



LEVEL 1

ROGUE

A DEXTEROUS EXPERT IN STEALTH AND SUBTERFUGE

Ability Modifiers

Saving Throws & Skills

STRENGTH	DEXTERITY
1 -1 STR Save -1 Athletics	3 +5 DEX Save +5 Acrobatics +7 Sleight of Hand +7 Stealth
CONSTITUTION	INTELLIGENCE
1 +1 CON Save	2 +4 INT Save +2 Arcana +2 History +3 Investigation +2 Nature +2 Religion
WISDOM	CHARISMA
0 +0 WIS Save +0 Animal Handling +0 Insight +0 Medicine +2 Perception +0 Survival	2 +2 CHA Save +1 Deception +2 Intimidation +2 Performance +2 Persuasion

Equipment Cards: Dagger, Lantern, Leather Armor, Shortbow, Shortsword, Thieves Tools

Starting Gold Piece Tokens: 28 GP



You can wear **Light Armor** by placing an Equipment Card for an armor of that type here.

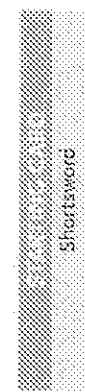


INITIATIVE **+3** SPEED **30 feet**

HIT POINT MAXIMUM **9**

Place Hit Point Tokens here.
Remove them as you take damage.
If you are reduced to 0 Hit Points, see the "Dropping to 0 Hit Points" section on page 16 of the Play Guide.

You can use Simple Weapons, Martial Weapons with the Finesse property, and Martial Weapons with the Light property by placing an Equipment Card for a weapon of one of those types here.
You can use the Mastery property of any weapon you place here.



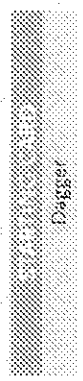
MELEE ATTACK ROLLS: **+5**

If your melee weapon doesn't have the Finesse property, you can only use it to attack rolls with +

EQUIPMENT

RANGED ATTACK ROLLS: **+5**

If you aren't wielding a weapon with the Two-Handed property, you can also wield a weapon with the Light property by placing its Equipment Card here.
You can use the Mastery property of any weapon you place here.



EQUIPMENT

Sneak Attack

Once per turn, you can deal an extra 1d6 damage to a creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or flanged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target and you don't have Disadvantage on the attack roll (an ally with the Incapacitated condition doesn't count).

PLAYING A ROGUE

Choose this class if you want to play an antihero who launches deadly strikes while avoiding harm through stealth.

Rogue Tips: In combat, use a combination of stealth, positioning, and the Vex property of your Shortsword or Shortbow to make attacks with Advantage and deal extra damage with Sneak Attack. The Light property allows you to attack with your Dagger and Shortsword on the same turn, increasing the likelihood of this extra damage.

Your high Dexterity helps you escape notice (Stealth) and pick locks with your Thieves Tools (Sleight of Hand). You're also a capable liar (Deception).

Recommended Origin: If you need help deciding your origin, the Criminal Background Card and the Halfling Species Card complement this class well.

Gaining a Level: When you advance to level 2, flip this Class Board to the level 2 side. The adventure states when this advancement occurs.

After a Short Rest:

- Regain 5 Hit Point Tokens

After a Long Rest:

- Regain all Hit Point Tokens.

SPECIES CARD

BACKGROUND CARD