



KNAVE THIEF

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

STREET SMARTS 


Remove ■ per rank of Street Smarts from Streetwise or Vigilance checks.

COST 5

ONCE A THIEF, ALWAYS A THIEF 


Once per session when in an urban environment, may freely acquire one small, inexpensive item that was not previously documented. The GM has final say on what can be acquired.

COST 5

LOCKPICKING 


Remove ■ from checks made to disable traps or pick locks equal to ranks in Skulduggery.

COST 5

STALKER 


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

COST 5

KNOWING THE ROPES 


Add ■ to checks made to escape from restraints equal to ranks in Skulduggery. Can spend a triumph to free all other allies within short range.

COST 10

SIDESTEP 


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

COST 10

GRIT 


Gain +1 strain threshold.

COST 10

MAD DASH 


Once per round, may suffer 2 strain to disengage from all engaged adversaries.

COST 10

ELUSIVE 


When another character makes a check to follow your trail (whether physical tracks or a trail of information), you may add ▼ equal to ranks in Elusive to the check's results.

COST 15

SNEAK ATTACK 


May use Stealth for initiative checks.

COST 15

RAPID REACTION 


Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

STALKER 


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

COST 15

NATURAL ROGUE 


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

COST 20

ELUSIVE 


When another character makes a check to follow your trail (whether physical tracks or a trail of information), you may add ▼ equal to ranks in Elusive to the check's results.

COST 20

STREET SMARTS 


Remove ■ per rank of Street Smarts from Streetwise or Vigilance checks.

COST 20

JUMP UP 


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

COST 20

MASTER OF SHADOWS 


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

COST 25

SIDESTEP 


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

COST 25

DRAMATIC ESCAPE 

Once per session, spend a Destiny Point to escape from a dangerous situation. How this is done depends on the scenario, but you take no further part in the encounter. After the encounter is complete or the situation is safe, you rejoin the party via appropriate means.

COST 25

DEDICATION 

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

COST 25