

Penny

Human Rogue (Scoundrel)

Crisis in Carn Perrin



Characteristics

3 Brawn	2 Agility	2 Intellect	3 Cunning	2 Willpower	3 Presence
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Soak 4

Strain 12 Threshold Current

Wounds 13 Threshold Current

Defense 1 Melee Ranged
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Skill	Career?	Ranks	Pool
Athletics (Br)		1	◆◆◆
Charm (Pr)	Y	3	◆◆◆
Coercion (Will)			◆◆
Cool (Pr)	Y	1	◆◆◆
Coordination (Ag)	Y		◆◆
Craft (Int)			◆◆
Deception (Cun)	Y	1	◆◆◆
Discipline (Will)			◆◆
Leadership (Pr)			◆◆◆
Healing (Int)			◆◆
Navigation (Int)			◆◆
Negotiation (Pr)			◆◆◆
Perception (Cun)	Y		◆◆◆
Resilience (Br)			◆◆◆
Riding (Ag)			◆◆
Skullduggery (Cun)	Y	1	◆◆◆
Stealth (Ag)		1	◆◆
Streetwise (Cun)	Y	1	◆◆◆
Survival (Cun)			◆◆◆
Vigilance (Will)	Y		◆◆
Arcana (Int)			◆◆
Education (Int)			◆◆
Geography (Int)			◆◆
Lore (Int)			◆◆
Nature (Int)			◆◆
Other			◆◆
Religion (Int)			◆◆
Underworld (Int)	Y		◆◆
Brawl (Br)			◆◆◆
Melee – Light (Br)	Y	1	◆◆◆
Melee – Heavy (Br)			◆◆◆
Ranged - Light (Ag)	Y		◆◆
Ranged - Heavy (Ag)			◆◆

Obligation
Type: Criminal
Score: 10
Agendas
Agenda: Hinder the Friendly Fellows Thieves Guild
Score: 2

Race Features:
Gain 1 Rank in Two Non-career skills
Athletics and Stealth
Talents/Special Abilities:
Thieves Cant
Underworld Contacts
Free XP:
Total XP: 130

Equipment:
Hand Axe, Dagger, Thieves Tools, Rope, Leather Armor
Wealth:
Crowns (GP): 48
Marks (SP):
Farthings (CP):

Weapon	Skill	Dmg	Range	Crit	Special
Dagger	Melee - Light	4	Engaged	3	Pierce 1
Hand Axe	Melee - Light	4	Engaged	3	Vicious 1

Talent Tree - Rogue - Scoundrel

A=Active

P=Passive

R=Ranked



Talent Tree - Universal - Guild Training

A=Active

$P=P_{\text{passive}}$

R=Ranked

Cost	Weapon Training (P)	Thieves' Cant (P) X	Indistinguishable (P, R)	Tools of the Trade (P)
	5 Ranged-Light and Melee-Light become career skills.	Use doublespeak and slang to speak a language only thieves understand.	Upgrade the difficulty of checks to identify the character once per rank of Indistinguishable.	Skulduggery and Stealth become career skills
	Weapon Finesse (P)	Guild Teamwork (A) X	Word on the Street (P)	Grit (P, R)
	10 Use Agility instead of Brawn for Melee - Light Skill	Spend 2 Strain 1/rd to upgrade an attack once against an opponent at engaged range with one of your allies.	Underworld and Streetwise become career skills.	Gain +1 Strain Threshold
	Toughened (P, R)	Dodge (A,R)	Nobody's Fool (P,R)	Expert Lockpicker (P, R)
15	Gain +2 Wound Threshold	When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Upgrade the difficulty of all Charm, Coercion, or Deception checks made against you for each rank.	Remove a setback per rank of Expert Lockpicker from checks made to disable a trap or open a lock.
20	Dodge (A,R)	Grit (P, R)	Indistinguishable (P, R)	Careful Planning (A)
	When targeted in combat, suffer strain no greater than ranks in dodge to upgrade difficulty of the attack by that number.	Gain +1 Strain Threshold	Upgrade the difficulty of checks to identify the character once per rank of Indistinguishable.	Once/Session, introduce fact of preparation without previous mention.
	Targeted Blow (A)	Imp. Guild Teamwork (A)	Dedication (P, R)	Natural Rogue
25	After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit	When you make an attack using Guild Team work, it is made as a maneuver.	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Once per session, may reroll any one skulduggery or stealth check.