

# Equipment

Item

Scarcity Die

|    |  |  |
|----|--|--|
| 1  |  |  |
| 2  |  |  |
| 3  |  |  |
| 4  |  |  |
| 5  |  |  |
| 6  |  |  |
| 7  |  |  |
| 8  |  |  |
| 9  |  |  |
| 10 |  |  |
| 11 |  |  |
| 12 |  |  |
| 13 |  |  |
| 14 |  |  |
| 15 |  |  |
| 16 |  |  |
| 17 |  |  |
| 18 |  |  |
| 19 |  |  |
| 20 |  |  |
| 21 |  |  |

Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name \_\_\_\_\_ Level \_\_\_\_\_

this being the record of the deeds of a **Rogue**  XP \_\_\_\_\_

## Ability Scores

|            | SCORE                | MOD                  | SAVE                 |
|------------|----------------------|----------------------|----------------------|
| <b>cha</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>con</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>dex</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>int</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>str</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>wis</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

## Skills

|   |                 |                      |
|---|-----------------|----------------------|
|  | ARCANA          | <input type="text"/> |
|   | CLIMBING        | <input type="text"/> |
|   | FIRST AID       | <input type="text"/> |
|   | LITERACY        | <input type="text"/> |
|   | SEAMANSHIP      | <input type="text"/> |
|   | SEARCH          | <input type="text"/> |
|   | SLEIGHT OF HAND | <input type="text"/> |
|   | STEALTH         | <input type="text"/> |
|   | SURVIVAL        | <input type="text"/> |
|   | TINKERING       | <input type="text"/> |

## Class Features

### Sneak Attack

When attacking unaware targets, add 2x Stealth modifier to the attack roll. On a successful hit, multiply the damage dealt by (level +1), after rolling damage and applying all modifiers.


### Rogue's Luck

ROGUE'S LUCK PER SESSION: 1d4 +

CURRENT ROGUE'S LUCK POINTS:

Use a point of Rogue's Luck to re-roll any failed check or saving throw.

## Combat

| Initiative   | Armor Class   | Hit Points   | Attack Bonus              |                            |                             |
|--|---|--|---------------------------|----------------------------|-----------------------------|
| d10 + <input type="text"/><br><input type="text"/> |  | TOTAL <input type="text"/><br>CURRENT <input type="text"/> | BASE <input type="text"/> | MELEE <input type="text"/> | RANGED <input type="text"/> |
| Weapon   |   | Damage   | Notes                     |                            |                             |
|  |   |  |                           |                            |                             |
|  |   |  |                           |                            |                             |
|  |   |  |                           |                            |                             |
|  |   |  |                           |                            |                             |
|  |   |  |                           |                            |                             |
| Armor  |   | Modifier   | Notes                     |                            |                             |
|  |   |  |                           |                            |                             |
|  |   |  |                           |                            |                             |

## Basic Rules

|        |   |      |                               |
|--------|---|------|-------------------------------|
| Check  | 1d6 + mod, 6+ succeeds  | Save | 1d10 + save mod, 10+ succeeds |
| Attack | 1d20 + attack bonus, meet or exceed target's Armor Class to succeed |      |                               |

## ·Retainers·

Name \_\_\_\_\_ Name \_\_\_\_\_  
 Type \_\_\_\_\_ Type \_\_\_\_\_  
 Wage \_\_\_\_\_ PER SESSION Wage \_\_\_\_\_ PER SESSION

|                            |               |                 |             |     |
|----------------------------|---------------|-----------------|-------------|-----|
| Hit Points                 |               | TOTAL / CURRENT | Armor Class |     |
| [ ] / [ ]                  |               | [ ] / [ ]       | [ ]         |     |
| Attack Bonus               |               | WEAPON          | DAMAGE      |     |
| MELEE                      | RANGED        | [ ]             | [ ]         | [ ] |
| [ ]                        | [ ]           | [ ]             | [ ]         | [ ] |
| Items carried for employer |               |                 |             |     |
| 1                          | _____         |                 |             |     |
| 2                          | _____         |                 |             |     |
| 3                          | _____         |                 |             |     |
| 4                          | _____         |                 |             |     |
| 5                          | _____         |                 |             |     |
| 6                          | _____ Laborer |                 |             |     |
| 7                          | _____ Laborer |                 |             |     |
| 8                          | _____ Laborer |                 |             |     |

|                            |               |                 |             |     |
|----------------------------|---------------|-----------------|-------------|-----|
| Hit Points                 |               | TOTAL / CURRENT | Armor Class |     |
| [ ] / [ ]                  |               | [ ] / [ ]       | [ ]         |     |
| Attack Bonus               |               | WEAPON          | DAMAGE      |     |
| MELEE                      | RANGED        | [ ]             | [ ]         | [ ] |
| [ ]                        | [ ]           | [ ]             | [ ]         | [ ] |
| Items carried for employer |               |                 |             |     |
| 1                          | _____         |                 |             |     |
| 2                          | _____         |                 |             |     |
| 3                          | _____         |                 |             |     |
| 4                          | _____         |                 |             |     |
| 5                          | _____         |                 |             |     |
| 6                          | _____ Laborer |                 |             |     |
| 7                          | _____ Laborer |                 |             |     |
| 8                          | _____ Laborer |                 |             |     |

Name \_\_\_\_\_ Name \_\_\_\_\_  
 Type \_\_\_\_\_ Type \_\_\_\_\_  
 Wage \_\_\_\_\_ PER SESSION Wage \_\_\_\_\_ PER SESSION

|                            |               |                 |             |     |
|----------------------------|---------------|-----------------|-------------|-----|
| Hit Points                 |               | TOTAL / CURRENT | Armor Class |     |
| [ ] / [ ]                  |               | [ ] / [ ]       | [ ]         |     |
| Attack Bonus               |               | WEAPON          | DAMAGE      |     |
| MELEE                      | RANGED        | [ ]             | [ ]         | [ ] |
| [ ]                        | [ ]           | [ ]             | [ ]         | [ ] |
| Items carried for employer |               |                 |             |     |
| 1                          | _____         |                 |             |     |
| 2                          | _____         |                 |             |     |
| 3                          | _____         |                 |             |     |
| 4                          | _____         |                 |             |     |
| 5                          | _____         |                 |             |     |
| 6                          | _____ Laborer |                 |             |     |
| 7                          | _____ Laborer |                 |             |     |
| 8                          | _____ Laborer |                 |             |     |

|                            |               |                 |             |     |
|----------------------------|---------------|-----------------|-------------|-----|
| Hit Points                 |               | TOTAL / CURRENT | Armor Class |     |
| [ ] / [ ]                  |               | [ ] / [ ]       | [ ]         |     |
| Attack Bonus               |               | WEAPON          | DAMAGE      |     |
| MELEE                      | RANGED        | [ ]             | [ ]         | [ ] |
| [ ]                        | [ ]           | [ ]             | [ ]         | [ ] |
| Items carried for employer |               |                 |             |     |
| 1                          | _____         |                 |             |     |
| 2                          | _____         |                 |             |     |
| 3                          | _____         |                 |             |     |
| 4                          | _____         |                 |             |     |
| 5                          | _____         |                 |             |     |
| 6                          | _____ Laborer |                 |             |     |
| 7                          | _____ Laborer |                 |             |     |
| 8                          | _____ Laborer |                 |             |     |

TOTAL WAGES DUE EACH SESSION [ ] NAME OF HEIR [ ]

## ·Notes, Maps & Miscellanea·



|               |                        |
|---------------|------------------------|
| DEAD SIBLINGS | LANGUAGES AND LITERACY |
|---------------|------------------------|

IN EACH COMBAT ROUND, EACH COMBATANT GETS  
**1 Movement action + 1 Combat action**

|             |                     |
|-------------|---------------------|
| AIM         | ATTACK              |
| DROP PRONE  | BLOOD MAGIC         |
| HOLD ACTION | DISENGAGE           |
| MOVE        | DRAW WEAPON         |
| STAND UP    | RUN (ONLY IF MOVED) |
|             | PICK UP OBJECT      |
|             | THROW OBJECT        |

### ·Overland movement rates·

THESE MOVEMENT RATES ASSUME THE REFEREE IS USING 2-MILE HEXES

| Terrain                             | miles/<br>watch | miles/<br>day | hexes/<br>watch | hexes/<br>day |
|-------------------------------------|-----------------|---------------|-----------------|---------------|
| MAINTAINED ROADS (FULL SPEED)       | 8               | 24            | 4               | 12            |
| WILDERNESS TRAILS (3/4)             | 6               | 18            | 3               | 9             |
| HILLS, FORESTS, DESERTS, ETC. (1/2) | 4               | 12            | 2               | 6             |
| JUNGLES, SWAMPS, MTNS, ETC. (1/4)   | 2               | 6             | 1               | 3             |