




KNAVE ASSASSIN

Career Skills: **Coordination, Deception, Melee-Light, Perception, Skulduggery, Stealth, Streetwise, Vigilance** | **Alchemy, Coordination, Ranged, Stealth**

QUICK STRIKE 


Add  per rank of Quick Strike to Combat checks against targets that have not acted yet this encounter.

COST 5

PRECISE AIM 


Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged Defense by that number.


COST 5

SIDESTEP 


When hit by a Ranged attack, suffer 3 strain to reduce damage by 2 + ranks in Sidestep.


COST 5

STALKER 


Add  per rank of Stalker to all Stealth and Coordination checks.

COST 5

STALKER 


Add  per rank of Stalker to all Stealth and Coordination checks.

COST 10

JUMP UP 


Once per round, may stand from seated or prone as an incidental.

COST 10

QUICK DRAW 


Once per round, draw or holster a weapon or accessible item as an incidental.

COST 10

LETHAL BLOWS 


Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on targets.

COST 10

TARGETED BLOW 


After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to 1 hit.

COST 15

PRECISE AIM 


Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged Defense by that number.

COST 15

SORRY ABOUT THE MESS 


Decrease the critical rating of a weapon by 1 against targets that have not acted yet this encounter.

COST 15

PRECISE AIM (IMPR.) 


This counts as a Precise Aim talent. When performing the Precise Aim maneuver, all non-Gunnery attacks made by you this round have their Pierce rating increased by 1 per rank of Precise Aim (Impr.).

COST 15

DEADEYE 


After inflicting a Critical Injury and rolling the result, may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

COST 20

PRECISE AIM (IMPR.) 


This counts as a Precise Aim talent. When performing the Precise Aim maneuver, all non-Gunnery attacks made by you this round have their Pierce rating increased by 1 per rank of Precise Aim (Impr.).

COST 20

SIDESTEP 


When hit by a Ranged attack, suffer 3 strain to reduce damage by 2 + ranks in Sidestep.

COST 20

MASTER OF SHADOWS 


Once per round, suffer 2 strain to decrease difficulty of next Skulduggery or Stealth check by 1.

COST 20

NATURAL STALKER 


Once per session, may reroll any 1 Coordination or Stealth check.

COST 25

ASSASSINATE 


Once per session upon inflicting a Critical Injury, may spend 1 Destiny Point to automatically inflict a second Critical Injury in addition to the first.

COST 25

DEDICATION 

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

LETHAL BLOWS 

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on targets.

COST 25