

ROGUE (Dexterity)

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles and hamlets all have one thing in common. They all have rogues in their environs. Their names vary: thieves, rapsallions, cut-purses, footpads, confidence men, fences, burglars, sharpers, pick-pockets or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Rogues steal from others. They gather ill gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Rogues make their living in the shadows, through stealth, deceit and thievery, or at times, in service to some greater purpose known only to themselves. Rogues are, simply, the ultimate thieves.

The archetypical ne'er-do-wells, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveller to the noble lord. Still others find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from the forgotten places of the world, avoiding the laws and the lawmen of the more civilized areas of the world.

To perform their many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. A rogue must be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon's hordes, or pilfer the treasuries of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and wilful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hordes.

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings and darts.

Neither do rogues have much regard for shields and armor as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accouterment in most cases and in a city, attracts more attention than most rogues desire.

ABILITIES

SPECIAL: Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the rogue to suffer a -1 penalty to all abilities. All penalties are cumulative.

For example, a rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear and who is unaware of the rogue's presence, gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only back attack living creatures that have a discernible anatomy. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the rogue gains experience, the damage inflicted increases. At 5th level, a back attack deals triple damage, and at 9th level a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

This ability is affected by wearing armor not on the armor list for the rogue.

CANT: Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

This ability is affected by wearing armor not on the armor list for the rogue.

CLIMB (Dexterity): This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the rogue.

DECIPHER SCRIPT (Intelligence): This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide

checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the rogue.

LISTEN (Wisdom): A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the rogue has detected some sort of noise. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

MOVE SILENTLY (Dexterity): This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the rogue.

OPEN LOCK (Dexterity): A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

Only wearing a metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the rogue.

TRAPS (Intelligence): A rogue may use this ability in three manners: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one turn to locate a trap in a 10 by 10 foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

SNEAK ATTACK: At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is affected by wearing armor not on the armor list for the rogue.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gache, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2 HP	+4	325,001
12	+2 HP	+4	450,001
13+ 125,000 per level			