

# ROGUE CARD DECK



POWERS  
CLASS FEATURES + TALENTS

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

ROGUE CARD DECK

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## EVASIVE STRIKE

MELEE ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

## HIT

Weapon + Dexterity damage,  
and you can pop free from the target.

## MISS

Damage equal to your level.

## ADVENTURER FEAT

LEARNED ✧

If you drop the target with your *evasive strike* attack,  
you can pop free from all enemies instead.

## CHAMPION FEAT

LEARNED ✧

If you hit with *evasive strike* and the natural attack roll  
was even, you gain a +2 bonus to AC and PD against  
the next attack that targets you this battle (no joy if it's  
an attack vs. MD).

## EPIC FEAT

LEARNED ✧

Ok. Thanks to your slippery mind, the champion feat  
benefit also provides a +2 bonus to MD.

## EVASIVE STRIKE

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## DEADLY THRUST

MELEE ATTACK

AT-WILL

Target: One staggered non-mook enemy

Attack: Dexterity + Strength + Level vs. AC

HIT

Weapon + Dexterity damage.

MISS

Damage equal to your level.

ADVENTURER FEAT

LEARNED ✧

Add your Strength modifier to the miss damage.

CHAMPION FEAT

LEARNED ✧

You can now target mooks with *deadly thrust*.

EPIC FEAT

LEARNED ✧

If you don't add your *Sneak Attack* damage to the attack, you also deal damage equal to five times your Strength modifier to your *deadly thrust* target when you hit.

## DEADLY THRUST

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.**It never runs out.*

STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## FLYING BLADE

RANGED ATTACK

AT-WILL

Target: One nearby creature

Attack: Dexterity + Level vs. AC

*Special:* You must use a small bladed weapon with this attack.

## HIT

Weapon + Dexterity damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your *Sneak Attack* damage for the round.

## MISS

Damage equal to your level.

## FLYING BLADE

## REUSABLE POWER

AT-WILL

You can re-use an at-will power freely. It never runs out.

## ADVENTURER FEAT

LEARNED ✦

If you score a critical hit with *flying blade*, the target is also *dazed* until the end of your next turn.

## CHAMPION FEAT

LEARNED ✦

As long as one of your allies is engaged with the target, your *flying blade* attack rolls no longer need to be even to add your *Sneak Attack* damage.

## EPIC FEAT

LEARNED ✦

You can use *flying blade* with any ranged weapon.

## DAZED

You take a -4 penalty to attacks.

## ROLL WITH IT

MOMENTUM POWER

AT-WILL  
(ONCE PER ROUND)

INTERRUPT ACTION

REQUIRES MOMENTUM

*Trigger:* A melee attack that targets AC hits you.

## EFFECT

You take half damage from that attack.

## ADVENTURER FEAT

LEARNED ✦

The power also triggers on an attack against PD.

## CHAMPION FEAT

LEARNED ✦

The power also triggers on a ranged attack.

## EPIC FEAT

USED ✦ LEARNED ✦

Once per day, you can use roll with it to take damage equal to the attacker's level instead of half damage.

## ROLL WITH IT

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## SURE CUT

MELEE ATTACK

AT-WILL

REQUIRES MOMENTUM

*Special:* You must have *momentum* and be able to deal your *Sneak Attack* damage to the target if you hit.

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage.

MISS

Deal your Sneak Attack damage + damage equal to your level.

CHAMPION FEAT

LEARNED ✦

Missing with *sure cut* no longer counts as a use of *Sneak Attack* for the round.

## SURE CUT

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## TUMBLING STRIKE

MELEE ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

## ALWAYS

You gain a +5 bonus to all disengage checks you attempt this turn.

You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).

## HIT

Weapon + Dexterity damage.

## MISS

Damage equal to your level.

## TUMBLING STRIKE

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## BLEEDING STRIKE

MELEE ATTACK

AT-WILL

**Target:** One enemy who is not taking ongoing damage

**Attack:** Dexterity + Level vs. AC

## HIT

Weapon + Dexterity damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.

## MISS

Damage equal to your level.

## ADVENTURER FEAT

LEARNED ✧

The ongoing damage against large or huge targets increases to 1d6 times your level.

## CHAMPION FEAT

LEARNED ✧

A natural even miss also deals ongoing damage equal to your level.

## EPIC FEAT

LEARNED ✧

You can now use *bleeding strike* against enemies taking ongoing damage.

## BLEEDING STRIKE

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*



## DEFLECTION

MOMENTUM POWER

AT-WILL  
(ONCE PER ROUND)

INTERRUPT ACTION

YOU MUST SPEND  
YOUR MOMENTUM*Trigger:* A melee attack misses you.

## EFFECT

The attack hits a different enemy you are engaged with instead, but deals only half damage.

## ADVENTURER FEAT

LEARNED ✧

The power also triggers on a ranged attack against AC.

## CHAMPION FEAT

LEARNED ✧

The deflected attack now deals full damage instead of half damage.

## EPIC FEAT

LEARNED ✧

Using *deflection* no longer spends your momentum.

## DEFLECTION

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## SLICK FEINT

MELEE ATTACK

AT-WILL

Target: One enemy engaged with you (*first target*)

Attack: Charisma + Level vs. MD

HIT

The target is *dazed* until the end of your next turn, and you can make an *improved attack* against a second target.

MISS

Your attack action is over; the feint was a screw-up.

## IMPROVED ATTACK

Target: A different enemy from the first target that is engaged with you (*Second target*)

Attack: Dexterity + Level +2 vs. AC

HIT

Weapon + Dexterity damage.

MISS

Damage equal to your level.

## SLICK FEINT

REUSABLE POWER

AT-WILL

You can re-use an at-will power freely.  
It never runs out.

DAZED

You take a -4 penalty to attacks.

## THIEF'S STRIKE

MELEE ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. PD

## HIT

Half of Weapon + Dexterity damage (including *Sneak Attack* damage if any), and roll a normal save (11+).

If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)

## MISS

—

## NOTE

This is a bonus 3<sup>rd</sup>-level power for rogues with the *Thievery* talent. Other rogues can choose it if they like.

## THIEF'S STRIKE

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.**It never runs out.*

## HARMLESS MISDIRECTION

MOMENTUM POWER

AT-WILL  
(ONCE PER ROUND)

INTERRUPT ACTION

REQUIRES MOMENTUM

*Trigger:* You miss with a melee attack while an ally is engaged with the target.

## EFFECT

You can pop free from the target, and the target can't attack you during its next turn as long as your ally remains engaged with it.

## HARMLESS MISDIRECTION

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## SPIKY BASTARD

DAILY

Quick action to activate *Spiky Bastard*

**Target:** each enemy that makes a melee attack against you and rolls a natural odd attack roll.

## EFFECT

You go all-out to hurt anyone who tries to get a piece of you. For the rest of the battle, while you're conscious, using at least one bladed weapon, and are not *staggered* or *stunned*, you deal 10 damage to each enemy that makes a melee attack against you and rolls a natural odd attack roll. The damage hits the enemy before their attack damages you.

## CHAMPION FEAT

LEARNED ✦

Spiky bastard damage now applies when you are *staggered*, though obviously not while you are unconscious.

## EPIC FEAT

LEARNED ✦

If the escalation die is 3+, the damage increases to 15 instead of 10.

## SPIKY BASTARD

POWER USED

DAILY

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## STUNNED

You suffer a -4 penalty to defenses and can't take any actions.

## SWIFT DODGE

MOMENTUM POWER

AT-WILL  
(ONCE PER ROUND)

INTERRUPT ACTION

REQUIRES MOMENTUM

*Trigger: You are hit by an attack against AC.*

## EFFECT

The attacker must reroll the attack.

## CHAMPION FEAT

LEARNED ✦

The power also triggers on an attack against PD.

## EPIC FEAT

USED ✦ LEARNED ✦

The attack reroll takes a -2 penalty.

## SWIFT DODGE

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## ASSASSIN'S GAMBIT

MELEE ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

## HIT

Half of Weapon + Dexterity damage (including *Sneak Attack* damage if any), and if you drop a non-mook target to 0 hp, you can take another standard action this turn.

## MISS

Damage equal to your level.

## EPIC FEAT

LEARNED ✨

Once a turn, you can get the extra standard action when this attack drops a mook target.

## ASSASSIN'S GAMBIT

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.**It never runs out.*

## SWIFT RIPOSTE

MOMENTUM POWER

AT-WILL  
(ONCE PER ROUND)

INTERRUPT ACTION

YOU MUST SPEND  
YOUR MOMENTUM*Trigger:* An enemy targets you with a melee attack.

## EFFECT

You can make a basic attack against your attacker.

If your natural attack roll equals or beats your attacker's roll, resolve your basic attack against that enemy first.

If your attack roll is lower, your attack has no effect, regardless of whether it hits or misses.

## SPECIAL

You can't gain momentum from hitting with *swift riposte*.

## CHAMPION FEAT

LEARNED ✨

If your *swift riposte* attack is a critical hit, the enemy's attack misses.

## EPIC FEAT

LEARNED ✨

You gain a +2 attack bonus with *swift riposte* attacks.

## SWIFT RIPOSTE

## REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*



## DEATH'S TWIN

MOMENTUM POWER

AT-WILL

STANDARD ACTION  
ON YOUR TURNYOU MUST SPEND  
YOUR MOMENTUM

## EFFECT

You can make two basic attacks at any point during your turn, each against a different target.

You only regain momentum if your second attack hits.

## EPIC FEAT

LEARNED ✦

If your attack against your first *death's twin* target is a natural 18+, you can make your second basic attack against that same target.

## DEATH'S TWIN

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## TRUE TARGETING

MOMENTUM POWER

AT-WILL

INTERRUPT ACTION OR  
FREE ACTION ON YOUR TURN

YOU MUST SPEND  
YOUR MOMENTUM

*Trigger:* An invisible or otherwise hidden enemy attacks you, or you try to attack an invisible or hidden enemy.

## EFFECT

The attacker's invisibility isn't going to work on you. It might work against your allies, but you see through it and can tell where the creature is well enough to target it normally or be aware of its imminent attack.

## EPIC FEAT

LEARNED ✦

If the enemy's attack misses, you regain momentum.

## TRUE TARGETING

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## MOMENTUM

Many of the rogue's powers function only when the rogue has momentum.

**You gain momentum**  
by hitting an enemy with an attack.

**You lose momentum**  
when you are hit by an attack.

## EFFECT

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must spend your momentum to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

## MOMENTUM

## HOW DOES MOMENTUM WORK?

Momentum is either on or off. You don't have a certain amount of momentum or multiple momentums; you either have it or you don't. If you would get it when you already have it, you still just have it.

- When you start a battle, you don't have momentum.
- When you hit an enemy with an attack, you gain momentum.
- When an enemy hits you with an attack, you lose your momentum.
- The attacks don't have to do damage; they only need to hit. Similarly, even if it still does damage on a miss, an attack that misses you doesn't cause you to lose momentum.
- Some maneuvers require you to have momentum, or you can't use them.
- Some maneuvers require you to have momentum and to spend it on the maneuver. If you do that, you no longer have momentum.

## ROGUE CLASS FEATURE

## SNEAK ATTACK

ONCE PER ROUND

*Trigger:* Rogue melee weapon attack**Target:** One enemy engaged with one or more of your allies

## EFFECT

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal extra damage if your attack hits.

## ROGUE LEVEL      EXTRA DAMAGE

1                      +1d4

2                      +1d6

4                      +2d6

6                      +3d6

8                      +5d6

10                     +7d6

## ROGUE CLASS FEATURE

## SNEAK ATTACK

## ADVENTURER FEAT

LEARNED ✦

Your *Sneak Attack* feature also works the first round of combat against enemies with a lower initiative than you.

## CHAMPION FEAT

LEARNED ✦

Your *Sneak Attack* feature also works against enemies who are *confused*, *dazed*, *stunned*, *vulnerable* to your attack, or *weakened*.

## EPIC FEAT

USED ✦ LEARNED ✦

Once per battle when you miss with an attack that would have allowed you to deal *Sneak Attack* damage, replace the normal miss damage with your full *Sneak Attack* damage.

## TRAP SENSE

*Trigger:* A skill check involving a trap is a natural even failure.

*Reroll:* Reroll the skill check once.

*Trigger:* A trap's attack roll against a rogue is a natural odd roll.

*Reroll:* Reroll the attack once.

## EFFECT

Even rogues whose backgrounds don't have anything to do with noticing, avoiding, or disarming traps have a unique knack for dealing with traps.

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once.

If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

## TRAP SENSE

## ADVENTURER FEAT

LEARNED ✦

The trap attack reroll can also apply to a nearby ally of the rogue as the rogue shouts a warning or acts to prevent the trap from hitting.

## CHAMPION FEAT

LEARNED ✦

You gain a +3 bonus to skill check rerolls you make against traps.

## EPIC FEAT

LEARNED ✦

You only take half damage from trap attacks.

## CUPPING

## TALENT

## EFFECT

You can use your **Intelligence in place of your Charisma** for any rogue attacks, talents, or powers that use Charisma (e. g. *shadow walk* and *slick feint*).

You also gain **two extra points of backgrounds** to spend on knowledge-related backgrounds.

And you gain a **+2 bonus to skill checks involving traps**.

## ADVENTURER FEAT

LEARNED ✦

You gain a +1 bonus to Mental Defense.

## CHAMPION FEAT

USED ✦ LEARNED ✦

Once per battle, reroll a save against an effect from an attack that originally hit your Mental Defense.

## EPIC FEAT

LEARNED ✦

Your once-per-battle save reroll is now once per save.

## CUPPING

## TALENT

## IMPROVED SNEAK ATTACK

## TALENT

## EFFECT

Your *Sneak Attack* damage is better than other rogues. Use the following *Sneak Attack* bonus damage progression instead.

ROGUE LEVEL	EXTRA DAMAGE
1	+1d6
2	+1d8
4	+2d8
6	+3d8
8	+5d8
10	+7d8

## IMPROVED SNEAK ATTACK

## TALENT

## ADVENTURER FEAT

USED  LEARNED 

Once per day as a free action, you can add your *Sneak Attack* damage to any hit against one target that would not otherwise have qualified for the damage.

## CHAMPION FEAT

USED  LEARNED 

Once per day, roll d20s for your *Sneak Attack* damage instead of d8s.

## EPIC FEAT

USED  LEARNED 

One battle per day, ignore the limitation that you can use *Sneak Attack* damage only once per round.

## MURDEROUS

## TALENT

## EFFECT

Against *staggered* enemies, your crit range with rogue attacks expands by 2.

## ADVENTURER FEAT

LEARNED ✦

You gain a +2 attack bonus against *staggered* enemies.

## CHAMPION FEAT

LEARNED ✦

Your crit range against *staggered* enemies expands by 2 (now +4).

## EPIC FEAT

LEARNED ✦

Whenever a *staggered* enemy misses you with a melee attack, it's *vulnerable* to your attacks for the rest of the battle.

## MURDEROUS

## TALENT

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).



## SHADOW WALK

TALENT

AT-WILL

MOVE ACTION

*Special:* As a move action before you have used your standard action this turn, if you are not engaged, you can make the following 'attack' against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

**Attack:** Charisma + Level vs. MD

HIT

Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn.

MISS

No effect. You can't attempt to *shadow walk* again until your next turn, but you still have your standard action this turn.

## SHADOW WALK

REUSABLE TALENT POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

ADVENTURER FEAT

LEARNED ✦

On a miss, you can still use your move action normally (but still can't *shadow walk* this turn).

CHAMPION FEAT

USED ✦ USED ✦ LEARNED ✦

Twice per day, you can reroll the rogue attack that follows your successful use of *shadow walk*.

EPIC FEAT

USED ✦ USED ✦ LEARNED ✦

Twice per day, you can reappear from your *shadow walk* in a nearby location you wouldn't have been able to reach unimpeded physically, for instance, on the other side of a portcullis or door, or high up a wall.

## SMOOTH TALK

TALENT

DAILY

EFFECT

Once per day, convince your GM with an amazing line of patter while you are using social skills to speak or interact with NPCs associated with a particular icon.

If the GM is convinced by your patter, roll a normal save (11+). If you succeed, for the rest of the day you can function as if you have a 2-point positive relationship with the icon who seems to be in play.

Thanks to your amazing gift of gab, for a short time, it's more or less true. (Note that these points replace any points you normally have with the icon rather than adding to them.)

Failure on the *Smooth Talk* save generally arouses suspicions.

## SMOOTH TALK

TALENT USED

DAILY

ADVENTURER FEAT

LEARNED ✦

Add your Charisma modifier to your *Smooth Talk* save rolls.

CHAMPION FEAT

LEARNED ✦

Success with your *Smooth Talk* talent gives you a 3-point positive relationship instead.

EPIC FEAT

LEARNED ✦

Even if you fail your *Smooth Talk* save, you get a 2-point conflicted relationship with the icon because the people you're speaking with can't be sure.

## SWASHBUCKLE

TALENT

ONCE PER BATTLE

QUICK ACTION

EFFECT

Once per battle as a quick action, you can spend your momentum to pull off a daring stunt the likes of which others could scarcely conceive. You may make an attack as part of the stunt, but you'll need to roll normally for the attack. This is an improvisational talent.

As a swashbuckler, you do not need a difficult skill check to pull the stunt off.

## SWASHBUCKLE

TALENT USED

ONCE PER BATTLE

## THIEVERY

## TALENT

## EFFECT

You have the **Thief background at its full possible bonus of +5**, without having to spend your normal background points on it.

## ADVENTURER FEAT

LEARNED ✦

Regardless of your level, you gain the bonus power *thief's strike* in addition to your normal number of powers.

## CHAMPION FEAT

USED ✦ LEARNED ✦

Once per day, you can deal full damage with *thief's strike* instead of half damage.

## EPIC FEAT

USED ✦ USED ✦ LEARNED ✦

Twice per level, you can steal something with a successful *thief's strike* that you would not be able to steal ordinarily, but that would require a bit of magic, e.g. a dream, a spell, someone's hope, a memory.

The theft won't be permanent. Every day, roll a hard save to determine whether you can keep what you stole for that day. Also, you can never steal the same thing twice.

## THIEVERY

## TALENT

## TUMBLE

## TALENT

## EFFECT

You gain a **+5 bonus to disengage checks**.

In addition, while you are moving, if an enemy moves to intercept you, **you can make one disengage roll per intercepting enemy as a free action** to avoid that enemy, but you must stop the first time you fail any of those disengage checks.

## ADVENTURER FEAT

LEARNED ✦

You ignore the penalty for disengaging from more than one enemy at a time.

## CHAMPION FEAT

USED ✦ LEARNED ✦

One battle per day as a free action, you can declare that you're a tumbling fool and automatically succeed on your first disengage check each turn.

## EPIC FEAT

LEARNED ✦

Whenever you take critical hit damage, roll a hard save (16+). If you succeed, you somehow tumbled out of the way of whatever was about to hit you, and instead only take damage equal to the attacker's level.

## TUMBLE

## TALENT

## ROGUE POWER PROGRESSION

### POWER PROGRESSION

ROGUE	POWERS	
	KNOWN	POOL AVAILABLE
Level 1	4	1 <sup>st</sup> level
Level 2	5	1 <sup>st</sup> level
Level 3	5	3 <sup>rd</sup> level
Level 4	6	3 <sup>rd</sup> level
Level 5	6	5 <sup>th</sup> level
Level 6	7	5 <sup>th</sup> level
Level 7	7	7 <sup>th</sup> level
Level 8	8	7 <sup>th</sup> level
Level 9	8	9 <sup>th</sup> level
Level 10	9	9 <sup>th</sup> level

## ROGUE POWER PROGRESSION

### POWER PROGRESSION

Whenever you level up, you can swap out any number of your rogue powers, taking any number from any of the levels you have access to.

At level 3, rogues gain access to powers of up to 3<sup>rd</sup> level, so those five powers can now include the level 3 powers.

Note that rogue powers don't become obsolete – level 1 powers are still useful at level 10 – so it's not always correct to take all the highest-level powers you can. Look for powers that fit your character concept.

For example, at level 2 you might have: *evasive strike* (1), *deadly thrust* (1), *roll with it* (1), *sure cut* (1), and *tumbling strike* (1). At level 3, you could switch to: *evasive strike* (1), *roll with it* (1), *sure cut* (1), *deflection* (3), and *slick feint* (3).

## ROGUE BASIC ATTACKS

### MELEE ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

Damage equal to your level

### RANGED ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

Damage equal to your level

#### ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	11	12	13	+1
<i>Attack Penalty</i>	—	—	-2	-2

## ROGUE WEAPONS

### MELEE WEAPONS

#### ONE-HANDED

#### TWO-HANDED

#### SMALL

1d8 dagger

1d6 club, staff

#### LIGHT OR SIMPLE

1d8

1d8

shortsword, wicked knife

spear

#### HEAVY OR MARTIAL

1d8 (-2 attack)

1d10 (-2 attack)

longsword, scimitar

greatsword

### RANGED WEAPONS

#### THROWN

#### CROSSBOW

#### BOW

#### SMALL

1d4

1d4

—

dagger

hand crossbow

#### LIGHT OR SIMPLE

1d6

1d6

1d6

javelin, axe

light crossbow

shortbow

#### HEAVY OR MARTIAL

—

1d8 (-1 attack)

1d8 (-2 attack)

heavy crossbow

longbow

ROGUE MOMENTUM

MOMENTUM

GAİPED

USE YOUR MOMENTUM POWERS

ROGUE MOMENTUM

MOMENTUM

SPEPT

GAIN MOMENTUM: HIT WITH AN ATTACK