

# Merisiel, rogue

## **Background**

Although Merisiel never learned the entire truth about her parents, she knows enough to bear the shame of her circumstances. Life lessons learned, including prison time in more than one city, Merisiel now lives every moment to the fullest.

## **Ancestry**

- **Agile:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **Elven Magic:** Elves have an inherent connection to arcane energies. Elves get a free reroll when rolling to resist enemy powers.
- **Intelligence:** Elves are highly intelligent and long-lived. They start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12+1.
- **Keen Senses:** Elves start with a d6 in Notice instead of a d4. This increases their maximum Notice to d12+1.
- **Low Light Vision:** Elven eyes amplify light. Others often claim they can see stars in the elves' eyes. They ignore penalties for Dim and Dark Illumination.
- **Slender:** Slight of build and less robust than others, elves suffer -1 Toughness and -1 to Vigor rolls.

## **Hindrances**

- **Bad luck (major):** Your hero is a little less lucky than most, getting one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.
- **Enemy (minor):**
  - Someone out there hates the character and wants him ruined, locked away, or dead. The value of the Hindrance depends on how powerful the enemy is and how often they might show up. A Minor Enemy might be a lone warrior out for vengeance or a betrayed brotherhood that's deadly but appears rarely. A Major Enemy might represent powerful authorities, a band of ruffians, or a single very powerful and relentless rival. If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.
  - Your shady past has earned you a life-long enemy who seeks retribution.
- **Shamed (minor):**
  - Something haunts your adventurer. Maybe the hero failed to keep a Vow. Maybe the character was defeated in an honorable fight and ordered the death of the foe anyway for some greater principle. Maybe the hero isn't actually cowardly but once ran from a battle and left others to die. As a Minor Hindrance, the shameful circumstances aren't generally known- it just haunts him. He might go out of his way, against all reason, not to repeat the mistake. Or he might give in to the same set of circumstances and hate himself for it.

- Your upbringing continues to be a source of shame for you.

## Edges

- **Rogue:**
  - **Armor Restriction (light):** Rogues are nimble and deadly acrobats. Bulky armor interferes with their abilities. They cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing medium or heavy armor or using a medium or heavy shield.
  - **Sneak Attack:** Rogues add an additional d6 to their damage when they have The Drop on their victim, or the victim is Vulnerable. This applies to Athletics (throwing), Fighting, or Shooting attacks.
- **Acrobat:** The acrobat gets one free reroll on Athletics totals that involve balance, tumbling, or grappling. It doesn't affect rolls to interrupt actions, climb, swim, or throw.
- **Quick:** Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt an Action Card of Five or lower, you may discard it and draw again until you get a card higher than Five. Characters with both the Level Headed and Quick Edges first draw their additional card and choose which to take. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.
- **Thief:** Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked. Thieves know how to use the slimmest protrusions on walls and window ledges to climb the tallest of buildings, scampering through streets and back alleys like cats. They add +1 to Athletics rolls made to climb in urban areas. Thieves also know how to use the dark areas between the streetlights of cities to conceal their movements, and add +1 to Stealth rolls when in an urban environment. Finally, these rogues are - not surprisingly - adept at Thievery itself, adding +1 to those rolls in all circumstances.
- **Trap Sense:**
  - Rogues are adept at spotting and defeating all but the most clever snares and traps. They get a Notice roll anytime a detectable trap is about to be sprung within 5" (10 yards). They must have line of sight to the trap and can't be Shaken or Stunned. This works generally like Danger Sense but applies only to mechanical and magical traps. Traps are fully described on page 156.
  - If the trap is detected and may be Evaded, the rogue and anyone she warns ignore 2 points of Evasion penalties to do so. If the trap can't normally be Evaded, anyone warned may Evade at the usual -2 penalty.
  - **Disarming Traps:** Rogues with Trap Sense ignore up to 2 points of Thievery penalties when attempting to disarm traps.

## Gear

- tanglefoot bag: (range 1/2/4) a Size 3 or smaller victim hit by this small sack of sticky materials is Distracted for five rounds and must make an Athletics roll or be stuck to the ground (Entangled) as well.