

DERBY

HUMAN FEMALE

SKILLED

THIEF

SPY



TRAITS

Charming

Supportive Nature

Hoarder

Gambling Addiction

Skilled characters gain an additional attack during their activation phase if the weapon is eligible and they choose to attack that turn.

UNTOUCHABLE

(ARCHETYPE ABILITY) The character can spend 1 Feat Point during her turn to gain +3 **Defense** for one round. Untouchable is declared at the Maintenance phase and is in effect until the character's next Maintenance phase where it can be reactivated at the cost of another Feat Point.

BATTLE PLAN: SHADOW

(SPY ABILITY) The character can spend 1 Feat Point to use Battle Plan: Shadow. When a character uses this battle plan, each friendly character who follows the character's orders gains **Prowl** for one round. (*Prowl: The character is virtually invisible while in shadows or terrain that grants a fair degree of concealment. While within this terrain, the character gains the benefits of **Stealth**.*)

CONNIVER

(THIEF ABILITY) The character is well skilled in the arts of deception. She is allowed to re-roll failed **Bribery** and **Deception-based** social skill rolls. Each roll can be re-rolled only once as a result of Conniver.

DODGER

(THIEF ABILITY) When this character is missed by an enemy attack, she can immediately advance up to 12 feet (2") after the attack is resolved unless she was missed while advancing/moving. She cannot be target by free strikes during this movement.

COVER IDENTITY

(SPY ABILITY) The character has an established cover identity with its own history, contacts, and criminal record (or lack thereof). The character's **Disguise** rolls while using her cover identity are automatically Boosted. Choose a career for the identity. The character gains one occupational skill at level 1 from that career. The cover identity must be reasonably believable. This ability can be taken multiple times (for a different identity).