

# ROGUE

"If it can go wrong, it will. That's why you always need to have an escape route ready, whether you're burgling a house or fighting in battle. And don't be afraid to run when you're in a bad spot. You want to control the situation, not the other way round. If you duel a knight, you're fighting on his terms. Let him huff and puff in his heavy armor while you fill him full of arrows. That's how you stay alive."

- Galen the Swift, Rogue

The rogue class represents the classic trickster. You can use this class to represent a thief, scoundrel, or conman, or a scout, expert, or spy. While a warrior gets by on brute strength and a mage on arcane power, a rogue relies on quickness and cleverness. Whether engaging in witty repartee or slipping a dagger between an enemy's ribs, a rogue must be artful to win the day.

As a rogue you are the eyes and ears of your adventuring group. You are excellent at ranged combat and can launch devastating melee attacks with your backstab ability. You are not, however, a true frontline fighter. Your Defense will be good due to your Dexterity, but your light armor means you can't absorb a lot of damage. Let the warriors go toe to toe with the enemy while you use stealth and surprise to keep them off balance.

The rogue is the most open-ended of the classes. If you aren't sure where you want to go with your character, rogue is a good choice, as the class provides the flexibility to develop in many directions.

## PRIMARY ABILITIES

COMMUNICATION, DEXTERITY, AND PERCEPTION.

## SECONDARY ABILITIES

CONSTITUTION, CUNNING, MAGIC, STRENGTH, AND WILLPOWER.

## STARTING HEALTH

25 + CONSTITUTION + 1d6.

## WEAPON GROUPS

BOWS, BRAWLING, LIGHT BLADES, STAVES.

## CLASS POWERS

Rogues gain the following powers at the specified level.

### LEVEL 1

**BACKSTAB:** You can inflict extra damage with a melee attack if you can strike an opponent from an unexpected direction. You must approach your opponent with a move action and win an opposed test of your **DEXTERITY (STEALTH)** vs. your target's **PERCEPTION (SEEING)**. If you win the test, you can use your major action this round to backstab him. This is a melee attack with a **+2 BONUS** to the attack roll that inflicts **+1d6 EXTRA DAMAGE**. You cannot backstab an enemy that you begin your turn adjacent to (but see the Bluff power at level 4).

**ROGUE'S ARMOR:** You are at home in leather armor. You can ignore the Armor Penalty of leather armor altogether. It affects neither your Speed nor your Dexterity.

**STARTING TALENTS:** You become a novice in one of the following talents: Contacts, Scouting, or Thievery. See **CHAPTER 3: FOCUSES AND TALENTS** for more information.

### LEVEL 2

**STUNT BONUS:** You become more adept at finding the weak spots in your opponents' armor. You can perform the Pierce Armor stunt for 1 SP instead of the usual 2.

### LEVEL 3

**NEW TALENT:** You become a novice in a new talent or gain a degree in a talent you already have.

### LEVEL 4

**BLUFF:** You can try to backstab an opponent that you begin your turn adjacent to. You must first use a minor action to try to deceive him. This is an opposed test of your **COMMUNICATION (DECEPTION)** vs. your opponent's **WILLPOWER (SELF-DISCIPLINE)**. If you win, you have wrong-footed your opponent and can backstab him. As usual with a backstab, you make a melee attack with a **+2 bonus** and inflict **+1d6 extra damage** if you hit.

### LEVEL 5

**NEW TALENT:** You become a novice in a new talent or gain a degree in a talent you already have.

