


Uw:PE


Rogue Class


Hearts: 10 + 2 per level


Level 1 Skills:

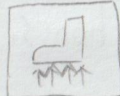
LVL	♥	XP
1	12	0
2	14	100
3	16	200

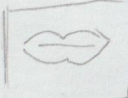
 Perception: hearing, seeing, tasting, smelling, feeling.

 Stealth: Avoid detection or making noise.

 Daggers


 Bows


 Acrobatics: Jump, climb, balance, swing, cartwheel.


 Deception: lie, omit, embellish, downplay.


Grit: you have 3 grit, which recovers after a 10 minute rest. Gain +2 max grit each level.

You may spend grit to do the following:

 Dodge: Subtract D6 from incoming damage that could be dodged.

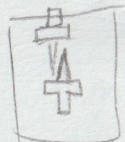
 Sprint: Double your movement this turn. Does not use action.

 Focus: Add an extra D6 bonus to one roll that uses a skill.

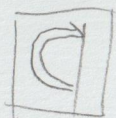
 Hide: attempt to hide. Does not use action.

Level 2

Weapon specialization
Choose Daggers or Bows.



Daggers. Your D6 bonus is now a 2d6 bonus with dagger attacks. When dual wielding, you may multi-attack with daggers. A dagger attack deals an extra D6 damage against a surprised target.



Bows. Your D6 bonus on bow attacks is now a 2d6 bonus. You may use Light to multi-attack with a bow.

Level 3

Expertise

Choose one non-weapon skill that grants a D6 bonus. It now grants a 2d6 bonus.

Skill

Gain one skill from these options



Sleight of hand: steal, pickpocket, juggle, pick locks.



Insight: detect social disposition, emotions, context.



Swords

Level 4