

Rantle

Silver-Tongued Scoundrel

HP: 10, **Dice Pool:** 6, **SR:** 5

Taunt

Refresh. Choose an enemy. It acts next, and Rantle and his allies can Counter its action without increasing the die-value cost.

Way with Words

Ranged 30 ft. Daze the target for 1 turn. If you spend a 6-die, you may instead compel the target for 1 turn.

Thief's Dagger

Melee or thrown 30 ft. 1 dmg. Mugs in melee. Push 5 ft. when thrown.

Living Greatsword

Melee against two adjacent squares. 2 dmg. (If the two squares are both on the same Large creature, it takes the damage for each square.)

Inspiring Assault

Move up to 15 ft. and make two light attacks and one heavy attack at any point. You and each ally gain a 1-die.

Backstab

You deal +2 dmg if you attack the same target as an ally in a teamwork combo.



Rogue's Focus

When you drop an enemy with a teamwork combo, you gain your Focus.

Living Greatsword of the Indomitable Fire Forest of Innenotdar

If there's fire within 5 ft. at any point, the weapon ignites for the rest of the combat and inflicts burning on each creature it damages. You can spend your Focus to grant it thrown 60 ft. against two adjacent squares, and it returns at the start of your next turn.

Evasion

Once per combat, as a reaction to another creature's action, move up to 15 ft.

 **Basic Actions:** Dash (run 15 ft., climb/jump 10 ft.), Grab, Push (or trip with 6-die), Refresh.

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Upgrades

Tiljann, Seela Bard

When you use Inspiring Assault, you're joined by a 4-HP ally who can fly. You use your actions to control her.

Uplifting Lyrics

One ally heals 1 HP. They roll a d8 and may use it to replace a die in their dice pool.

Song of Forms

1 dmg to each enemy within 30 ft. Until the end of the round, enemies within 30 ft. lose the Incorporeal trait and have their SR reduced by 1.

The Great Diogenes

When you use Inspiring Assault, you're joined by a 4-HP ally who freely Dodges all 2-die or lower attacks targeting him. You use your actions to control him.

Tempting Illusion

Create a 1-HP illusion in a space within 60 ft. Enemies within 15 ft. of it must try to attack it.

Charm Person

Compel an enemy within 60 ft. They immediately act with a 3-die.

Resistance Fighters

When you use Inspiring Assault, you're joined by three 1-HP allies. They act on their own, rolling 1 die each like typical minions.

Pressing Spear

Melee 10 ft. 1 dmg. Push target 5 ft.

Kathor, Wounded Knight

When you use Inspiring Assault, you're joined by a 4-HP ally mounted on a large horse with speed 50 ft. You use your actions to control him.

Trample

Melee. 1 dmg and trip the target. If the target is already tripped, 3 dmg.

Ride the Line

Melee. 3 dmg. If Kathor has moved 20 ft. in a straight line before this attack, 6 dmg instead.