



ROGUE

CONSTITUTION		3
BRUTE FORCE	-	3
UNARMED COMBAT	-	3
TOUGHNESS	-	3

AGILITY		6
VEHICLE HANDLING	-	6
REFLEX	5	11
FINESSE	4	10

PERCEPTION		5
SURVIVAL	-	5
RANGED COMBAT	4	9
SHARP SENSES	3	8

INTELLIGENCE		4
CRAFTING	3	7
GENERAL KNOWLEDGE	-	4
ARCANE KNOWLEDGE	-	4

COMPOSURE		4
STEALTH	4	8
CONTACTS	-	4
TRICKERY	4	8

VERVE		3
CHARISMA	3	6
STAR HERITAGE	-	3
WILLPOWER	-	3

3	GODS' GRACE	
1x VER		

4	SHIFTS	
1x CP		

30	VITALITY	
15 + 5x CON		

20	FOCUS	
INT x 5		

12	ATHLETICISM	
CON + AG		

EXPERIENCE POINTS	

DISHONORABLE ATTACK
Once per combat with a given opponent, when you succeed in wounding the enemy, his or her next attack is an automatic failure.

EDGES
SWIFTER THAN A SHADOW
This edge can be activated once per combat scene, as a free action. Then, enemies will not be able to hit you unless they roll a Crit. The effect lasts until the beginning of your next turn.

JINXED characters cannot use Shifts, Gods' Grace or Re-Rolls to modify check results.
BONUS [TARGET'S SIZE]
LARGE +2
HUGE +4
GIGANTIC +6

DEFENSE					
INITIAL VALUE	AG	PER	FEATS	BONUSES	TOTAL
15	6	5	-	-	26

MELEE COMBAT						
WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
2 x dagger	L	2	10	+2	12	1d10 + 8
Crit: Piercing						

CHECK DL	
EASY	10
STANDARD	15
HARD	20
VERY HARD	25
EXTREME	30
LEGENDARY	35
GODLIKE	40

RANGED COMBAT								
WEAPON NAME	TYPE	ATTACKS	RANGED COMBAT	SHORT	MEDIUM	LONG	EXTREME	DAMAGE
Tree Foot's light bow	TH	2	9	12	12	-	-	1d10 + 8
Crit: free attack								

ARMOR		
NAME	PROTECTION	SPECIAL RULES
Lamellar	7	

SHIELD	
NAME	SPECIAL RULES

USES	
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REPAIR: _____

