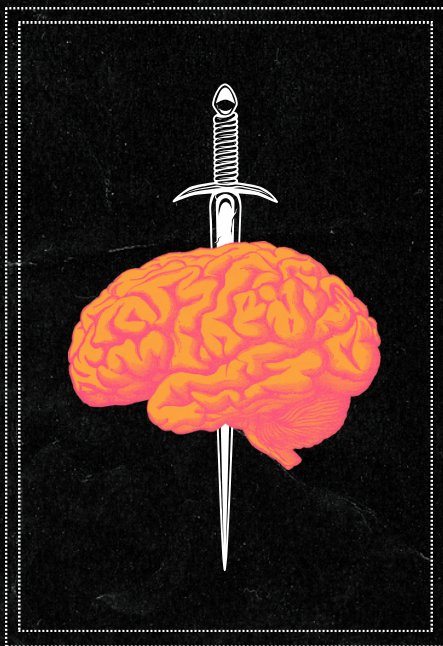


D20 SOULKNIFE ROGUES

Scroll of Zealots #003 {Felipe Rivera}

1. **{Hunter}** Where most use their rogueish skills to hunt criminals, you apply yours in the supernatural art of taking down aliens and aberrations.
2. **{Assassin}** People will pay a lot of coin to have an individual "disposed" of, but they'll pay even more if they can know exactly what was going through their mind in their final moments.
3. **{Urchin}** Most urchins you grew up with never reached adulthood thanks to the wild dogs that roam the streets. You would've shared that fate were it not for your psionic gifts.
4. **{Fugitive}** Despite being stripped of your trusty daggers when you were thrown in jail, that didn't stop you from stabbing the guard in the back and fleeing the scene a wanted man.
5. **{Thief}** You love the challenge of picking a good lock, and there's no lock more difficult to pick than a mind.
6. **{Detective}** Nobody pays attention to you when your scrawny and unarmed. A fact you take advantage of when snooping around places in search of clues and blackmail.
7. **{Vigilante}** You can't escape the twisted thoughts of the criminals who prowl your city. Maybe cutting their throats will finally silence them.
8. **{Former Bandit}** You served your gang loyally for years, but when you heard your boss thinking about stabbing you in the back, you packed your things and ran.
9. **{Convict}** Your life sentence was cut short when you arranged a deal to pull secrets and admissions of guilt from the minds of your cellmates.
10. **{Bounty Hunter}** You'd be shocked how easy it is to track someone down when you can put an image of them in the heads of everyone you meet or question.
11. **{Performer}** You first applied your psionic gifts as a fortune teller/mind reader, but that isn't paying the bills.
12. **{Treasure Hunter}** Turns out it's a lot easier to find buried treasure if you just steal the location of it from the minds of the pirates who buried it.



13. **{Sailor}** The only place you've been able to escape the relentless whispers of the city is out at sea on a quiet fishing boat.
14. **{Executioner}** You worked as an executioner for years, stopping only once you started hearing the thoughts of those you put to death in your head.
15. **{Blacksmith}** Your parents always expected you to take over the family smithy, but why bother when you can forge blades with your mind?
16. **{Pickpocket}** Nobody but you can pick someone's pockets without even needing to touch them.
17. **{Hermit}** You were branded a witch after you conjured your first blade. You haven't conjured another blade since.
18. **{Monk}** Having mastered the art of defending your physical body, you've set out on a personal journey to learn how to defend your mind.
19. **{Guard}** You despise your miserable life as a town guard. Maybe these strange psionic gifts are your ticket out of here.
20. **{Spy}** Most spies specialize in obtaining information. You, however, are known for planting thoughts in enemy minds.