

THE MARTIAL PROFESSIONS

Rogue

KNOWLEDGE SKILLS

| Knowledge Name | Build Cost | Knowledge Description | Duration | Prerequisites |
|------------------------------|--------------|--|----------|--------------------------------------|
| One Handed Weaponry | 3 | This ability will allow the user to wield any one-handed weapon including small weapons | Constant | None |
| Leather Soak | 4 | As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage. | Constant | None |
| Studded Leather / Chain Soak | 5 | As long as the character is wearing 20 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 2, to a minimum of 1 damage | Constant | Leather Soak |
| Florentine | 4 | This Knowledge allows the character to use both a One-handed sized and a Small sized weapon at the same time in different hands. They may use the weapons in both an offensive and defensive manner. | Constant | Any Weapon |
| Florentine Proficiency | 4 | Each purchase of this Knowledge will allow all off- hand attacks from the character to strike for +1 damage. | Constant | Equal number of Weapon Proficiencies |
| Literacy | 2 | This skill grants a character the ability to read and write the common language. | Constant | None |
| Missile Master | 4 | This Knowledge will allow the character to wield all Ranged Weaponry. | Constant | None |
| Back Stab | 6, 8, 10, 12 | With this Knowledge, any strikes to the back of the opponent, while the character is positioned within 180-degree arc of the back of the target, may deal +1 damage. Any damage dealt this way must have "Backstab" announced as the damage type. | Constant | None |
| Pick Pockets | 4 | By placing a black clothespin on a pouch or pocket, the Rogue can attempt to steal an item from it. The clothespin must remain in place for at least 15 seconds for the pick to be successful. At that time, the Rogue may send someone out of game to request an item from the target. The Rogue may specify a general type of item (i.e. Coin, gem, ring, vial) but if it is not available, a random item was pilfered | Constant | None |
| Poison Immunity | 6, 7, 8 | The Rogue may become immune to the effects of specific poisons. The chosen poison must be taken 3 times during an event. The character must take the full effect of the poison and survive to build their immunity. If the character dies during this process all resistance is lost and the player must start over. The tags for each dose of the poison must be submitted to the teacher of this skill. | Constant | Use Poison |

| Knowledge Name | Build Cost | Knowledge Description | Duration | Prerequisites |
|--------------------|------------|---|----------|------------------------------|
| Weapon Proficiency | 10 | Each purchase of this ability will allow the character to swing +1 damage with a particular style of weaponry in their main-hand. The available styles of proficiencies are One-handed, Two-handed or Missile weaponry. If the character is using a bastard weapon, only the proficiencies of the style they are using it in (One- or Two-handed) would apply. Each style must be purchased individually, and the build cost progression is for each style of weapon. | Constant | Any Weapon |
| Thieves' Cant | 3 | This Knowledge will allow the user to learn any Rank 1 spell or prayer. The character must learn each spell separately and spend the appropriate build on them. This may not be used to learn Cantrips. A Spellsworn spell learned through this means must be cast from the character's mana pool. The verbal for spells learned through this means, including Crusader spells, is "By ways unseen and words unknown, I..." Normal pantheon restrictions apply. | Constant | None |
| Teach | 4 | This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession. | Constant | Any 5 Vigor cost Rogue Skill |
| Utilize Component | 3 | This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend. | Constant | None |
| Hybrid Essence | 1 | For every character level they possess the Rogue may purchase 1 healable essence at a rate of 1 build per essence. Starting at level 1. | Constant | None |
| Mana | 1, 2 | The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter. | Constant | None |
| Vigor | 1, 2 | The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter. | Constant | None |

ROGUE VIGOR SKILLS

| Skill Name | Build Cost | Casting Cost | Skill Description | Duration | Effect | Target | Prerequisites |
|-------------------|-------------------|---------------------|--|-----------------|---------------|---------------|----------------------|
| Break Concealment | 3 | 3v | This skill will allow its user to instantly find hidden or camouflaged objects and some creatures within a ten-foot radius. | Instant | Tactical | Self | Conceal item |
| Bypass Armor | 3 | 2v | This skill will allow a character's next strike to ignore the target's armor. This skill may not be used in conjunction with any damage enhancing effects. | Instant | Offensive | Any | Critical Strike |
| Conceal Item | 3 | 1v | This skill may be used to cause an item of fist sized or smaller hidden on the caster to require an additional minute of standard searching time. This may be applied multiple times to the same item to increase the search time by one minute for each casting | Instant | Tactical | Item | Quick Search |
| Critical Backstab | 3 | 2v | This skill will cause a physical attack by the character delivered in the back 180-degree arc of the target to inflict 2 times the normal continuous damage of the same type as a normal combat strike. The character should call "Crit X backstab" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage. Instant Offensive Any Weapon Proficiency | Instant | Offensive | Any | Weapon Proficiency |
| Counter Strike | 4 | 3v | This skill allows the rogue a second chance to strike the same target with the same offensive rogue skill that has just been defended against. The rogue must land this second strike in the same spot as the original strike or torso. This strike may only be defended against by latent defenses. | Instant | Tactical | Any | Dodge |
| Disarm | 2 | 1v | This Skill will cause the Target to drop their weapon and be unable to pick it up for 5 seconds. This Skill is delivered by striking the Target in the arm holding the weapon. If the weapon is two-handed, the Target need only remove the hand of the arm struck for 5 seconds. | Instant | Offensive | Any | Weapon Proficiency |
| Disarm Traps | 4 | 2v | This skill will allow a Rogue to disarm a trap. It takes 1 minute of roleplay and costs 2v. For each Rogue with this skill, pays the vigor cost, and participates in aiding to disarm a trap, will reduce the time by half. Extremely complex traps may take longer than the normal minute to disarm. | Instant | Tactical | Traps | Set Trap |
| Dodge | 5 | 4v | This ability allows a character to stop any one physical or magical effect that is not delivered from behind | Instant | Tactical | Self | Waylay |

| Skill Name | Build Cost | Casting Cost | Skill Description | Duration | Effect | Target | Prerequisites |
|--------------------|------------|--------------|--|----------|----------|--------------|----------------------------|
| Evade | 7 | 5v | This ability will stop any one physical or magical effect from behind only, as well as stop surprise attacks. This ability will also defend against Area of Effects if the person is within 5' of the edge of the Area of Effect | Instant | Tactical | Self | Dodge |
| Escape Bonds | 4 | 3v | This Skill allows the character to escape from all physical and magical pins and binds. This does not affect imprisonments | Instant | Tactical | Self | Dodge |
| Identify Trap | 3 | 1v | This skill will allow a Rogue to determine if there is a trap within 10 feet of them. It will take 15 seconds to make this determination. The Rogue may pay an additional 1 vigor per trap to determine the rank of and whether or not the trap is customized. For customized traps, the rogue will be able to determine if the trap is customized with magic, skill, or alchemy, but will not know the exact magic, skill or alchemy used. It takes 10 seconds to identify a trap. Any trap may be found naturally, without the use of this skill. If this occurs, a character may still pay 1 vigor to determine the effect of the trap. | Instant | Tactical | Self or Trap | Set Traps |
| Interrogate | 5 | 1v | With this skill, the Target must answer a yes or no question truthfully. This skill takes 1 minute to cast, and the Target may request a marshal. | Instant | Tactical | Any | None |
| Master Concealment | 5 | 3v | This skill will allow a character to create a hidden space. Examples of this space can be a false bottom to a chest, or a secret compartment in a cart or room, or even a hidden pocket in a pouch. For every 3 vigor the caster uses, anyone searching will have to spend an additional minute searching to find the compartment. The hidden space must actually hide the objects out of game. | Instant | Tactical | Item | Conceal Item |
| Pick Lock | 1-5 | Varies | Each rank of this skill allows a character to open a lock of a slightly more complex nature. When a character sits to open a lock, they guess the rank of the lock, and spend an amount of vigor equal to that rank. After spending 30 seconds per rank they may check the marshal note for the actual rank of the lock. If the lock was equal or lower in rank than the assumed rank, the lock opens. If not, it remains closed. It may be possible for a number of additional characters with the Pick Lock Skill to assist opening an extremely complex lock. To do this, they additional characters must spend 1 vigor. This will raise the skill of the primary caster by 1 per assistant. After attempting to pick a lock, the caster gains knowledge of the rank of the lock. | Instant | Tactical | Lock | Previous Rank of Pick Lock |
| Quick Search | 3 | 1v | This skill allows the rogue to search a target in 15 seconds rather than the normal minute | Instant | Tactical | Any | None |

| Skill Name | Build Cost | Casting Cost | Skill Description | Duration | Effect | Target | Prerequisites |
|---------------------|------------|--------------|---|-----------|-----------|--------|----------------------------|
| Retain | 3 | 2v | This skill will stop the character from letting go of or dropping a weapon, shield, or item being held when a skill would normally force them to do so. This has no effect if the player has dropped the item for any reason other than the use of an in-game skill, spell, or effect | Instant | Tactical | Self | Weapon Proficiency |
| Set Customized Trap | 2 | Varies | This skill will allow a Rogue to customize a trap in a way that it can be imbued with any alchemical potion or poison, spell or prayer or martial skill. The Rogue may work in tandem with another player. Casting cost is 2 vigor in addition to the cost of the effect. If another person is giving the effect placed within the trap, it falls to that person to pay the casting cost of the skill or prayer. If a trap is being customized through the use of alchemy, 1 dose of the chosen potion or poison must be expended. A phys rep for the trap must be set along with the skill use. A marshal must approve the phys rep before it can be used. | Weekend | Tactical | Trap | Set Traps |
| Set Traps | 4 | Varies | This skill will allow a Rogue to set a trap that does damage. For every 1 vigor in the trap will do 5 points of damage. A phys rep for the trap must be set along with the skill use. A marshal must approve the phys rep before it can be used. | Weekend | Tactical | Trap | None |
| Shadow Strike | 6 | 5v | This skill will cause a physical attack by the character delivered in the back 180-degree arc of the target to inflict 4 times the normal continuous damage of the same type as a surprise action. The character should call "Shadow Strike X backstab" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage. | Instant | Offensive | Any | Waylay, Critical Back Stab |
| Stun | 3 | 3v | This skill causes a characters target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defense may be invoked. Any Offensive action taken against the Target will end this effect. This Skill must be delivered to the Tunic Area. | 5 Seconds | Tactical | Any | Any Weapon |
| Trap Dodge | 5 | 4v | This skill may be used to negate the effects of a trap, seal, or radius effect as long as the target is 5 feet from the edge of the radius. A marshal may decide when this skill does or does not work. | Instant | Tactical | Self | Dodge, Disarm Trap |
| Use Blade Poison | 5 | 2v | Using this skill, the Rogue can apply any type of poison to their weapon and use it as a blade poison. | Weekend | Tactical | Poison | Shadow Strike |

| Skill Name | Build Cost | Casting Cost | Skill Description | Duration | Effect | Target | Prerequisites |
|------------|------------|--------------|---|-----------|-----------|--------|---------------|
| Waylay | 5 | 4v | This Skill will cause the target to be rendered unconscious for 5 minutes. This Skill must be delivered between the shoulder blades, no more than 6 inches from the base of the neck, and must be delivered as a Surprise Action. This effect will end if the Target receives 15 damage or more, a Sever, or Break effect. If a target under the effect of a waylay receives a “killing blow” the target will only receive the damage but will not fall into their death count. This Skill will not affect Summoned beings, nor will it affect a Target wearing an armored helm of Chain or greater equivalency | 5 minutes | Offensive | Any | Backstab |

ROGUE DART SKILLS

Darts function like other vigor skills, but a dart may be delivered with a packet or on any weapon strike.

Darts are always considered physical effects.

| Skill Name | Build Cost | Casting Cost | Dart Skill Description | Duration | Effect | Target | Prerequisites |
|----------------|------------|--------------|---|-----------|----------|--------|---------------|
| Trip Dart | 4 | 2v | If the target is hit with this dart in the tunic area or legs, they will be forced to touch both knees and hands to the ground. After touching the ground, the target may; roll, crawl, defend themselves, etc. but may not stand up for 5 seconds. | 5 Seconds | Tactical | Any | None |
| Blind Dart | 5 | 3v | If the target is hit in the tunic area with this dart, the target is rendered blind for 5 seconds. | 5 Seconds | Tactical | Any | None |
| Stunning Dart | 4 | 3v | If the target is hit in the tunic area with this dart, the target will be stunned for 5 seconds. | 5 Seconds | Tactical | Any | None |
| Numb Limb Dart | 3 | 2v | If the character hits their target in the tunic area with this dart, a limb of the casters choice is paralyzed cannot be used for 5 seconds | 5 Seconds | Tactical | Any | None |
| Tangle Dart | 2 | 2v | If the target is hit with this dart in the tunic area or legs with this dart, they are tangled and can only move at a heel-to-toe rate for 5 seconds | 5 Seconds | Tactical | Any | None |