Sleight of Hand:** Roll 12+ to pickpocket or plant items

## COMBAT TIPS

- Position yourself to flank enemies with allies for Sneak Attack
- Your high speed lets you get into perfect position each turn
- Stay away from tough enemies – you're fragile but deadly
- Use terrain and stealth to your advantage

## ADVENTURE LOG

**Adventures Completed:**



**Cool Things My Hero Did:**

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**Secrets Discovered:**

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**Treasures Found:**

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