

Rogue Models

Assassin

This Rogue learned the art of assassination from an early age and has strived to become better at it. At certain times he seems to have an uncanny ability to find his opponents weak points.

Requirements: Perk: Assassin

Damage Points: 18
Silver: 550

Combat Modifier: 2
Missile Modifier: 0
Grapple Modifier: 0
Linear Modifier: 0

Equipment: 6 Steel Throwing Daggers, 1 Steel Dagger, Poison Making Supplies, Clothing

Skills: Assassination 1, Backstab 4, Create Poison 2, Stalking 3

Thief

This Rogue is skilled in the art of stealth, disguise, and breaking and entering. Most of the items that he acquires he does not pay for. In addition, he is very paranoid and alert and generally tries to avoid conflict.

Requirements: Perk: Stealthy

Damage Points: 18
Silver: 350

Combat Modifier: 0
Missile Modifier: 1
Grapple Modifier: 0
Firearm Modifier: 0

Equipment: 1 Steel Dagger, Disguise Kit, Lock picking Kit, 2 Pairs of Iron Manacles, Clothing

Skills: Opening Locks 4, Alertness 6, Dagger Fighting 3, Disguise 6, Moving Silently 3, Pickpocketing 3

Con Artist

This Rogue is highly skilled at influencing others and is able to con people out of their possessions sometimes without them even realizing anything happened. Even when he gets caught, he is such a likeable character, people usually let him go.

Requirements: Perk: Calming, COM \geq 12

Damage Points: 20
Silver: 1000

Combat Modifier: 0
Missile Modifier: 0
Grapple Modifier: 0
Firearm Modifier: 0

Equipment: Leather Armor, Disguise Kit, 3 Sets of Different Style Clothing.

Skills: Acting 5, Body Language 3, Disguise 5, Lip Reading 5, Listen 6, Seduction 4

Rogue Skills	Base	Stat	Default
Acrobatics	150	AGI	2
Acting	100	INT	2
Alertness	100	PER	non
Ambush	150	INT	2
Arson	50	INT	2
Assassination	500	AGI/CSE	non
Backstab	300	AGI	non
Balance	50	AGI	2 (4)
Binding	50	CSE	3
Blind Fighting	200	PER	4 (4)
Bludgeon	200	AGI	non
Body Language	200	PER	4
Camouflage	50	CSE	2
Climbing	100	AGI/STR	2 (4)
Create Poison	300	CSE	res
Dagger Fighting	200	CSE	non
Disguise	50	INT	3
Dodging	200	AGI	3
Escape	250	AGI/INT	4
Forgery	250	INT	4

Gambling	50	CSE	2
Hiding	50	AGI	3 (4)
Jumping	50	STR	2 (4)
Lip Reading	50	PER	non
Listen	50	PER	2
Moving Silently	100	AGI	4 (4)
Opening Locks	100	INT	non
Pickpocketing	100	AGI	4
Pimping	100	CSE	3
Seduction	100	COM	3
Shadows	50	AGI	4 (4)
Sleight of Hand	30	AGI	3
Smuggling	200	CSE	4
Sprinting	50	STR	2 (3)
Stalking	150	CSE	2
Torture	75	CSE	3
Tracking	150	PER	2 (4)
Traps	400	INT/PER	non
Tumbling	100	AGI	2

Alertness

Skill Type: Rogue Base Cost: 100 Attribute: PER Default: non

This skill represents the alertness and paranoia of the Rogue. When the Rogue's party is on the defensive side of a surprise roll, he may roll a number of dice against this skill. For each dice made, he adds 1 to the party's surprise roll. Multiple Rogues using this skill does not stack, the higher modifier is used in these situations.

Ambush*

Skill Type: Rogue Base Cost: 150 Attribute: INT Default: 2

This skill gives the Rogue the ability to create and set up an ambush. The actual ambush layout should be role played and based on the layout, the GM should assign a difficulty level to the attempt. The Rogue then rolls a number dice equal to the difficulty plus the number of dice he wishes to make against the skill. If successful and the opponent is completely unaware of the parties presence, a surprise roll is made against the other party. The Rogue's party gets an additional number of dice on the surprise roll equal to the number of dice made while preparing the Ambush.

Backstab

Skill Type: Rogue Base Cost: 300 Attribute: AGI Default: non

This skill allows the rogue to perform a sneak attack on his target. If the rogue goes unnoticed, he may roll a number of dice against this skill. If he makes the skill, he gets +5 per dice rolled to his melee attack roll and if he scores a successful hit, his attack does damage equal to the weapon damage times the number of dice rolled. If the Rogue scores a critical hit, the target must roll on the assassination column of the critical hit chart. If he fails the skill, he simply gets a normal melee attack roll on the target.

Blind Fighting

Skill Type: Rogue Base Cost: 200 Attribute: PER Default: 4 (4)

This skill allows the rogue to fight without his sense of sight. For each dice the Rogue makes versus this skill, he may subtract 2 from the penalty for not being able to see an opponent. So, on a 4 die check, the rogue can fight blind with no penalty.

Bludgeon*

Skill Type: Rogue Base Cost: 200 Attribute: AGI Default: non

This skill allows the Rogue to knock an unsuspecting target unconscious by striking them from behind with a blunt object. The Rogue must be positioned behind the target and the target must not be in any way aware that the Rogue is there. It is a standard 2 die check against this skill, but the GM may add or subtract dice based on the alertness of the target, the lighting, the target wearing a helmet, or other factors.

If the Rogue succeeds at the skill check, the target rolls on the Bludgeon table to determine the result. If the target is wearing a helmet, the target subtracts 15% from the result. The Rogue may add additional dice to the skill check to increase the target's roll by 5% for each dice rolled.

Body Language

Skill Type: Rogue Base Cost: 200 Attribute: PER Default: 4

This allows the Rogue to read the body language of someone he is speaking with. He may be able to use this information to determine if the person is trying to deceive him, for example. Creatures of a different species or different culture that the Rogue is unfamiliar with will make this check more difficult or even impossible.

Create Poison

Skill Type: Rogue Base Cost: 300 Attribute: CSE Default: res

This skill allows the Rogue to create poisons out of various components. The complexity and strength of the poison is based on the number of dice rolled. For each dice rolled against the skill, the rogue can create poison that either does that number of dice in damage and/or adds that number of dice to resist the poison. A poison normally has a 3d6 vs HEA resistance for half damage. See the *Creating Poisons* section for more uses for this skill.

Dagger Fighting*

Skill Type: Rogue Base Cost: 200 Attribute: CSE Default: non

This skill allows the Rogue to use special techniques when using a dagger as a weapon for both melee and ranged fighting, in addition to the standard techniques that are available for all weapons.

Quick Draw is used to draw the weapon from a sheath, holster, or other easily accessible location quickly in order to accurately aim and attack with it on the same round. This action requires the user to roll 2d6 against their weapon skill.

Quick Attack is used to increase the number of attacks the user gets in a round of combat. The user rolls a number of dice equal to the "Rate of Use" (1 for a dagger) of the weapon for each additional attack they wish to make in a round.

Precise Attack is used to increase your chance of hitting the target. For each dice, the user receives a +2 bonus to a single attack roll.

Lethal Attack is used to increase the damage on a successful hit to the target. For each dice, the user adds 2 to the damage to a single attack if it successfully hits.

Effective Attack is used to both increase accuracy and damage on a target. For each dice, the user gets a +1 bonus to a single attack roll and adds 1 to the damage if that attack hits.

Strong Throw allows the Rogue to throw a dagger with increased force toward his opponent. For each dice made against this skill, the Rogue can add 3 to the damage on a successful hit. On a failure, the attack is an automatic miss due to an overthrow.

Accurate Throw allows the Rogue to throw a dagger with increased accuracy toward his opponent. For every two dice made against this skill, the Rogue may add 1 to his to-hit roll and lower the critical range by 1. On a failure, the attack is made as normal.

Dodging*

Skill Type: Rogue Base Cost: 200 Attribute: AGI Default: 3

This skill allows a Rogue to dodge incoming ranged attacks. When an opponent declares that they are attempting to hit the Rogue with a ranged attack, he rolls a number of dice against this skill. If the skill is successful, for each dice made, the Rogue adds 1 to his ranged defense value for that attack. There is no penalty for failure, but only a single opponent's attacks can be dodged per round.

Lip Reading*

Skill Type: Rogue Base Cost: 50 Attribute: PER Default: non

This skill allows the Rogue to understand what someone is saying without having to hear them. The Rogue must have a skill of at least 7 in the language to be able to lip read the spoken language. At speaking distance, a 2 die check will allow the Rogue to fully understand the speaker. Distance and other factors can increase the difficulty of the check. *People that have become permanently deafened can purchase this skill at base cost even if they aren't of the Rogue background.*

Traps*

Skill Type: Rogue Base Cost: 400 Attribute: INT/PER Default: 2

This skill will assist the Rogue in detecting, disarming, and building traps. The GM will decide the difficulty of finding a trap and disarming it. Some traps may be easy to spot, but nearly impossible to disarm, while some may be the other way around. When building trap, the player will role play the building of the trap and the GM will assign dice based on the difficulty of the built trap to determine if it works.

Rogues

Rogues are highly skilled in stealth and rely on it for many of their combat techniques. They have an extensive list of background skills revolving around deception. They rely heavily on their agility and cunning as opposed to heavy weapons and brute force.

Modifiers

All modifiers for the rogue background cost 400 per rank.

Creating Poisons

The creation and possession of poison is illegal nearly everywhere and, as such, the art of creating poison is pretty much exclusive to Rogues. Using the skill, a Rogue can create poisons that can damage, paralyze, drain, or outright kill a target. To create any poison, the player will roll a number of dice against the characters skill. The results are based on the extent of success or failure:

Result of Roll	Result
succeed by 10+	10 doses of poison are created
succeed by 5-9	6 doses of poison are created
succeed by 0-4	4 doses or poison are created
fail by 1-5	failure, lose 10% of cost
fail by 6-9	failure, lose 25% of cost
fail by 10+	failure, lose 75% of cost

Table 1: Poison Creation Results

The time it takes to create a poison is equal to the number of dice rolled against the skill in hours and the cost is based on the number of dice rolled against the skill as follows. The poisons created use standard methods that have been developed to use easily available ingredients that the Rogue can purchase from nearly any market district within a decent sized city. In addition, the Rogue must have the proper materials to create the poison, which are purchased in the form of a toolkit.

# of dice	Cost in Silver
1	100
2	400
3	800
4	1,600
5	3,200
6	6,400
7	12,800

Table 2: Poison Creation Costs

To create a poison that simply causes damage, the Rogue rolls a number of dice against his Create Poison skill. He assigns each die to either damage or resistance. Each dice assigned to damage will cause the poison to do an additional 1d6 points of damage. Each dice assigned to resistance will add 1d6 to the resistance check against HEA the victim must make for half damage. The resistance check for every damage poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. For damage poisons, it is possible to find rare ingredients that will cause the poison to do more damage. These ingredients will usually cause dice assigned to damage to result in additional poison damage.

To create a poison that causes paralysis, the Rogue rolls two dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every paralysis poison begins at 2d6 against HEA and has a maximum of 6d6 against HEA. The paralysis will last 10 minutes at which point the creature will have to make a die check equal to one less than the original check, if successful, the paralysis effect ends, otherwise it continues for another 10 minutes and the creature must make another check at one die lower again and so on until they succeed.

To create a poison that drains an attribute, the Rogue first chooses an attribute they wish to drain among INT, STR, HEA, AGI, and PER. The Rogue then rolls a number of dice against his Create Poison skill. He assigns each dice to either potency or resistance. Every two dice assigned to potency will cause to poison to drain a single point in the selected attribute from the victim. Each dice assigned to resistance will add 1d6 to the resistance against HEA the victim must make to avoid the drain effect. The resistance check for every drain poison begins at 3d6 against HEA and has a maximum of 6d6 against HEA. The drain effect will last an hour and the creature will have to make a die check equal to one less than the original check, if successful, the drain effect ends, otherwise it continues for another hour and the creature must make another check at one die lower again and so on until they succeed.

To create a lethal poison, the Rogue rolls four dice against his Create Poison skill and can add additional dice to the resistance check. The resistance check for every lethal poison begins at 2d6 against HEA and has a maximum of 6d6 against HEA. If the creature fails the check, they will lose 1d6 DP per round (Resistance to Poison will not reduce this damage) until they reach the dying state at which point they will lose 1 point per round until they are dead.

The following table has some example poisons and the number of dice needed to be rolled against the Rogue's skill, as well as the cost to create them.

Poison Description	Dice	Cost
3d6 damage with a 4d6 against HEA resist for half	4	1,600
6d6 damage with a 4d6 against HEA resist for half	7	12,800
3d6 damage with a 6d6 against HEA resist for half	6	6,400
paralysis with a 4d6 against HEA resist	4	1,600
paralysis with a 6d6 against HEA resist	6	6,400
drain 1 point of STR with a 3d6 against HEA resist	2	400
drain 2 points of HEA with a 4d6 against HEA resist	5	3,200
lethal with a 4d6 against HEA resist	6	6,400

Table 3: Poison Creation Examples

Traps

The *Traps* skill allows a Rogue to find, disarm, and create traps. Traps come in a variety of different forms and some traps may be impossible to find, such as a trap that activates when a door is opened when the Rogue is on the wrong side of the door, or impossible to disarm, such as a purely magical trap. When a Rogue wishes to search for traps, he rolls a check against his Traps skill in a graduated fashion and announces the number of dice made to the GM. Any form of visual perception bonus can be applied to this skill check. Based on the number of dice made, the GM will determine, for each trap encountered, whether the Rogue is successful in finding it prior to its activation. The difficulty of finding traps will

increase in dark conditions or if the Rogue is moving quickly (more than 10' per round). If the Rogue finds a trap, he may attempt to disarm it.

The act of disarming the trap will give the Rogue an idea on what the trap will do if activated, if that is possible based on the trap design, and ideas on how to disarm it. The GM will assign a difficulty level to the trap and the Rogue can choose to roll this many dice against his Traps skill. If successful, the trap is disarmed, bypassed, or harmlessly activated depending on the nature of the trap. Disarming traps requires the proper toolkit or the difficulty of disarming attempts will increase by 2 dice. Failing the check by more than 5 will activate the trap, while failing by less will allow the Rogue to attempt to disarm the trap again.

Creating traps involves putting the proper components together in the proper placement. A Rogue can purchase trap kits which contain a set of components required to make a trap or can purchase components for a trap of their own design. When designing a trap, the player provides a basic idea of the trap functionality and setup to the GM and the GM will assign a cost for the components and a difficulty to the skill check required to construct the trap. On a successful skill check, the trap is successfully built. On a failure of 5 or less, the trap is constructed incorrectly, but the Rogue realizes it and can attempt to construct the trap again. On a failure of 6 or more, the trap is constructed, but will not function when activated.

The traps in the table below have an activation kit and an effect kit. When the kits are purchased, a trap can be built using them. Simply combine the difficulty values of the kits to obtain the number of dice the Rogue must roll against their Traps skill to construct the trap.

Activation	Cost	Diff	Description
Audio Sensing	200	2	When this trap detects sound at a certain level, it will activate the trap.
Beam	200	2	An invisible beam runs across a doorway. When the beam is disrupted, the trap will activate.
Door Hinge	100	2	When the hinged door is open normally, the trap will activate.
Magnetic Plate	300	2	This trap will activate when ferromagnetic objects of at least weight class M are over the plate.
Motion Sensing	200	2	This trap will activate whenever it detects motion within 25' of it. This distance can be reduced when the Rogue creates it.
Pressure Plate	100	1	This trap is very difficult to hide because it will be raised. When weight is applied to the plate, it will activate the trap.
Remote	300	2	This trap can be triggered remotely by the Rogue. This can be used with another activation mechanism, but the difficulty of creating the trap is cumulative.
Security System	2500	3	This is not exactly a trap but a full blown security system with automated response system. The check against the skill provides for the proper installation and positioning of the cameras in order to maximize the detection of threats. These systems have a limited ability of automated response and function much better with a person or intelligent robot operating them.
Tamper Device	100	+1	This device can be placed on any electronic based activation system which can cause the trap to be activated when tampering is detected. If the Rogue does not detect traps on the trap, this device may go unnoticed.
Tripwire	50	1	This classic, yet easy to spot trap will activate when someone trips over the wire. They are best placed in dark areas or areas where someone might be moving quickly.

Table 4: Trap Activation Kits

Effect	Cost	Diff	Description
Alarm	100	+1	This trap causes a loud screeching noise that can be heard from 30 meters away and will deafen anyone near it. The noise sounds for 1 minute.
Deferred Item	N/A	+2	This trap will activate an item with a deferred spell on it that has a mechanical trigger. If the spell is targeted (not area of effect), the trap activation component must be touched by the creature, otherwise it will not function.
Gas Trap	300	+1	This trap will convert 2 doses of a poison that was either purchased or created by the Rogue to a gaseous form and release it to a 10' radius area.
Grenade	*	+1	Any grenade type from the grenade list detonates causing the grenade's effect. The grenade cost is determined by the Grenade List.
Projectile	100	+2	This trap is typically incorporated into another mechanism and can be difficult to hide from a trained eye. When activated, it will fire a projectile aimed at the activator. Unless the activator was avoiding the trap, they take 1d12 piercing damage from the projectile. Poison may be added to this projectile for increased effect.

Table 5: Trap Effect Kits