

# ROGUE

Permanently increase your maximum Inventory Points by 2.

## CHEAP SHOT



When you hit a creature with an attack, if the attack **only** targeted that creature and they are suffering from **one or more status effects**, you may have it deal extra damage equal to **SL + the number of status effects on the creature**.

## DODGE



As long as you have no **shields** and no **martial armor** equipped, your Defense score is increased by **SL**.

## HIGH SPEED



At the start of a conflict, you may spend 10 Mind Points. If you do, choose one option and apply it before the start of the first round:

- perform a **free attack** with a weapon you have equipped.
- perform a **Hinder** or **Objective** action.

You also gain a bonus equal to **SL** to all Checks you perform as part of the chosen option.

## SEE YOU LATER



You may use an action and spend 1 Fabula Point to vanish from the current scene, reappearing whenever you want during a **different** scene in which another Player Character is present. Describe how you escaped and miraculously got here!

## SOUL STEAL



During a conflict, you may use an action to perform a **DEX + WLP** Check against the Magic Defense of a creature you can see. If you succeed and the target is a **soldier**, you recover **SL** Inventory Points; if they are an **elite** or **champion**, the GM gives you the target's **soul treasure**, an item worth an amount of zenit equal to or lower than **the target's level multiplied by 30, or by 50 if they are a Villain**.

This **soul treasure** will appear inside your backpack; a creature can be successfully stolen from with this Skill only once.

You gain a bonus equal to **SL** to your **DEX + WLP** Checks for this Skill.