

Rogue

The Rogue hides in the shadows and acts cunningly. They may also use their skills in service of the law or work as a scout.

Table 7. Rogue skills by level.

Level	Core module skills	Free module skills
1	<i>Weapon Proficiency: Rogue</i> <i>Backstab (€)</i>	+2 (2)
2	<i>Render Unconscious I (€)</i> <i>Pickpocket (€)</i> <i>Combat Training</i>	+2 (4)
3	<i>Strong Constitution I</i> <i>Render Unconscious II</i>	+4 (8)
4	<i>Dangersense</i> <i>Escape I</i>	+2 (10)
5	<i>Escape II</i> <i>Stunning Blow</i>	+4 (14)

Core module

Level 1

Weapon Proficiency: Rogue

The rogue is proficient with all weapons except two-handed weapons (one-handed weapons, double-wielded one-handed weapons, ranged and throwing weapons).

Backstab (€)

A rogue hitting their target from behind with a knife will deal bonus damage equal to the rogue's level (a level 1 rogue deals a total of 2 damage, a level 3 rogue deals a total of 4 damage, level 4 rogue 5 damage and level 5 rogue 6 damage). May only be used on the same target once per battle.

Level 2

Render Unconscious I (€)

The character may render another *unconscious*. The character must hold a heavy object and brush the victim unexpectedly and lightly from behind. The victim will become *unconscious*.

Pickpocket (€)

The character may steal one object by attaching a clothes peg to it. Attaching the peg to a bag yields a random item. A GM or appropriate NPC will fetch the object. (Players may also resolve this themselves in case of a mutual agreement).

Combat Training

The character has received combat training. When losing a life point in battle, the character does not become *tired* immediately, only after the battle.

Level 3

Strong Constitution I

The rogue gains one life point.

Render Unconscious II

The character may render another *unconscious*. A heavy object is no longer required, brushing the victim unexpectedly and lightly from behind will suffice. The victim will become *unconscious*.

Level 4

Dangersense GM

The character can receive useful information either before or during the game from the GMs.

Escape I

The character may escape non-magical bindings.

Level 5

Escape II

The character may escape magical bindings.

Stunning Blow

The character may *stun* an opponent twice during a battle.

Free module

All Free Module skills are available to every rogue, except the special skills of the Empire, the Free Lands and the Theumites.

Locksmith I

The character can pick level 1 locks. The time expended is 2 minutes x level of lock. Equipment is needed.

Locksmith II {Locksmith I}

The character can pick level 2 locks.

Trapper I (€)

The character can disarm traps.

Trapper II (€) {Trapper I}

The character can set traps. Mousetraps needed.

Trapper III {Rogue Level 3} {Trapper II}

The character ignores the first non-magical trap that would affect them and can use *Trapper* skills while *tired*.

Armor I

The character gains 1-2 armor points when wearing light armor (leather, gambeson).

The character may use a small shield.

Persuasion (€) {Rogue Level 2}

The character knows how to discover the secrets of others.

The persuader throws a coin. If heads, they can ask one yes-no question and the person they are talking to must answer honestly. If tails, the rogue may not use this skill on that particular character until the end of the game.

Unarmed Fighting I (€)

The character wins ties in unarmed combat.

Unarmed Fighting II (€)

The character wins unarmed combat automatically if their opponent does not have any *Unarmed Fighting* skill.

Dodge I (€) {Unarmed Fighting II}

The character has an additional life point that is restored automatically after every battle.

Dodge II (€) {Rogue Level 3} {Unarmed Fighting II}

The character has 2 additional life points that are restored automatically after every battle.

Poisoner I

The character can create simple poisons that are lethal when ingested. If the character has contact poison, they may apply it to their weapon. The character begins the game with 1 dose of ingested poison.

Poisoner II (€) {Rogue Level 3} {Poisoner I}

The character can create contact poison for weapons. A character hit by a poisoned weapon becomes *poisoned*. The character begins the game with 1 dose of contact poison.

Binding (€)

The character can subdue others by binding them. The character can use rope (string) to render an unconscious character *pinned*.

Verification (€)

The character can tell the difference between original and forged documents.

Forgery {Verification} (€)

The character can forge official documents and signatures, to a degree. The character can copy handwriting. This skill is mostly used between games.

Strong Constitution II {Rogue Level 4}

The character gains another extra life point.

Medicine I

The character can give first aid (turns a *dying* character into an *exhausted* character).

Empire of Leonte:

Guild of the Night {Rogue Level 2}

The character knows different signs signalling the location of hiding places. OG: the rogue may follow paths marked with white flags that lead to a cache.

Steal Face {Rogue Level 4} GM

The rogue may disguise themselves as someone else for a short time. They may also acquire necessary documents after longer planning. OG: Depending on the situation the player either changes their costume or leaves the game until an NPC makes the necessary moves. This skill may be used once per game.

The Free Lands:

Hunting {Rogue Level 2}

The character knows the tracks of different creatures and can evaluate their location and possible danger. The player receives clues about creatures before or during the game.

Contraband {Rogue Level 4}

The Rogue picks one of the following options. They will start each game with the chosen equipment. These items are likely obtained illegally.

- a) A common magical item (GM's choice)
- b) Gemstone (~2 gold in value)
- c) 2 level 1 brews and 1 level 2 brew, freely picked
- d) 10 units of apeiron
- e) 500 staurus' worth of Imperial value papers

Theumites:

Primal Being {Rogue Level 2} (€)

The Theumite knows how to blend in with the landscape, making them hard to spot. They can remain motionless as long as desired or move for up to 15 seconds without being noticed (OG: hand on the head). Their location is revealed if they move for longer. Hiding can be cancelled at any time. Usable once per game.

Empowered Backstab {Rogue Level 4} (€)

The Theumite deals twice the damage with Backstab. Level 4 rogue does 10 damage and level 5 rogue does 12 damage.