

■ Rogue — Cat Thief

Name: Dexter Claw

Archetype

Trickster / Control / System Manipulator

Personality & Role

Dexter Claw is a playful, curious and daring cat-thief. She does not confront the world directly — instead, she steals opportunities, disrupts plans and bends the rules of the game itself. Her presence introduces chaos that skilled players can turn into advantage.

Visual Identity

Anthropomorphic cat-girl with feline ears and tail. Agile, flexible physique. Light leather armor, clawed gloves, belts and hidden pockets. Her movements are fast, graceful and teasing, always accompanied by a sly smile.

Environment & Palette

Urban rooftops, narrow alleys, shadows and hidden stashes. Color palette: purple, dark pink, black with golden accents.

Core Gameplay Mechanics

Steal / Interference: Dexter interferes with the system rather than boosting raw power. She can cancel, delay or distort negative effects imposed by the antagonist.

Passive Abilities

Cat Reflexes: Increased reaction window (lock delay). Mistakes raise Pressure more slowly.

Unpredictable Nature: Chance for negative effects or antagonist interference to fail.

Active Abilities

Pickpocket: Steals an upcoming negative effect or Baron interference, nullifying or weakening it.

Tangle: Temporarily alters behavior of the next falling piece, enabling unconventional placements.

Taunt & Antagonist Interaction

Dexter provokes the Black Baron through mockery and playful disruption. This increases the chance of Baron errors, premature actions and suboptimal interference, synergizing directly with the Pressure system.

Strengths & Weaknesses

Strengths: System control, chaos manipulation, strong against aggressive AI.

Weaknesses: High skill requirement, limited direct power, relies on player foresight.

Narrative Role

Dexter Claw is the one who dares to play with gods. She does not seek to defeat the Baron — she seeks to prove that his control is never absolute.