Abilities  Consistent Damage <1>- Reroll Damage and take the higher result  Major Damage <2> - Roll Damage again and increase Damage by that much.  Shove <1>- Target is moved directly away by 2 Spaces or to the side 1 Space.  Knock Down <2> - Indied Stuck on Target in your ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target  Defend <1> - Attack Checks against you Suffer - 1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the Combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by the combat Technique the cost by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by 1.  Attack (AW) [NA] {SP} - Spend {1/2 determined by 1.  A	e used. creases ent equal
Major Damage        2 - Roll Damage again and increase Damage by that much.       Shove < 1> - Target is knocked Prone.         Shove < 1> - Target is knocked Prone.       Ensnare < 1> - Inflict Stuck on Target in your ZoC.       Dash (2R) [NA] (1P) - Gain Moven to your Speed.         Break Free < 1> - End a Stuck Condition Inflicted by your Target       Defend < 1> - Attack Checks against you Suffer -1 until the start of your next Turn.       Disengage (AW) [NA] (1R) - Preve Opportunity Attack against you this Brutal < 2SP> - This Attack Inflicts Health Damage.         Barrier < 1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.       Opportunity Attack (1R) [RE] (-) - Attack Check against you this Prutal < 2SP> - This Attack Inflicts Health Damage.         Combat Techniques       Hello My Name Is         Attheltics       Covert	e used. creases ent equal
increase Damage by that much.  Shove <1>- Target is moved directly away by 2 Spaces or to the side 1 Space.  Knock Down <2> - Target is knocked Prone.  Ensnare <1> - Inflict Stuck on Target in your ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target  Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn.  Vicious <15P> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Every additional attack in a round in the cost by 1.  Dash (2R) [NA] {1P} - Gain Moven to your Speed.  Defend (1R) [NA] {1R} - Attack Cheagainst you Suffer -1 until the start of Turn.  Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Attack Check against a Character to moving out of your ZoC.  Attack Check against a Character to moving out of your ZoC.  Attack Check against a Character to moving out of your ZoC.  Attack Check against a Character to moving out of your ZoC.	creases ent equal
Shove <1> - Target is moved directly away by 2 Spaces or to the side 1 Space.  Knock Down <2> - Target is knocked Prone.  Ensnare <1> - Inflict Stuck on Target in your ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target  Defend <1> - Attack Checks against you Suffer - 1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health  Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Hello My Name Is  Athletics  Covert	ent equal
2 Spaces or to the side 1 Space.  Knock Down <2> - Target is knocked Prone.  Ensare <1> - Inflict Stuck on Target in your ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target  Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Dash (2R) [NA] {1P} - Gain Moven to your Speed.  Defend (1R) [NA] {1R} - Attack Che against you Suffer -1 until the start of the type of dealt by this attack.  Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Attack Check against a Character the moving out of your ZoC.  Attack Check against a Character the moving out of your ZoC.  Attack Check against a Character the moving out of your ZoC.  Attack Check against a Character the moving out of your ZoC.  Attack Check against a Character the moving out of your ZoC.  Attack Check against a Character the moving out of your ZoC.	
Knock Down <2> - Target is knocked Prone. Ensnare <1> - Inflict Stuck on Target in your ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn. Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack. Brutal <2SP> - This Attack Inflicts Health Damage. Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques    Dash (2R) [NA] {1P} - Gain Moven to your Speed.   Defend (1R) [NA] {1R} - Attack Che against you Suffer -1 until the start of poportunity Attack (1R) [RI] {1R} - Attack Che against you Suffer -1 until the start of poportunity Attack against you this	
ZoC.  Break Free <1> - End a Stuck Condition Inflicted by your Target  Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Defend (1R) [NA] {1R} - Attack Check against you Suffer -1 until the start of Union Turn.  Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Opportunity Attack against you this Attack Check against a Character the moving out of your ZoC.  Attack Check against you Suffer -1 until the start of Opportunity Attack against you this Opportunity Attack (1R) [RE] {-} - Attack Check against a Character the moving out of your ZoC.  Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 un	rke
Break Free <1> - End a Stuck Condition Inflicted by your Target Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn. Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack. Brutal <2SP> - This Attack Inflicts Health Damage. Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Befind (1R) [NA] {1R} - Attack Cheagainst you Suffer -1 until the start of against you Suffer -1 until the start of Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Opportunity Attack against you this Opportunity Attack against you this Opportunity Attack (1R) [RE] {-} - Attack Check against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack against you Suffer -1 until the start of Opportunity Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until the start of Suffer Attack Chagainst you Suffer -1 until Suf	cke
Inflicted by your Target  Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques    Atthletics	rrke
Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn. Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack. Brutal <2SP> - This Attack Inflicts Health Damage. Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Turn.  Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Opportunity Attack (1R) [RE] {-} - Attack Check against a Character the moving out of your ZoC.  Hello My Name Is  Athletics Covert	
Suffer -1 until the start of your next Turn.  Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Disengage (AW) [NA] {1D} - Preve Opportunity Attack against you this Opportunity Attack (1R) [RE] {-} - Attack Check against a Character the moving out of your ZoC.  When the start of your Attack (1R) [RE] {-} - Attack Check against a Character the moving out of your ZoC.  Athletics  Covert	i your noxt
type of dealt by this attack.  Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Hello My Name Is  Athletics  Covert	
Brutal <2SP> - This Attack Inflicts Health Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Athletics  Athletics  Covert	
Damage.  Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Hello My Name Is  Athletics  Covert	round.
Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.  Combat Techniques  Hello My Name Is  Athletics  Covert	Make an
your next Turn.  Combat Techniques  Hello My Name Is  Athletics  Covert	
Combat Techniques  Hello My Name Is  Athletics  Covert	
Athletics Covert	
Covert	Level
Covert	1
Covert	1
	Speed
Convince	
Finese	Health
Insight	
Intimidate	Vigor
Investigate	Vigor
Medicine	
Misdirection	Focus
Search	
Specialty:	
Phy	Misdirection Search