



CHARACTER			
NAME Vargr Jotunsen		PLAYER Scott David Gray	
CLASS/LEVEL Rogue 1		ANCESTRY Human	
BACKGROUND Scout		ALIGNMENT Neutral	
DEITY Atheist			
SIZE Medium	AGE 49	HEIGHT 70	WEIGHT 155
GENDER Male	HAIR Gray, with beard	EYES Blue	SKIN Fair
LANGUAGE(S) Common, Hallit, Jotun, Skald			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
25 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
21	21	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception	+2 =	+2	●	●	●	●
(Wis)						

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort	+2 =	+1	●	●	●	●
(Con)						
Ref	+6 =	+2	●	●	●	●
(Dex)						
Will	+2 =	+2	●	●	●	●
(Wis)						

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC						
TOUCH ARMOR	16 =	10	+4	●	●	●
CLASS						
AC						
ARMOR CLASS	17 =	10	+4	●	●	●

SKILLS						
	TOTAL	ABILITY MOD	T	E	M	L
ACROBATICS (DEX)	+4 =	+4	●	●	●	●
ARCANA (INT)	+1 =	+2	●	●	●	●
ATHLETICS (STR)	+1 =	+1	●	●	●	●
CRAFTING (INT)	+3 =	+2	●	●	●	●
DECEPTION (CHA)	+2 =	+1	●	●	●	●
DIPLOMACY (CHA)	+2 =	+1	●	●	●	●
INTIMIDATION (CHA)	+2 =	+1	●	●	●	●
MEDICINE (WIS)	-1 =	+0	●	●	●	●
NATURE (WIS)	+1 =	+0	●	●	●	●
OCCULTISM (INT)	+1 =	+2	●	●	●	●
PERFORMANCE (CHA)	+2 =	+1	●	●	●	●
RELIGION (WIS)	-1 =	+0	●	●	●	●
SCOUTING LORE (INT)	+3 =	+2	●	●	●	●
SOCIETY (INT)	+3 =	+2	●	●	●	●
STEALTH (DEX)	+3 =	+4	●	●	●	●
SURVIVAL (WIS)	+1 =	+0	●	●	●	●
THIEVERY (DEX)	+4 =	+4	●	●	●	●
signatureSkill Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES

ABILITY SCORES		
	SCORE	ABILITY MOD
STR	12	+1
Strength		
DEX	18	+4
Dexterity		
CON	12	+1
Constitution		
INT	14	+2
Intelligence		
WIS	10	+0
Wisdom		
CHA	12	+1
Charisma		

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
2	2	0	+1	+1

EQUIPMENT	
NAME	BULK
Weapons	
(10×) Dagger (Trained)	1
Fist (Trained)	
Shortsword (Trained)	L
Armor	
Chain shirt (Trained)	2
Gear	
Backpack (23 @ 2.1 blk)	L
Basic crafter's book	L
Belt pouch (2 @ 0.1 blk)	—
Caltrops	L
Climbing kit	1
Clothing, ordinary (15 @ 6.4 blk)	—
Clothing, winter (empty)	—
Flint and steel	—
Lantern, bull's-eye	1
(10×) Oil (pint)	—
(7×) Rations (day)	0.7
Sheath (1 @ 0.1 blk)	—
Thieves' tools	L
Waterskin	L
Writing set	L
	6/11 bulk

WEALTH
0 cp   0 sp   0 gp   0 pp

WEAPONS	
NAME	WEAPON PROPERTIES
(10×) Dagger (Trained)	Ranged +5 / +1 / -3 P, S
	Damage 1d4+1 P, S
	Critical 2d4+2
	Melee +5 / +1 / -3
	Damage 1d4+4 P, S
Fist (Trained)	Critical 2d4+8
	traits Agile, finesse, thrown (10 ft.), Versatile S
	Melee +5 / +1 / -3
	Damage 1d4+4 B
	Critical 2d4+8
Shortsword (Trained)	traits Agile, finesse, nonlethal, unarmed
	Melee +5 / +1 / -3
	Damage 1d6+4 P, S
	Critical 2d6+8
	traits Agile, finesse, Versatile S

ACTIONS, REACTIONS AND ACTIVITIES



## EQUIPMENT DESCRIPTIONS

### Weapons

#### Dagger

#### Fist

#### Shortsword

### Armor

#### Chain shirt

### Gear

#### Backpack (23 @ 2.1 blk)

A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.

#### Basic crafter's book

This book contains the formulas (see page 188) for all the common items in this chapter.

#### Belt pouch (2 @ 0.1 blk)

A belt pouch can hold up to 4 items of light Bulk.

#### Caltrops

These four-pronged metal spikes can cause damage to a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking bleed damage from caltrops is hampered 5. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.

Deployed caltrops can be salvaged to be used again if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.

#### Climbing kit

This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

#### Clothing, ordinary

Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.

#### Clothing, winter

Winter clothing grants a +1 item bonus to Survival checks to Survive in the Wild when enduring cold.

#### Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.

#### Lantern, bull's-eye

A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A bull's-eye lantern emits its light in a 60-foot cone. A hooded lantern sheds light in a 30-foot radius and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action and requires you to have one hand free.

#### Oil (pint)

You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged touch attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.

#### Rations (day)

#### Sheath (1 @ 0.1 blk)

A sheath or scabbard lets you easily carry a weapon on your person.

#### Thieves' tools

You need thieves' tools to Pick Locks or Disable Devices (of some types) using the Thievery skill. Thieves' tools of expert quality add a +1 item bonus to checks to Pick Locks and Disable Devices, and master thieves' tools add a +2 item bonus. Replacement picks are necessary when your tools break as a result of a critical failure on a Thievery check.

#### Waterskin

**Writing set**

Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

## ABILITY DESCRIPTIONS

### **Forager**

While Surviving in the Wilderness during downtime, you can always find enough food and water to provide yourself a subsistence living (provided you aren't in an area that's completely lacking in appropriate resources). If you are trained but not better, finding food and water for another or providing a comfortable living still requires you to attempt Survival checks and hope for a critical success; on any other successful result, you still find only enough for your own subsistence.

If you're an expert, even without rolling you can always find enough food and water for your own comfortable living or subsistence living for yourself and one other creature that eats roughly as much as a human, and on a critical success you find enough for a second additional creature.

If you're a master, you can always find enough for comfortable living for yourself and one other or subsistence living for yourself and two others without rolling, and you can provide for twice as many others on a critical success.

If you're legendary, you can always find enough for comfortable living for yourself and four others or subsistence living for yourself and eight others without rolling, but a critical success provides no additional benefit.

Multiple smaller creatures or creatures with significantly smaller appetites than a human are counted as a single creature for this feat, and larger creatures or those with significantly greater appetite each count as multiple creatures. The GM determines how much a particular non-human creature needs to eat.

### **Multilingual**

It's easy for you to pick up new languages. You learn two new languages, chosen from common languages, uncommon languages, and any others you have access to. These languages take the same form (signed or spoken) as your other languages.

### **Sneak Attack**

You deal additional damage to flat-footed creatures (see page 322). If you Strike a flat-footed creature with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged attack, you deal 1d6 extra precision damage. For a ranged attack with a thrown weapon, that weapon must also be agile or finesse.

As your rogue levels increase, so does the number of damage dice of your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

### **Surprise Attack**

On the first round of combat, creatures that haven't acted are flat-footed to you.

### **Toughness**

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also gain a +1 circumstance bonus to recovery saves (see page 295).

### **Trap Finder**

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't searching, you get a check to find traps that require a minimum proficiency rank in Perception. You still need to meet the proficiency rank requirement in order to find the trap. You can disable traps as though you had a proficiency rank of master in Thievery; if your proficiency modifier in Thievery is actually master, this increases to legendary instead.