

The Rogue

"Audentes fortuna invat."

VIRGIL, *AENEID*

Rogues are quick-thinking and fast acting, often styled as outlaws or vagabonds.

Toughness	T4
Weapons	Middleweight & below
Armor	Lightweight only
Bonuses	+1 Hit Point; +2 Power Points
Abilities	Begin with all three below

Starting Abilities

- ◇ **DEFLECT PROJECTILES** – any projectile attack against you is a Reflex Challenge; if you win the challenge, the projectile is deflected.
- ◇ **EVADE** – dodge a successful attack. *Cost: 1 Power Point.*
- ◇ **FEINT** – if a melee attack fails, re-roll; the target suffers –1 Toughness on this roll. *Cost: 2 Power Points.*

Making a Rogue

1. **Race** – choose one below.
2. **Attributes** – divide 3 points among Aspect, Intellect, Power, and Reflex.
3. **Hit & Power Points** – divide 10 points between HP and PP, then add the rogue's +1 HP and +2 PP.
4. **Wealth** – roll 1d10 each for gp, sp, and cp, multiplying each by 10 (1cp = \$1; 1sp = \$10; 1gp = \$50).

DWARF – double XP against goblinoids; the craft skill; –1 to magical attacks against the dwarf; +1 HP per level.

ELF – +1 to Perception Checks; +1 damage to evil creatures; immunity to poison; +1 Intellect.

HALFLING – the hide and sneak skills; –1 to ranged attacks against the halfling; +1 PP per level.

HUMAN – +1 damage to natural beasts; the persuade skill; an additional skill; +1 Aspect.

The Roll

$$1d10 + \text{attribute} \geq \text{Toughness}$$

Melee attacks use **Power**; ranged and small-weapon (e.g., dagger) attacks use **Reflex**.

Power Points add to any roll (declared before rolling), or pay for class abilities.

In Combat

Combat begins in Reflex order, highest first; ties are settled with a roll.

1. One combat round is all combatants' turns; each turn is roughly 10 seconds.
2. Only one attack, ability, or spell per turn (unless otherwise noted).
3. Only one movement sequence per turn (standing up from prone halves your movement range).
4. Less significant actions may be done freely.
5. Damage inflicted is 1, unless otherwise specified.

Movement. Moderate, 60–80 ft., unless specified; slow is 40–60 ft., fast 80–100 ft.

Combat Advantage. An advantageous position may grant a bonus (e.g., +1 attack); failing the attempt may impose a negative condition (e.g., knocked prone).

Non-lethal. Unarmed or flat-of-the-blade attacks need a hit *and* a Power Challenge to deal 1 damage; at 0 HP the foe is unconscious for 1d5 minutes.

Dying & Healing. At 0 HP you are dying, expiring after 1d5 rounds. A T5 Intellect Check restores 1–2 HP, MP, and PP (automatic with the heal skill; a full turn in combat). Out of combat, check once per 4 hours, or rest a day for 1d5 + your level.

Arms & Armor

Melee		Ranged	
Flail <i>10gp</i>	MW; +1 dmg	Blowgun <i>1gp</i>	LW; 40 ft.
Shield <i>15gp</i>	MW; +1 atk, +1 T	Crossbow <i>10gp</i>	MW; +1 dmg; 150 ft.
Shortsword <i>7gp</i>	LW	Hand-axe <i>5gp</i>	LW; +1 dmg; 30 ft.
Armor		Longbow <i>12gp</i>	MW; 200 ft.
Leather, light <i>10gp</i>	LW; +1 HP	Shortbow <i>7gp</i>	LW; 100 ft.

Locks & Traps

Locks. Pick with a thieves' kit (*10gp*) and a Reflex Check against the lock's T.

Traps. Detect by actively searching (Perception Check); disarm with a thieves' kit and a Reflex Check against the trap's T (magical traps require dispel magic). A ten-foot pole (*5gp*) triggers traps; +1 to detect them.

Advancement

Level 2: Adventurer (50 XP) – a class ability; two skills; +2 HP; +1 to any attribute or +1 T; +2 PP.

Level 3: Hero (100 XP) – a class ability; +1 to any attribute or +1 T; one skill; +2 HP or +1 PP.

Level 4: Champion (200 XP) – a class ability; one skill; +2 HP or +1 T; +1 to any attribute. *Champion's Resolve*: re-roll once any time the result is 1.

Level 5: Legend (400 XP) – +1 to any attribute. *Legendary Presence*: the first time an opponent attacks you in combat, conduct an Aspect Challenge; if they fail, they suffer a –2 attack penalty.

Additional Abilities

Choose one at each of levels 2, 3, and 4.

BLOODY SLASH – for every successful melee attack you make using a bladed weapon, roll 1d10: on a roll of 6 or higher, the attack inflicts double damage.

CHARISMATIC – permanently gain +1 Aspect.

CRITICAL STRIKE – on an attack roll of 10, the target becomes dazed and suffers –1 to all rolls for your level amount of rounds.

DISGUISE – alter your appearance using disguises, trickery, or other techniques of deception at your disposal; Intellect Challenge (you gain a +2 bonus) to recognize the illusion. *Cost: 1 Power Point.*

FANGED STRIKE – on a melee attack roll of 10, gain an amount of Hit Points equal to the damage you inflict on your target.

FAST – become fast in speed and move up to 100 ft. per combat round.

HAIL OF DAGGERS – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger (attack roll for each dagger). *Cost: 3 Power Points.*

HASTE – forgo your attack action to move up to double your maximum speed.

PARALYZING STRIKE – on a melee attack roll of 10, the target is paralyzed for your level amount of rounds; T5 Aspect Save to reduce paralysis to one round.

PETTY THIEF – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

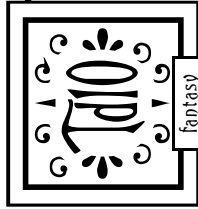
PRYING EYE – discover and exploit a target or obstacle's weaknesses, reducing its Toughness by 2 for one combat round, or one attempt. *Cost: 2 Power Points.*

RAPID REGENERATION – any time you heal (or are healed), restore double the amount of Hit Points.

SLIP THE SNARE – before any effect takes place (e.g., blinded, dazed, paralyzed, etc.), conduct a T6 Reflex Save; if successful, avoid the effects entirely.

SUDDEN STRIKE – any time an opponent rolls a 10 against you in melee combat, gain an attack prior to their attack.

TACTICAL RETREAT – after a successful melee attack (and even if you have moved during this combat round) you may retreat to just outside of your opponent's movement range. *Cost: 1 Power Point.*



Fantasy

Player:

Dwarf
Elf
Halfling
Human
Wizard

Cleric
Rogue
Warrior
Wizard

Attributes

Aspect +

Intellect +

Power +

Reflex +

Skills

Charm Detect Magic Detect Motive
Heal Intimidate Persuade Survival

Craft Detect Trap Know History Spot
Know Nature Listen Magic Use

Athletics Brute Force Climb Hold
Lift Resist

Acrobatics Disarm Trap Hide Motive
Pick Lock Sleight-of-Hand Sneak

Experience

LEVEL 1 Explorer
(0 XP +)

LEVEL 2 Adventurer
(50 XP +)

LEVEL 3 Hero
(100 XP +)

LEVEL 4 Champion
(200 XP +)

LEVEL 5 Legend
(500 XP)

Racial Advantages

Hit Points

Power Points

Magic Points

Spells & Notes

Class Abilities

Wealth

GP: ---

SP: ---

CP: ---

Toughness +

RULES:

ALL ROLLS USE ONE



When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)