Thief

All races allowed
hp 6
CS d6-1 melee and ranged (dagger, bow / leather)
Abilities:

- Nimble: reroll any task involving **agility**, take the best result. Finds traps/secret doors in room/corridor section on a successful agility task roll. Disarms traps on a successful agility task roll. Unlocks doors or containers on a successful agility task roll.
- Flank: If attacking an enemy engaged in melee with another character, roll *melee* Attack Actions twice and take the best result.
- Backstab: If foe is completely unaware and not engaged in a combat encounter, success at an agility task results in the Thief making 2 CS *melee* Attack Actions, combining both damage into one Attack Action. Expending a Heroic Reroll rerolls both Attack Actions.

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