

ROGUE

A fast-talking, fast-moving adventurer with a nose for traps and treasure.

Dice:		Bonus Dice:
Battle	2	
Magic	1	
Make	3	+4 when you are picking a lock or disarming a trap
Muscle	2	
Notice	3	+2 when there are traps to be found
Resist	2	
Shoot	3	
Sneak	5	+2 when you are trying to pick someone's pocket
Stunt	6	+2 to slip past an opponent without being attacked
Talk	4	

Rogues are human experts in sneaking, climbing, and tumbling. They can creep past enemies undetected, weave through foes without harm, and use their gift for stretching the truth to bluff their way out of trouble. Rogues can do a little magic by reading from magical scrolls.

voice to sound like someone else's, and to make it seem that your voice is coming from somewhere else within the action scene. An opponent with reason to suspect the voice is false, must beat your Talk successes with their Notice dice.

POWERS

Ambush — *Gain +4 Battle dice after sneaking up on someone. Costs zero Luck.*

Roll your Sneak dice against a foe you choose, who hasn't yet seen you. If you beat your foe's Notice roll, you can immediately make a Battle roll with +4 dice.

Appraise — *Find out how much a treasure is worth. Costs zero Luck.*

Roll your Notice dice. On most objects, one success will tell you the object's value in gold. Rare or unique items may require more successes. You can only make one try to appraise a particular item.

Voice Trick — *Throw your voice and disguise it to sound like someone else. Costs 2 Luck.*

Roll your Talk dice. One or more successes allows you to disguise your