

Rogue

You are a rogue, a lurker in the shadows, gifted in acrobatics, stealth and sleight of hand. You might be a brave scout, a sly thief, a deadly assassin or a haughty pirate. In any guise, agility and cunning are the rogue's hallmarks.

Lightly armoured, you rely on speed and guile to keep you from harm, employing a range of tricks and deceptions to maintain the upper hand. When you strike, your sword comes without warning, dropping opponents before they realise the true threat on the battlefield.

Key Attributes: Dexterity.

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light armour.

Weapons: One handed weapons, light crossbow, short bow and sling.

Skills: Detection, Sleight of Hand, Stealth, Traps & Locks plus 4 of the following: Acrobatics, Arcane Lore, Athletics, Apothecary, Deception, Divine Lore, Insight, Gather Information, General Lore, Persuasion, Sailing.



Backstab (1st and 5th level)

Rogues are masters of ambush and assassination. Once per turn, when making a melee attack against a target that is surprised by you, you gain +4 to hit and inflict an additional 1d8 damage. At 5th level your additional damage increases to 2d8.

Finisher (1st level)

Thieves, rogues and assassins develop a talent for picking off injured targets. Once per *Staggered* target (p.79), after you successfully hit with a melee attack, you may add your backstab damage.

Tricks & Techniques (1st level)

The rogue comes prepared with surprises up her sleeve, ready to exploit any advantage or opportunity. At 1st level, the rogue knows a number of tricks equal to her Dex modifier. Each level thereafter the rogue learns one additional trick, and if desired, may substitute one known trick for another.

| ROGUE ATTACK BONUS | | | | | | |
|--------------------|---|---|---|----|----|----|
| Level | 1 | 2 | 3 | 4 | 5 | 6 |
| Bonus | 0 | 1 | 2 | 2 | 3 | 4 |
| Level | 7 | 8 | 9 | 10 | 11 | 12 |
| Bonus | 5 | 5 | 6 | 7 | 8 | 8 |

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known tricks to apply. You may use this ability as part of your normal action.

- *Cat's Grace*: Subject to GM discretion, the rogue may turn a failed save or check relating to climbing, acrobatics or falling, into a success.
- *Choking Dust*: Up to 1d4 targets within 5 ft of the rogue must make a *Luck* (Con) save or be rendered mute for 1d4 rounds.
- *Blind Sense*: By applying the proper techniques, the rogue temporarily heightens her senses, halving the usual penalties for poor visibility. The effect lasts 1d6 x 10 minutes.
- *Flash Powder*: Up to 1d4 targets within 5 ft of the rogue must make a *Luck* (Dex) save or be blinded until the end of their next turn.
- *Glue Pot*: On a failed *Luck* (Str) save, one target within 30 ft cannot move from their current position until they use their action to break free with a successful Str check. Targets with Str 19+ are immune.
- *Hidden Blade*: The rogue may reroll a failed melee attack.
- *Quick Reflexes*: The rogue may reroll her initiative check and choose the best result.
- *Rapid Dose*: The rogue may apply a single dose of poison, or drink a potion (or similar).
- *Slippery Mind*: When the rogue is subject to magical forces that detect her thoughts or locate her, she may choose to make an

Int check to fool, mislead or negate the effect. This ability lasts 1d6 x 10 minutes.

- *Smoke Bomb*: A smoke bomb may be thrown up to 40 ft. Thick smoke fills a 15 ft diameter, blinding those within and blocking line of sight. The smoke disperses in 1d4 rounds.
- *Unseen Whip*: On a failed *Luck* (Dex) save, one target within 10 ft is tripped, pulled up to 10 ft, or disarmed.

Generally speaking, other classes do not have the expertise required to make effective use of these specialised tools and techniques.

Skirmisher (2nd level and 7th level)

By 2nd level you are a natural skirmisher, attacking swiftly then disengaging before your target can properly retaliate. When you are subject to a free attack due to your movement, the enemy suffers disadvantage on the attack roll. At 7th level, if you are hit by such an attack, you may spend a *Reroll* die to turn the hit into a miss.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Lethal Precision (7th level)

At 7th level, you may reroll any or all of your backstab damage dice and use the best result. Each damage die rerolled costs one *Reroll* die.

Thieves' Guild (10th level)

At 10th level, a rogue may establish a guild formed of local thieves, cutpurses and scoundrels. These shadowy figures are surprisingly loyal and willing to take great risks for their Guildmaster, just so long as she keeps the opportunities flowing.