ROGUE SKILLS

1 SHADOW RUNNER -1



Roll 1 force die:
Deal +1 [✗] for each [☆].

1

EMP
x1
- 1 Reroll the die.
- 1 [✗]+1.
- 1 Deal 1 [◆] to target.

1 SHADOW RUNNER -1

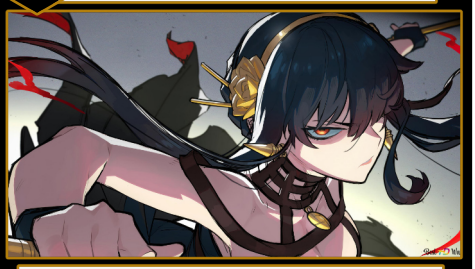


Roll 1 force die:
Deal +1 [✗] for each [☆].

1

EMP
x1
- 1 Reroll the die.
- 1 [✗]+1.
- 1 Deal 1 [◆] to target.

2A SNEAK ATTACK -2



Deal 1 [◆] to target.

2 (1)

EMP
x2
- 1 [✗]+1.
- 1 Ignore [♟].
- 1 Put 1 skill of any hero on cooldown.

2A SNEAK ATTACK -2



Deal 1 [◆] to target.

2 (1)

EMP
x2
- 1 [✗]+1.
- 1 Ignore [♟].
- 1 Put 1 skill of any hero on cooldown.

3AI HIDE IN SHADOWS 1

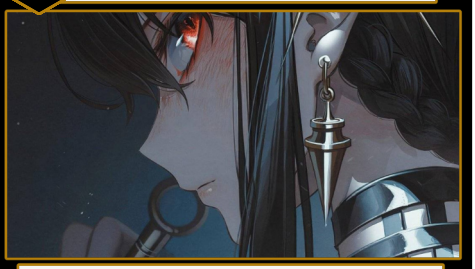


Remove 3 [◉] from yourself.
On another turn: You may ready this skill to use a single target skill: Double the damage of that skill.

1

EMP
x3
- 1 Add 1 [◉] to yourself.
- 1 Remove 1 [◉]/[◉]/[◉] from yourself.

3AII ASSASSIN'S EYES -2



Ignore [⛨].

4 (2)

EMP
x3
- 1 [✗]+1.
- 2 [✗]+3.
- 1 Deal 1 [◆] to target.

1 **SHADOW RUNNER** -1



Roll 1 force die:
Deal +1 [✗] for each [☆].

EMP x1
- 1 Reroll the die.
- 1 [✗]+1.
- 1 Deal 1 [◆] to target.

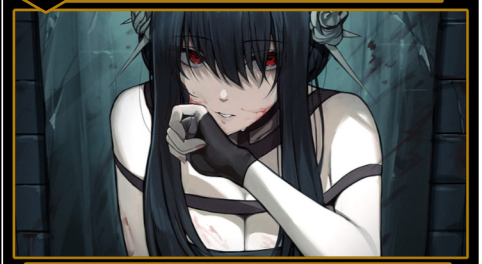
1 **SHADOW RUNNER** -1



Roll 1 force die:
Deal +1 [✗] for each [☆].

EMP x1
- 1 Reroll the die.
- 1 [✗]+1.
- 1 Deal 1 [◆] to target.

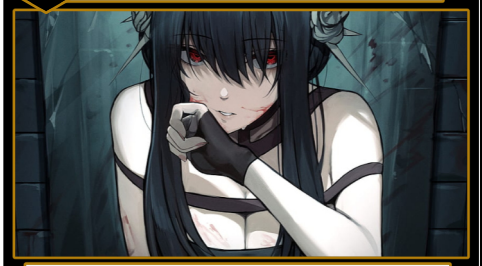
2B **HIGH ROLLER** -2



Deal 1 [◆] to target.
Roll 2 force dice, pick 1 die:
Deal +1 [✗] for each [☆].

EMP x2
- 1 Reroll both dice.
- 1 [✗]+1.
- 1 Put 1 skill of any hero on cooldown.

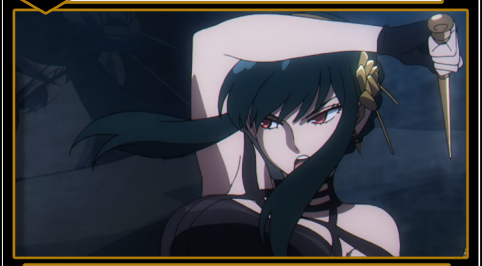
2B **HIGH ROLLER** -2



Deal 1 [◆] to target.
Roll 2 force dice, pick 1 die:
Deal +1 [✗] for each [☆].

EMP x2
- 1 Reroll both dice.
- 1 [✗]+1.
- 1 Put 1 skill of any hero on cooldown.

3BI **LUCKY STRIKE** -2



Deal 1 [◆] to target.
Roll 3 force dice:
Deal +1 [✗] for each [☆].

EMP x3
- 1 Reroll all dice.
- 1 Put 1 skill of any hero on cooldown to ready a skill of any hero.

3BII **TRICKSTER** -2



When you roll any dice, you may use each [⚡] as 2 [☆].

EMP x3
- 1 Remove 2 [◉] from yourself.
- 1 Put 1 skill of any hero on cooldown to ready a skill of any hero.