

## Rebel

You refuse to do whatever those in authority tell you

gain = 7

## Power

You love to be able to make people do what you tell them

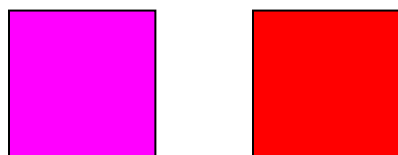
gain = 7

## Discovery

New things excite you, and you will do anything to find out more about them

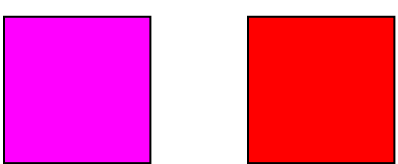
gain = 7

## Quick Attack



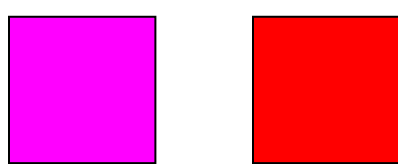
Attack an adjacent enemy, but do not move

## Moving attack



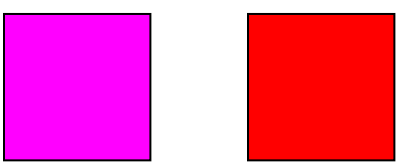
Move up to a total of your player speed spaces, attacking an oponent on the move.  
Accuracy - 1

## Aimed Attack



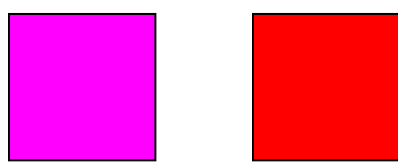
For each 2 extra time cost you take (Max 6) You gain one 'Accuracy'.

## Dodge



move up to half your 'Speed' spaces.  
Evade +3 til next turn.

## Charge



Move up to twice your 'Speed' in a straight line (Odd diagonal allowed).  
Attack everyone in your path.