

SCOUNDREL

Class Sheet

Description: A roguish class that strikes from the shadows

Weapon(s): Knives and Daggers

Starting Weapon: Knife (1H, d6)

Starting Equipment: None

Moves:

- ☐ **Locksmith:** +2 to Movement for picking locks
- ☐ **Steal:** +2 to Movement for stealing an object
- ☐ **Rob:** On Melee, roll a d10. On 7+, steal random item from an enemy
- ☐ **Shadows:** +2 to Movement for hiding
- ☐ **Stealth Attack:** If successfully hidden, add 1d4 damage to a successful Melee
 - ☐ **Stealth Attack+:** Use 1d6 instead of 1d4 for Stealth Attack
- ☐ **Trash-Talk (1 SP):** On Melee toward an intelligent enemy, you have a chance to fluster them with your trash-talking. If the melee results in a counterattack, roll a d6. On a 1, the enemy attack misses
 - ☐ **Disparage (1 SP):** Roll a d4 instead of a d6
- ☐ **Dirt in the Eyes:** Throw dirt in an enemy's eyes and temporarily blind an opponent for their next attack
 - ☐ **Mud in the Eyes:** Cast blind on an enemy
- ☐ **You know me:** +2 to Diplomacy when declaring or denying your identity
- ☐ **Do you Feel Lucky? (1 MP):** Roll a d12 for a chance to place a status on an enemy
 - 1 ⇒ Bleed
 - 2 ⇒ Blind
 - 3 ⇒ Burn
 - 4 ⇒ Mania
 - 5 ⇒ Paralysis
 - 6 ⇒ Poison
 - 7 ⇒ Scared
 - Any other result ⇒ No effect
 - ☐ **Worse Odds:** Use a d10 instead.

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Assassination (5 SP):** Roll a d10 on after a successful Melee. On a 7+ enemy will be killed. Otherwise, do normal damage.