**Class: Rogue**

**Brief Class Description:** Rogues are individuals who don’t rely on mystical ways to defeat their opponents, but rather, they utilize their quick wits to adapt to any given situation and get the upper hand. These individuals prefer to end fights as quickly as possible, not allowing their target enough time to think of a counterattack. Each Rogue’s skillset differs from person to person, due to them focusing on their talents and developing skills due to given circumstances.

* **Mastery:** Rogues are classified based upon the number of techniques they have developed and are capable of performing skills adequately. When a Rogue has 1-2 skills, they are regarded as a “Hunter”; When a Rogue has 3-5 skills, they are regarded as a “Slayer”; When a Rogue has at least 6 skills, they are regarded as an “Assassin”, the most versatile, and feared, type of Rogues.
* **Strike:** When a Rogue launches a Strike against a target of theirs, one of three outcomes will occur; the Rogue will perform either a Pure Strike, Dull Strike, or a Corrupt Strike. A Pure Strike will result in the techniques being performed as the user intended, a Dull Strike will result in nothing occurring, and a Corrupt Strike will usually cause the user harm, or more generally, unintended consequences.

**Class Relic: Knives/Daggers**

**Brief Relic Synopsis:** Short blades that are best used when fighting in close combat, but for each knife a Rogue carries, the more dangerous the individual becomes for their targets.

**Techniques:**

* **Single-Blade Stance***(This fighting style is used when the Player has only a single knife in their arsenal. “You are down to your last blade. You enter Single-Blade Stance)*
  + **Slash** 
    - Short Description: Knife Slash
    - Long Description: The user rushes their target, and attacks them with a quick slash of their blade.
    - Mastery Level: Hunter
      * Pure Strike: 70% - The user runs past their target, slashing them across their body as the user makes their way.
        + Effect: Damage (Target) = Low
      * Dull Strike: 10% - “Failed to make contact”
      * Corrupt Strike: 20% - The user trips on their way to the target, leaving themselves open to an attack.
        + Effect: Duration (Self) = Low
  + **Stab**
    - Short Description: Knife Stab
    - Long Description: The user lunges at their target, putting all of their strength behind the blade, resulting in a lethal attack.
    - Mastery Level: Hunter
      * Pure Strike: 70% - The user instantly lunges at their target, plunging deep into them the knife, and without a second thought, the user jumps back to create distance.
        + Effect: Damage (Target) = Medium
      * Dull Strike: 10% - “Failed to make contact”
      * Corrupt Strike: 20% - The user lunges at their target, but they aren’t fast enough, and so the target dodges and firmly grabs hold of the user’s arm, leaving them up close with the enemy for a short moment.
        + Effect: Duration (Self) = Medium
* **Multi-Blade/Dual-Wielding Stance***(This fighting style is used when the Player has more than a single knife in their arsenal. “You are in possession of multiple blades. You enter Multi-Blade/Dual-Wielding Stance)*
  + **Slash**
    - Short Description: Knife Slashes
    - Long Description: The user rushes their target, and attacks them with both blades in hand.
    - Mastery Level: Slayer
      * Pure Strike: 60% - The user runs past their target, slashing them across their body with both blades as they distance themselves from the target.
        + Effect: Damage (Target) = Medium
      * Dull Strike: 20% - “Failed to make contact”
      * Corrupt Strike: 30% - The user attempts to run past their target, but the enemy quickly takes one of the blades and stabs it into the user’s side, and dodges the second blade. The user needs to take a moment to remove the blade.
        + Effect: Damage (Self) = Medium
        + Effect: Duration (Self) = Low
  + **Flurry**
    - Short Description: Flurry of Knife Slashes
    - Long Description: The user launches a flurry of knife slashes upon their target, each slash quickly following the last one, leaving little-to-no time for the enemy to properly block the assault.
    - Mastery Level: Slayer
      * Pure Strike: 60% - The user begins assaulting their target with a series of successive knife slashes, landing a total of [3 - 5 - 7] blows on the target.
        + Effect (per Blow): Damage (Target) = Low
      * Dull Strike: 20% - “Failed to make contact”
      * Corrupt Strike: 30% - The user attempts to attack the target, but the enemy smacks away the knives from the user’s hands. As the user attempts to arm themselves with a different blade, the target continues to disarm the user, leaving them with only a single blade.
        + Effect: Damage (Self) = Low
  + **Throw**
    - Short Description: Knife Throw
    - Long Description: The user carefully holds a knife by the blade, and takes aim at their target. Once they’ve locked on their target, the user throws the knife.
    - Mastery Level: Slayer
      * Pure Strike: 60% - The user throws one of their knives at the target, landing clearly on their body. The target has to take a moment to remove the blade from their body.
        + Effect: Damage (Target) = Medium
        + Effect: Duration (Target) = Low
      * Dull Strike: 20% - “Failed to make contact”
      * Corrupt Strike: 30% - The user nervously fails to lock on to the target, and accidentally squeezes the blade with their bare hand.
        + Effect: Damage (Self) = Medium
  + **Clap**
    - Short Description: Stunner
    - Long Description: The user walks steadily to their target, with only a single blade in hand, with all other blades hidden. The target would focus intently on the knife, with the fear of death in mind. Once the user is close enough, they drop the knife and quickly claps their hands together at their target’s face, causing them to be stunned momentarily, leaving them open to an attack from the user with one of the hidden blades.
    - Mastery Level: Assassin
      * Pure Strike: 50% - The user steadily walks towards their target, and after the user has gotten close enough to the target, the user drops the knife, and quickly stuns the target with a clap to their face. The target is stunned momentarily, and the user quickly performs Stab with another blade, which does additional damage.
        + Effect: Damage (Target) = High
        + Effect: Duration (Target) = Medium
      * Dull Strike: 10% - “Failed to make contact”
      * Corrupt Strike: 40% - The user shakingly moves towards the target, and as soon as the knife is dropped, the target screams at the user, causing them to be stunned for a moment.
        + Effect: Duration (Self) = Medium