

# ROGUE

*“A rogue in rouge”, she thought to herself. “Could I be any more of a cliché?” As she danced on the secluded balcony with the portly son of the Duke, she withdrew a stiletto blade from a voluminous sleeve of her dress. “The fastest way to a man’s heart is through the stomach”, she grunted as she pushed the knife in, up and under his ribcage. Shaking her head at the awful pun, she wiped the blade clean on a lace handkerchief before concealing both again and returning to the festivities of the ball...*

Spy, scout, assassin, thief, scoundrel. A rogue can go by many names, adapting their skills to suit almost every situation. Picking locks or pockets, if a rogue is tasked with collecting something, they invariably get it. And if violence is required... don’t turn your back on a rogue!

## CLASS ABILITIES

### Coup de Grace

Experienced rogues have the deadly ability to finish off incapacitated foes. If the rogue comes across a foe that is asleep, paralysed or otherwise incapacitated, a blow to the chest and call of “coup de grace” will reduce the hit point total of the chest to 0 and also reduce the death-count by half. Similarly, this can be called on creatures reduced to 0 hit points to hasten the onset of death. This skill can only be used once per target and, like all weapon calls, cannot be done within 3 seconds of another combat call.

### Dodging in Armour

It is possible, yet difficult to dodge incoming blows whilst wearing armour. In order to attempt this, a rogue must be trained in the armour mastery skill, showing their experience in wearing armour. To signify the extra effort required to carry out such a feat, the cost (in defensive points) increases depending upon the armour worn.

- Cloth armour does not convey a penalty to the dodging of a blow.
- Leather armour conveys a 2 DP penalty to the dodging of a blow.

The increased points cost is the same whether the character is wearing only one piece of armour or a full suit. This signifies the additional weight and the destabilising effect of wearing armour.

There are skills that a character can take to lessen the penalty for dodging in armour. The precise details are given in the class skill lists.

### Lightly Armoured

Either moving swiftly and silently through woods, or skulking through the shadows in an abandoned warehouse, a rogue needs speed and agility to work effectively. To this end, a rogue will use cloth or leather armour only; metal armour is too restrictive to be of sufficient use. Similarly, shields are too bulky and cannot be used by rogues.

## LEVEL PROGRESSION

All characters start at level 1; they then increase in level as experience points are gained and spent on new skills. Permanent bonuses are awarded as you progress in level. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	10 – 16	Starting character	
2	17 – 24	May learn Expert level skills	
3	25 – 32	Base hits increase to 2/1	
4	33 – 41	May pursue a prestige class or dual class	
5	42 – 51	+1 offensive / defensive point (OP/DP)	Player chooses
6	52 – 61	None	
7	62 – 71	Gain the “coup de grace” ability	
8	72 – 82	May learn Master level skills.	
9	83 – 93	None	
10	94 – 104	+2 offensive / defensive points (OP/DP)	Player chooses
11	105 – 116	Base hits increase to 2/2	
12	117 – 127	May learn Grand Master level skills.	
13	128 – 140	None	
14	141 – 152	None	
15	153 – 165	+3 offensive / defensive points (OP/DP)	Player chooses
16	166 – 178	None	
17	179 – 191	None	
18	192 – 205	May dodge a trap triggered by the rogue once per day	
19	206 – 218	Base hits increase to 3/2	
20	219 – 232	None	
21	233 – 246	None	
22	247 – 261	+4 offensive / defensive points (OP/DP)	Player chooses

## CLASS SKILLS

The following table details the XP cost for each skill available to the rogue. Only skills from this list and from the general skill list in the player’s manual can be taken by a rogue.

Skill	Apprentice	Expert	Master	Grand Master
Ambidexterity	4	5	6	7
Armour Mastery	3	5	7	9
Backstab	3	4	5	6
Black Marketeer	5	7	9	-
Camouflage	3	4	5	6
Defensive	3	4	5	6
Defensive Combat	3	5	7	9
Disable Device	3	4	5	6
Disguise	3	4	5	6
Dodge	3	4	5	6
Hide in Shadows	3	4	5	6
Hide in Woodland	3	4	5	6
Lock Lore	3	4	5	6
Pick Pocket	3	4	5	6
Quick Fingered	4	5	6	7
Read Scroll	3	4	-	-

Release Bonds	4	5	6	7
Short Weapon Mastery	3	4	5	6
Thrown Weapon Mastery	3	4	5	6

**Ambidexterity**

This allows the rogue to show their skill at fighting with two weapons.

*Prerequisite is Ambidexterity Use.*

<i>Apprentice</i>	Can use long as well as short weapons in off hand
<i>Expert</i>	May use same style in off hand by paying style cost twice
<i>Master</i>	Whilst wielding two weapons, can call “no effect” to an incoming ranged attack for the cost of 3 DP
<i>Grand Master</i>	Whilst wielding two weapons, can call “no effect” to a spell effect for the cost of 6 DP

**Armour Mastery**

Through extensive training, the rogue can make the most of the protection granted by their armour.

*Prerequisites are Cloth Armour Use and Leather Armour Use.*

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	May use dodges whilst wearing armour
<i>Master</i>	The DP penalty for dodging in armour is reduced by 1 to a minimum of 1.
<i>Grand Master</i>	The DP penalty for dodging in armour is reduced by 1 (2 total) to a minimum of 1.

**Backstab**

Attacking from behind, the rogue can perform devastating blows on unsuspecting targets.

*Backstab attacks can only be performed with short weapons but cost half the standard OP cost of the standard blow (rounding up). To signify the use of this skill, the called blows must be preceded by the call “backstab”, e.g. “backstab critical”.*

<i>Apprentice</i>	Double blow style
<i>Expert</i>	Stagger blow style
<i>Master</i>	Stun blow style
<i>Grand Master</i>	Critical blow style

**Black Marketeer**

Between the various loose organisations and associations amongst rogues, there is a common bond of contraband. Through access to a black market, rogues can acquire poisons, sell stolen goods and trade information without fear of excess interference.

<i>Apprentice</i>	Allows the rogue the ability to spot dead-drops and identify individuals that may be willing to sell contraband items.
<i>Expert</i>	The rogue is given a swatch of black market cloth (green), allowing them to create dead-drops and sell items without direct access to a vendor. <i>The items cards to be sold are placed under the cloth and left in the dead-drop area (marked with strips of the cloth). After GOD has been informed of the drop, the goods will be replaced with their market value of local currency after a period of time.</i>
<i>Master</i>	The rogue can leave requests for items under the black market cloth, along with the necessary payment. <i>The request is placed under the cloth and left in the dead-drop area (marked with strips of the cloth). After GOD has been informed of the request, the goods will be delivered after a period of time.</i>

**Camouflage**

With the use of certain types of cloth, a stationary item can be hidden from view to all but the most trained of eyes.

<i>Apprentice</i>	The rogue is given a 50cm x 50cm square of red chequered cloth
<i>Expert</i>	The red chequered cloth increases in size to 100cm x 100cm
<i>Master</i>	The rogue is also given a 50cm x 50cm square of black chequered cloth; this is much harder for an observer to spot
<i>Grand Master</i>	The black chequered cloth increases in size to 100cm x 100cm

**Defensive**

The ability to increase your defensive combat styles points.

<i>Apprentice</i>	+5 defensive points (DP)
<i>Expert</i>	+5 defensive points (DP)
<i>Master</i>	+5 defensive points (DP)
<i>Grand Master</i>	+5 defensive points (DP)

**Defensive Combat**

The ability to use particular styles to defend and deflect incoming damage.

<i>Apprentice</i>	Resist common blow style; +2 defensive points (DP)
<i>Expert</i>	Resist rare blow style; +2 defensive points (DP)
<i>Master</i>	Reflect common blow style; +2 defensive points (DP)
<i>Grand Master</i>	Reflect rare blow style; +2 defensive points (DP)

**Disable Device**

Allows the recognition and disabling of any trap encountered.

*Thieves' tools are required to attempt to disable a trap; referee intervention may also be necessary.*

*Prerequisites are Detect Secret and Lock Lore at apprentice level.*

<i>Apprentice</i>	Trap marker list; may identify and attempt to disarm apprentice traps
<i>Expert</i>	Trap marker list; may identify and attempt to disarm expert traps
<i>Master</i>	May attempt to reset any simple mechanical trap
<i>Grand Master</i>	May attempt to disarm any magical trap

**Disguise**

The rogue may change their appearance, allowing them to infiltrate groups and pass unseen amongst their foes.

*Changes of costume and / or make-up should be used to role-play the use of the disguise.*

<i>Apprentice</i>	The rogue can disguise themselves as another member of their species and maintain the effect for up to 2 hours.
<i>Expert</i>	The rogue can disguise themselves as another member of their species and maintain the effect for up to 12 hours.
<i>Master</i>	The rogue can disguise themselves as a member of a different species and maintain the effect for up to 2 hours.
<i>Grand Master</i>	The rogue can disguise themselves as a member of a different species and maintain the effect for up to 12 hours.

**Dodge**

Allows the avoidance of blows in combat. It is not possible to dodge wearing any armour unless another skill allows it.

<i>Apprentice</i>	Dodge common blow; +1 defensive point (DP)
<i>Expert</i>	Dodge rare blow; +1 defensive point (DP)
<i>Master</i>	Dodge ranged blow; +1 defensive point (DP)
<i>Grand Master</i>	Dodge magic effect or very rare blow (calling master dodge); +1 defensive point (DP)

**Hide in Shadows**

Allows the user to hide (hand over head) in areas of deep shadow or darkness, such as may be found in unlit buildings or dungeons.

*Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).*

<i>Apprentice</i>	Can hide if unarmoured or wearing cloth armour; cannot move whilst hidden
<i>Expert</i>	Can hide whilst wearing leather armour
<i>Master</i>	Can remain hidden whilst moving slowly within areas of continuous cover
<i>Grand Master</i>	Cannot be detected whilst hidden in shadows, even by spells or high level skills

**Hide in Woodlands**

Allows the user to hide (hand over head) in areas of natural cover, such as up trees or behind bushes.

*Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).*

<i>Apprentice</i>	Can hide if unarmoured or wearing cloth armour; cannot move whilst hidden
<i>Expert</i>	Can hide whilst wearing leather armour
<i>Master</i>	Can remain hidden whilst moving slowly within areas of continuous cover
<i>Grand Master</i>	Cannot be detected whilst hidden in woodlands, even by spells or high level skills

**Lock Lore**

This skill allows the rogue to break through locks, be they on doors or treasure chests.

*Users of this skill are issued with the numerical codes for the appropriate levels of combination locks, so that they can attempt to break into them. Users must have thieves' tools available to attempt lock picking or setting, no matter what the actual phys rep of the lock is.*

<i>Apprentice</i>	Issued with 2 digits of the apprentice lock codes
<i>Expert</i>	Issued with 2 digits of the expert lock codes
<i>Master</i>	Issued with 2 digits of the master lock codes
<i>Grand Master</i>	Issued with 2 digits of the grand master lock codes

**Pick Pocket**

Allows the rogue to steal an item from another player character (PC) or non-player character (NPC).

*To accomplish this task, they must plant a theft token (a tennis-ball or golf-ball sized object) on the target in question. Upon successful planting of the token, the rogue will ask a referee to retrieve the stolen item, along with the token. This skill can also be used to plant items on another PC or NPC.*

<i>Apprentice</i>	May use large token to steal one random, small in-game item from the location (e.g. pocket or bag) the token is placed
<i>Expert</i>	May use large or small token to steal one random, large or small (as per token) in-game item from the location the token is placed
<i>Master</i>	May use large token to steal one small, chosen, non-magical item from the individual (the location of the planted token is irrelevant)
<i>Grand Master</i>	May use large token to steal any one small, chosen item from the individual (the location of the planted token is irrelevant)

**Quick Fingered**

The rogue makes best use of their pickpocketing skills; their light fingers are able to successfully lift more items from their target, more of the time.

*Prerequisite is Pick Pocket skill to the same level of expertise.*

<i>Apprentice</i>	May choose one of two random items when successfully picking a pocket
<i>Expert</i>	May choose two of three random items when successfully picking a pocket
<i>Master</i>	May use the small token when attempting to steal specific items
<i>Grand Master</i>	May choose up to three items when successfully picking a pocket

**Read Scroll**

This allows the rogue to read a scroll that they have found on their travels.

*Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.*

*Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"*

<i>Apprentice</i>	1 <sup>st</sup> and 2 <sup>nd</sup> circle scrolls may be read
<i>Expert</i>	Up to 4 <sup>th</sup> circle scrolls may be read

**Release Bonds**

Allows the rogue to escape from any restraints, without the need of tools or magical intervention.

<i>Apprentice</i>	Can escape from rope bonds after 1 minute of role-play
<i>Expert</i>	Can escape from chains or other metal bonds after 1 minute of role-play
<i>Master</i>	The duration of hold, paralysis and entanglement effects are halved
<i>Grand Master</i>	Can escape from magical bonds after 1 minute of role-play

**Short Weapon Mastery**

This grants the rogue access to advanced techniques in the use of short weapons (blunt or sharp).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style (blunt) and through blow style (sharp); +2 offensive points (OP)
<i>Master</i>	Stunning blow style (blunt) and disarming blow style (sharp); +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

**Thrown Weapon Mastery**

This grants the rogue access to advanced techniques in the use of thrown weapons (knives, axes or other).

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Through blow style; +2 offensive points (OP)
<i>Master</i>	Staggering blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

**COMBAT SUMMARY**

The following table summarises the full range of offensive and defensive calls that can be made by a rogue, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Backstab (blow)	Half the cost of the associated call	Dodge common blow	1
Critical (blow or thrown)	6	Dodge ranged blow	1
Disarm (blow)	3	Dodge rare blow	3
Double (blow or thrown)	1	Dodge very rare blow	6
Stagger (blow or thrown)	3	Ignore magic	6
Stun (blow)	3	Ignore missiles	3
Through (blow or thrown)	1	Reflect common blow	3
		Reflect rare blow	6
		Resist common blow	1
		Resist rare blow	3