

SCOUNDREL

Class Sheet

Description: A roguish class that strikes from the shadows

Weapon(s): Knives and Daggers

Starting Weapon: Knife (1H, d6)

Moves:

✓ **Con Artist:** +2 to Diplomacy when trying to convince others to give you money

☐ **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 when attempting to hide

☐ **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):** If counterattacked, roll a d6. On a 1, the enemy attack misses

☐ **Disparage (1 SP):** Roll a d4 instead of a d6

☐ **Do you Feel Lucky? (1 SP):** Roll a d12 for chance to place a status on an enemy

1 ⇒ Bleed 2 ⇒ Blind 3 ⇒ Burn 4 ⇒ Mania

5 ⇒ Paralysis 6 ⇒ Poison 7 ⇒ Scared 8+ ⇒ No effect

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

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