

Rogue

Class

3

Level

Tiefling

Lineage

Criminal

Path

Path Upgrade

1,000

2,000

Experience Points

Next Level

CHARACTER NAME

PLAYER NAME

Δ TOTAL

3

STRENGTH

12

Modifier

+1

Temporary

DEXTERITY

18

Modifier

+4

Temporary

CONSTITUTION

8

Modifier

-1

Temporary

INTELLIGENCE

15

Modifier

+2

Temporary

WISDOM

10

Modifier

+0

Temporary

CHARISMA

13

Modifier

+1

Temporary

HP POINTS

15

ARMOR CLASS

19/22

RESISTANCE CLASS

15

DAMAGE THRESHOLD

18/21

AC - CON MOD

TEMPORARY

$$= 10 + 3 + \square + 4 + \square + 2$$

Armor

Shield

DEX

Natural Armor

Misc.

$$= 10 + 2 + 0 + 1 + \square + 2$$

INT

WIS

CHA

Natural Armor

Misc.

CONDITION TRACKER

STABLE

0

-d4

-d6

-d10

INCAPACITATED

ALIGNMENT SCORE

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

ATTACK

TO HIT

DAMAGE

Katana

Melee ☒Ranged ☐

+5

2d4+4

S
P
O
B

Special Properties

Sneak Attack +3d6 when favored

Weight Slots

Versatile (2d6)

1

Crossbow

Melee ☐Ranged ☒

+5

1d8+4

S
P
O
B

Special Properties

Sneak Attack +3d6 when favored

Weight Slots

Ammo ___/40

Reload 1Δ - Range 80/320

2

Daggers

Melee ☒Ranged ☒

+5

1d4+4

S
P
O
B

Special Properties

Sneak Attack +3d6 when favored

Weight Slots

Ammo ___/8

0

SPELL

Δ

SPELL TYPE & ATTACK

Arcane ☐Natural ☐Orderly ☐

S

V

M

Special Properties

Arcane ☐Natural ☐Orderly ☐

S

V

M

Special Properties

Arcane ☐Natural ☐Orderly ☐

S

V

M

Special Properties

INITIATIVE

+4

Proficiency Bonus

SPEED

40/20

REPUTATION

INSPIRATION

DOWNTIME POINTS

+1

2

CLASS FEATURES & ABILITIES

Lucky: 3x/day

Favorable (+d6) or Unfavorable (-d6)

Damage Resistance: FireSneak Attack - Gain (3d6) damage when attack is favored.Rend - Target gains the Bleeding condition

FAILURE FEATURES

Roleplay - Improbable, but not impossibleOn a skill crit fail, choose any other skill to use and reroll. Explain how this new skill helps you accomplish your task.Combat - Ha! T'was a trick shot!When you crit fail a ranged attack, the weapon/ammunition bounces off the environment in the way to instead yield a hit. This now includes Sneak attack damage dice.

SKILL TOTAL

Sensory Skills

<input type="checkbox"/> Concentration (Con)	=	+	+
<input type="checkbox"/> Insight (Wis)	=	+	+
<input type="checkbox"/> Investigation (Int)	=	+	+
<input type="checkbox"/> Perception (Wis)	=	+	+
<input type="radio"/> Listen (Wis)	=	+	+
<input type="radio"/> Sight (Wis)	=	+	+
<input type="radio"/> Smell (Wis)	=	+	+

Creative Skills

<input type="checkbox"/> Craft (Dex)	=	+	+
<input type="checkbox"/> 2 Disguise (Cha)	=	1	1
<input checked="" type="checkbox"/> 4 Forgery (Int)	=	3	+
<input type="checkbox"/> Performance (Cha)	=	+	+
<input type="checkbox"/> Profession (Int)	=	+	+

Communication Skills

<input type="checkbox"/> Animal Handling (Wis)	=	+	+
<input checked="" type="checkbox"/> 2 Deception (Cha)	=	1	1
<input type="checkbox"/> Insight (Wis)	=	+	+
<input checked="" type="checkbox"/> 2 Intimidation (Cha)	=	1	1
<input type="checkbox"/> Leadership (Cha)	=	+	+
<input checked="" type="checkbox"/> 2 Persuasion (Cha)	=	1	1

Knowledge Skills

<input type="checkbox"/> Appraisal (Wis)	=	+	+
<input type="checkbox"/> Arcana (Int)	=	+	+
<input type="checkbox"/> Cosmic (Int)	=	+	+
<input checked="" type="checkbox"/> 3 Geography (Int)	=	2	1
<input type="checkbox"/> History (Int)	=	+	+
<input type="checkbox"/> Lore (Int)	=	+	+
<input type="checkbox"/> Nature (Int)	=	+	+
<input type="checkbox"/> Religion (Int)	=	+	+

Physical Skills

<input checked="" type="checkbox"/> 4 Acrobatics (Dex)	=	4	1	-1
<input type="radio"/> Balance	=	+	+	
<input type="radio"/> Tumble	=	+	+	
<input checked="" type="checkbox"/> 4 Athletics (Str)	=	4	1	-1
<input type="radio"/> Jump (Str)	=	+	+	
<input type="radio"/> Swim (Str)	=	+	+	
<input checked="" type="checkbox"/> 4 Initiative (Dex)	=	4	1	-1
<input checked="" type="checkbox"/> 4 Stealth (Dex)	=	4	1	-1

Trained Skills

<input checked="" type="checkbox"/> 3 Decryption (Int)	=	2	1	+
<input type="checkbox"/> Inscription (Int)	=	+	+	
<input checked="" type="checkbox"/> 5 Lockpick (Dex)	=	4	1	+
<input type="checkbox"/> Medicine (Wis)	=	+	+	
<input type="checkbox"/> Ride (Dex)	=	+	+	
<input checked="" type="checkbox"/> 5 Sleight of Hand (Dex)	=	4	1	+
<input type="checkbox"/> Survival (Wis)	=	+	+	

SPECIALIZATION SKILLS

<input type="radio"/> _____ []	=	+	+
<input type="radio"/> _____ []	=	+	+
<input type="radio"/> _____ []	=	+	+
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<input type="radio"/> _____ []	=	+	+
<input type="radio"/> _____ []	=	+	+

TOTAL SPELLS

SPELL SLOTS

SPELL ATTACK

CASTING ABILITY

 /
 +2

 Charisma

SPELL NAME

PG#

Δ

Range

Damage

Hellish Rebuke	361	Arcane <input checked="" type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	1Δ	<input checked="" type="checkbox"/> S <input checked="" type="checkbox"/> V <input type="checkbox"/> M	60ft	1d10 fire
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Age

Height

Weight

Eyes

Skin

Hair

Character Appearance

Character Details

A wanted poster too weathered to read but the
Plot Item: caricature looks eerily similar to you.

TRAITS

Cantrip Initiate (Gain 3 cantrips)

Cunning (Proficient with Deception, Intimidation, and Persuasion skills)

R C

Darkvision 60ft

R C

Lucky x2 (3x/day - choose either favorable (+d6) or unfavorable (-d6))

R C

Fleet of Foot (+10 movement speed)

R C

R C

R C

R C

R C

R C

R C

R C

DISADVANTAGE TRAIT:

PLAYER NAMES

CHARACTER NAMES

WORN GEAR

WEIGHT
SCORE

EQUIPMENT

AMOUNT

WEIGHT
SCORE

EQUIPMENT

AMOUNT

WEIGHT
SCORE

CURRENCY



Studded
Leather

3



Amulet of Ultimate
Warding

1



Kitana / Crossbow (Light)
Daggers

3

Wanderer's Pack

2

Thieve's Tools

2

Healing Potion

0

(2d4+2 hp)

TOTAL
WEIGHT
SCORE

11

STR ABILITY + SIZE MOD = MAX WEIGHT

12

0

12

CP

SP

GP

163

PP

GEMS

3

Rogue Class Abilities

Sneak Attack

Beginning at 1st level, the rogue knows how to strike subtly and exploit a foe who is distracted. Once per turn, the rogue can deal an extra 1d6 damage to one creature after they hit with a favored or heavily favored attack roll. The attack must use a weapon that has finesse or is classified as a ranged weapon. The rogue cannot use this ability if they have any unfavorable circumstances stacked against their attack roll or when the target can see the rogue.

The amount of the extra damage will increase as the rogue gain levels in this class, as shown in the Sneak Attack column of the class leveling table.

Thieves' Cant

During the rogue's training, they've learned thieves' cant, a secret mix of dialect, jargon, and code that allows them to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, the rogue understands a set of secret signs and symbols used to convey short and simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks, or info about a location for a safe house for thieves on the run.

Rend

Beginning at 2nd level, when the rogue makes a single melee attack roll against a target, they are now proficient in hitting their enemy's weak spots causing them to take ongoing damage. On a successful melee attack roll to hit against both AC and RC, the rogue's weapon deals normal damage and the target now has the *Bleeding* condition. The *Bleeding* condition is only added when both AC and RC are hit successfully. Hitting the target's AC still yields weapon damage, while only hitting the target's RC has no effect. A creature that cannot bleed is not affected by this ability.

Bleeding Condition → A creature gains the *Bleeding* condition when they take max damage from a slashing or piercing weapon or when their damage threshold is matched or beaten. A bleeding character is moved down the condition tracker one space. A bleeding creature loses 1d6 hit points at the start of their turn each round until they are off the condition tracker.

Tiefling Traits

Hellish Rebuke

Arcane | Combat | Evocation | Type: Attack–Fire

Casting Time – 1Δ (Reaction only, which you take in response to being damaged by a creature within 60 feet of you that you can see)

Range – 60 feet

Components – V, S

Duration – Instantaneous

Damage – 1d10 fire

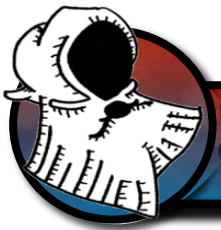
Condition – Burned. Casting this spell inflicts 1 alignment point on the caster

Targets – 1 creature who damage you

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. You must make a spell attack roll against the AC and RC of the creature who attacked you and dealt damage. On a successful spell attack roll, the creature takes 2d6 fire damage, or half as much damage on a failed roll. When your spell attack successfully hits the creature's AC and RC, the creature has the burned condition.

Extension Casting

- ✦ 1Δ – Choose a different element type (Cold, gravity, thunder, lightning, water, etc.) to cast in the same way you would cast *Hellish Rebuke*. The new elemental type removes the *Burned* condition as part of the spell's effects.
- ✦ 2Δ – Your hellish rebuke deals 4d6 fire damage on a successful spell attack roll to AC.



ROGUE CLASS FEATURES

<u>Tier 1</u> Levels 1-5	<u>Tier 2</u> Levels 6-10	<u>Tier 3</u> Levels 11-15	<u>Tier 4</u> Levels 16-20
<input type="checkbox"/> Arcane Trickster I <input type="checkbox"/> Evasion <input type="checkbox"/> Keen Mind <input type="checkbox"/> Perplex <input type="checkbox"/> Shadowmeld <input type="checkbox"/> Skill Expertise <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice	<input type="checkbox"/> Arcane Trickster II <input type="checkbox"/> Darkstalker <input type="checkbox"/> Fleet of Foot <input type="checkbox"/> Knowledge Tactics <input type="checkbox"/> Vigilance <input type="checkbox"/> Will of Darkness <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice	<input type="checkbox"/> Arcane Trickster III <input type="checkbox"/> Battlemind <input type="checkbox"/> Blindsense <input type="checkbox"/> Combat Reflexes I <input type="checkbox"/> Deception Strike <input type="checkbox"/> Paralyzing Strike <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice	<input type="checkbox"/> Arcane Trickster IV <input type="checkbox"/> Combat Reflexes II <input type="checkbox"/> Danger Sense <input type="checkbox"/> Elusive <input type="checkbox"/> Master of Deception <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice <input type="checkbox"/> Additional +1d6 Sneak Attack Dice

Listed on the following page are your *CLASS FEATURE* options for your character.

You gain a *Class Feature* at every odd level. Since you are starting with a Level 3 character, you will select *TWO Class Features*. If you do not want to take one of the items listed below, you may choose to select one of these following traits:

- ☐ Class Skill
- ☐ Trained Skill
- ☐ Trait
- ☐ Additional +1d6 Sneak Attack Dice

Tier 1 Class Features

Arcane Trickster I

The rogue has learned how to use simple magic to trick and manipulate things to go their way. The following three spells are always prepared and cost only 1Δ for the rogue:

- ✦ Mage Hand
 - ✦ Minor Illusion
 - ✦ Prestidigitation
-

Evasion

When the rogue is targeted by an attack that has an area of effect – that is any attack that hits multiple targets at once – they can add their Dexterity modifier to their AC twice. For example, a wizard who casts fireball will roll to attack all creatures within a 60ft sphere. The Martial Artist has a *Dexterity* ability of 15(+2), granting +4 to their total AC against the wizard's spell attack roll.

Additionally, when the rogue is struck by an attack that deals area of effect damage, they reduce it by half. When the rogue is not hit, they instead take no damage at all.

Keen Mind

The rogue has a mind that can track time, direction, and detail with uncanny precision. They gain the following benefits:

- ✦ The rogue can now add their *Intelligence Modifier* to their *Initiative*.
 - ✦ The rogue always knows which way is north.
 - ✦ The rogue always knows the number of hours left in a day before the next sunrise or sunset
 - ✦ The rogue can accurately recall anything they have seen or heard within the past 30 days.
-

Perplex

The rogue is able to twist their words to conceal their motives, ideas, and secrets. The rogue is now always slightly favored (+d4) when rolling skill checks in *Deception*, *Forgery*, *Intimidation*, and *Persuasion*.

Shadowmeld

Discretion is the rogue's ally. Operating within the shadows is where they feel most comfortable and capable. When the rogue is concealed by darkness, they are able to move at their full speed walking, running, climbing, flying, and swimming. Additionally, when the rogue is concealed in darkness, they are heavily favored (+d10) when using the Stealth skill.

Skill Expertise

The rogue gains expertise in any skill or skill specialization of their choice that they are already proficient with. This class feature allows the rogue to double their ability modifier for the three skills selected that they wish to have skill expertise with.

Class Feature Spells

Mage Hand (Cantrip)

Arcane | Hybrid | Abjuration | Type: Utility

Casting Time – 2Δ

Range – 30 feet

Components – V, S

Duration – 1 minute

Damage – None

Condition – None

Targets – 1 willing creature you can touch

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as free action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can expend 1Δ to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it as a free action on your turn.

The hand can't attack, activate magic items, or carry more than weight slot score of 1.

Extension Casting

- 6Δ – You can cast this spell to make a ranged or melee attack with the hand holding a weapon you give it. The hand uses your melee attack bonus to hit. Additionally, the hand can activate magic items and can carry an item up to weight slot score 1.

Minor Illusion (Cantrip)

Arcane | Hybrid | Illusion | Type: Utility

Casting Time – 1Δ

Range – 30 feet

Components – S, M (a bit of fleece)

Duration – 1 minute

Damage – None

Condition – None

Targets – None

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

You must make a single spell attack roll for the illusion. The total must match or exceed the RC of any targets who would be subjected to it. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Extension Casting

- 2Δ – The duration of the illusion lasts 5 minutes.
- 3Δ – The illusion's size increases to a 10-foot cube.

Prestidigitation (Cantrip)

Arcane | Roleplay | Transmutation | Type: Utility

Casting Time – 1Δ

Range – 10 feet

Components – V, S

Duration – Up to 1 hour

Damage – None

Condition – None

Targets – 1 creature you can see within range

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

Effect
You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
You instantaneously light or snuff out a candle, a torch, or a small campfire.
You instantaneously clean or soil an object no larger than 1 cubic foot.
You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as a free action on your turn.

ACTION POINT OPTIONS

Acrobatic movement (Flipping, sliding, etc.)	+1Δ to normal movement
Activating or adjusting an item or object	1Δ
Bull rushing	+1Δ
Burying an object	1Δ (+1Δ per size category above Medium)
Casting a spell	1Δ+ (See spell description for Δ cost)
Channeling divinity	-
Crafting an improvised object in combat	1Δ
Communication Skills	-
Consuming food, drink, or potion	1Δ
Controlling an independent mount	1Δ
Decryption / Inscription	Out of combat only
Defending	1Δ+
Disarming	2Δ
Disengaging from melee combat	1Δ
Drawing an item or weapon	-
Dropping an object	-
Falling prone	-
Fixing a broken object (Simple fix)	2Δ
Forging a signature or document	2Δ
Grappling (Escaping)	3Δ
Grappling (Initiating)	2Δ
Grasping an item or object while falling	1Δ
Infusing a potion	1Δ
Knowledge Skills	-
Lifting an object	2Δ (+1Δ per size category above Medium)
Lockpicking (during combat rounds)	2Δ
Medicine skill	1Δ
Melee or ranged attack (Not proficient)	+1Δ to attack
Melee or ranged attack (Proficient)	2Δ
Mounting and dismounting	1Δ
Movement	1Δ
Movement with a controlled mount	-
Moving up the Condition Tracker	3Δ
Offhand Weapon Attack	2Δ
Opening a heavy chest or door	1Δ
Operating a complex machine or vehicle	2Δ
Opportunity Attack	1Δ
Performance	1Δ
Physical skills	1Δ+
Pushing	2Δ
Rage	1Δ
Reloading	1Δ
Sensory Skills	-
Stealth (1/2 movement speed)	1Δ
Throwing a willing creature	3Δ (+1Δ per size category above Medium)
Throwing an unwilling creature (Must be grappled prior to throw)	4Δ (+1Δ per size category above Medium)
Tripping	2Δ
Tug-of-war	2Δ (+1Δ per creature engaged with the object)
Tying a rope	1Δ
Unarmed strike attack	2Δ
Using tools (Trained)	1Δ
Using tools (Untrained)	2Δ
Wielding an oversized weapon	3Δ (+1Δ per size category above Large)
Wild shape	1Δ