

NAME

HERITAGE

PRONOUNS

ANCESTRY

BACKGROUND

SUBCLASS

LEVEL

EVASION

Start at 12

ARMOR

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.

sneak attack die:

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

MAJOR SEVERE

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

ANCESTRY:

FEATURE

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

COMMUNITY:

FEATURE

DOMAIN CARD:

DOMAIN

TYPE

RECALL

FEATURE

SUBCLASS:

FOUNDATION

SPECIALIZATION

MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

DOMAIN CARD:

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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.

