

ROGUE

Bonus: +1 Range Increment

Bonus: +1 Defense

Restriction: Only Medium Armor

Experience Points:

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1- Handed	Missile	Blocking	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	+1 SB	+1 MR
+2 Damage	+2 to AR	1/2 SB Weapon Blocking	+5 En
Ignore Armor	+2 Range	+2 SB	Scale walls at 1/4 MR
+4 Damage	Ignore SB	Full SB Weapon Blocking	Move by combatants
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Use shield against 2 attacks	-2 Attack Rolls from 1 enemy or unit
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	1 additional 2D6+SB attack, push target 2"	Move into enemy flank to attack
Attack 5" away (loses weapon)	Double damage for successful attack	Ignore 1 attack from any direction	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	2xMR charge against medium enemies. All affected roll for disruption	1/2 enemy Defense Stat for 1 attack. Double damage when successful