

### Rogue Resistance

2



Rogue Ace 0 / F (IND)

Independent Card. Play to add +3 to any resistance roll versus spells, powers or abilities.

*"I'm busy, go away, better yet, DIE!" Tasha Diaz*

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Rogue Resistance

### Mind Quake

4



Rogue Ace 0 / F (IND)

2d6+WIS versus 2d6+WIS. Success drains the spell being cast, before it is completed. Range 240 feet.

*"Was that your Teleport spell? I'm so sorry. OK, Blackstar, he is all yours..." Tasha*

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Mind Quake

### Rogue Recharge

Boon



Rogue Ace 1 / F (ACT)

Only recharges once per day at sunrise. Recharges 5 Ace cards.

*"Sometimes you need just a little refreshing." Heliot*

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Rogue Recharge

### Spank Them Good

30



Rogue Ace 0 / F

STR +45  
COR 0  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

Play to add +45 to any one melee attack. May only play one per round.

*"Is it just me, or does everyone like to lay a little Spank down?" Blackstar*

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Spank Them Good

### Mind Cloud

5



Rogue Ace 0 / F (IND)

2d6+WIS versus 2d6+WIS. Success causes target to fail to perceive the caster for the rest of this round, however, they may react to damage and attacks. Range 240 feet.

*"It is too bad this does not work on animals and undead, but it does work on Madspawn." Blackstar*

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Mind Cloud

### Rogue Mercy

2



Rogue Ace 0 / F (IND)

Range of 10 feet. 2d6+9 healing. Caster takes damage equal to healing. Essentially transfers damage.

*"Healing others? Not for me to use, but I suppose it has a use." Heliot*

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Rogue Mercy

### Rogue Purification

6



Rogue Ace 1 / F (ACT)

2d6 vs. 2d6 +CP of feature. Success removes a removable warp feature. On an unmodified roll of 11 or 12 Purification succeeds. Any changes to the die roll, including rerolls, are modifications. Range 240 feet.

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Rogue Purification

### Rogue Stamina

Boon



Rogue Ace 1 / 24 hrs (ACT)

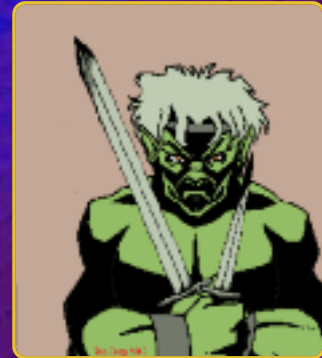
When in play the Rogue recovers 1 card per 2 hours regardless of the situation, in addition to other recharges. Only one in play. Recover only through sleep. Does not effect Terrain card type recovery restrictions.

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Rogue Stamina

### Double Strike

5



Rogue Ace 0 / F (IND)

50% chance of avoiding defenders reaction to the attack. No Dual action, Dual Strike, Dual Shot, or similar cards, this round. Mastery Dual Cast may be used.

*"I really hate it when they avoid, pass or turn my damage, so I confuse them with a Double Strike." Heliot*

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Double Strike