



## ROGUE

### 3 GODS' GRACE

1x VER

### 4 SHIFTS

1x CP

### 30 VITALITY

15 + 5 x CON

### 20 FOCUS

INT x 5

### 12 ATHLETICISM

CON + AG

### EXPERIENCE POINTS

#### CONSTITUTION

3

BRUTE FORCE

-

3

UNARMED COMBAT

-

3

TOUGHNESS

-

3

#### INTELLIGENCE

4

CRAFTING

3

7

GENERAL KNOWLEDGE

-

4

ARCANE KNOWLEDGE

-

4

#### AGILITY

6

VEHICLE HANDLING

-

6

REFLEX

5

11

FINESSE

4

10

#### COMPOSURE

4

STEALTH

4

8

CONTACTS

-

4

TRICKERY

4

8

#### PERCEPTION

5

SURVIVAL

-

5

RANGED COMBAT

4

9

SHARP SENSES

3

8

#### VERVE

3

CHARISMA

3

6

STAR HERITAGE

-

3

WILLPOWER

-

3

#### 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

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.

#### SWIFTER THAN A SHADOW

**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						

#### 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

REPAIR:

## FEATS

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## EQUIPMENT

[illegible]

## SOULMATE

LEVEL:

## NOTES / CHARACTER BACKSTORY

[illegible]

## POWERS

[illegible]