**Rapscallion**

The rapscallion is highly versatile and able to adapt to many situations. It is hard to predict what they will do next. They are very mischievous and tricky.

Circle 1- Quick One EX: As a standard action once per [Round], you may make a bluff check against 1 enemy. If it succeeds, the enemy is [Confused] for one [Round]

Circle 2 - Adept: Once per [Scene] per even circle of this track, you may gain a bonus equal to your level on a skill check for a skill you do not have trained.

 Take advantage: You never provoke attacks of opportunity from [Confused] enemies.

Circle 3- What do you have here?: Once per [Encounter], after making a successful Quick One attempt, you may make a disarm attempt. This attempt is a [Bonus attack]. Quick one can be used as a move action.

Circle 4- Just the Thing: You may cast any spell at least two circles lower than the highest circle you possess from this track. This is useable 4 times per [Scene], but not more than once per [Encounter]. Quick one may be used as part of a move action.

Circle 5- Confuddle: Once per [Encounter], after succeeding at a Quick One attempt, you may designate an opponent which is treated as “the source of the condition” for determining the [Confused] opponent’s actions. Additionally, you may spend a swift action after confusing an enemy to make the [Confused] condition last an extra [Round].

Circle 6- Slip away: After a successful Quick One attempt, you may [Teleport] 5ft per level.

Circle 7 - Up Your Sleeve: You are trained in an extra skill. You can change which skill thi is once per [Encounter] as a free action.