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THE QUINTESSENTIAL ROGUE II

Advanced Tactics
Book Two

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THE QUINTESSENTIAL ROGUE II: ADVANCED TACTICS

Adrian Bott

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INTRODUCTION

For rogues at the bottom end of the pecking order, the greatest reward is to survive another hand-to-mouth day with a pocket full of pilfered silvers and a bottle of sour wine. Life on the streets is nasty, brutish and short-lived, with many fish and not enough pond to go round. Few of these ragamuffins and tatterdemalions give much thought to achievement as rogues. For them, the issue is survival, rather than what they could eventually attain. They live on the edge, taking ever greater risks until one day the net closes in and they are left wriggling on the end of a hemp rope.

There are those who disdain this kind of short-sighted thinking. For some, the path of the rogue is not just a way to make easy money by taking what is not yours, or a path to the respect of your peers, who learn not to turn their back on you for fear of what you might do. Those who take a pride in their work, who determine to make more of themselves than just another corpse in cheap leather armour who overlooked just one trap, can achieve heights of prestige to which no other class can reach.

For rogues have their legends, too.

These are not necessarily those who have advanced in experience until they have achieved epic heights, though their names are indeed remembered and commemorated in whispers. No, the true master rogue can be low in level and poor in his pocket; what matters is that he has the imagination, the determination and the information to succeed. Choosing his fields of study carefully and practicing meticulously, the master rogue makes sure that his abilities complement one another – he is far from being just another jack-of-all-trades with a nasty sneak attack.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL ROGUE II: ADVANCED TACTICS

With the help of this sourcebook, any character choosing the rogue class will find many alternatives and options expanding his range of abilities. With career paths, rogues can customise their advancement and gain special benefits from their chosen branch of training; legendary classes offer a subset and expansion of their skills and character features that may take them to epic levels and beyond. Multiclassing offers a rogue a complement to his abilities, giving advice as to how best to integrate two classes, while superior tools and accessories ensure that his performance is enhanced to the optimum degree. Tricks of the Trade provides a collection of useful information relating to the rogue's craft, while sections on locks and the means of bypassing them bring additional challenge and complexity to this aspect of rogues.

A chapter dedicated to the use of magic gives insights into the use of easily overlooked low-level spells and provides additional magical items for the rogue's use, while the Gizmo is introduced in a later chapter as the last word in rogue equipment. Rackets and confidence tricks are explained and a whole chapter is given over to detailing the role of the bank in a fantasy game world, in case a group of rogues feels up to the ultimate challenge of robbing one.

Ironically for a character class that includes so much versatility, rogues are all too often pigeonholed into very narrow set roles. This book opens up the field, giving a multitude of different ways to pursue the rogue's path, each one enriched by new class combinations and optional rules.





The fire blazing in the hearth was the strongest source of light in the room. Three candles burned on the table, which gleamed back the lights like a black mirror. The remains of a meal lay there.

In the shadows at the room's periphery, into which they had retreated with the unthinking instinct of those who have spent their working life under the cover of darkness, the owners of five of the most brilliant minds in the business were thinking dark thoughts. For my part, I was reflecting that I could not have picked a better team, while the other four were chewing silently over the proposal that I had made to them.

In the otherwise silent room, the crackling of the fire was as loud as an army marching through bracken.

I could only see parts of my dinner guests. The edge of Lady Sophia's pale hand, resting on her knee, moving slightly as her finger tapped in thought; a momentary gleam of sweat on Corkin's furrowed forehead; the glinting eye, no longer human, of the man who insisted we call him Garnet, though we all knew who he really was.

It was the fourth, Snitterjipe, who spoke first, with his voice like panthers cavorting in molasses. 'I note that none of us has, as yet, taken the vulgar step of calling our host a lunatic and quitting his company. This, if nothing else, speaks well of our creative imagination. Whatever we may think of the dangers involved, it seems that we are all, at the least, inclined to regard the project as feasible.'

'Feasible it is, if only just,' said Lady Sophia in her refined accent (how had someone brought up to such towering privilege ever needed to steal? Crashing boredom, one assumed). 'It has exactly the right balance of immense potential profit, remote achievability and dashing bravado to it. I am not about to call our host a lunatic, especially after he has demonstrated such consummate skill as a pastry cook. I trust the hand that fashioned those delicate vol-au-vents to manifest the manual agility his project requires. I am, as the phrase goes, in.'

Corkin was not impressed. 'You're drunk with romance, Sophia,' It was his custom, being of low birth and acutely aware of it, to omit the honorific. 'I'm not interested in potentials, nor in taking chances. I don't gamble. I want everything dealt with before I even encounter it. Your man here has a good plan, I'll give him that. It's bold and the basics are sound. But I see many unanswered questions too. How do we get anyone into the sacramental vault? It's closed and locked, by some automatic machine, every evening after vespers and in case you have forgotten, they pump all the air out to keep the holy remnants preserved. Anyone you smuggled in there, however teeny-tiny, would cough blood and die within minutes.'

I took the device that Clattering Jack had built from my pocket, extended its legs and transferred my point of view across to it. While the arch-rogues of Alvion watched from his or her own shadow, I made the spiderlike metal thing creep across the carpet, climb up a table leg, heave itself on to the tabletop and hunker down. With the quietest of whizzing noises, a tiny circular saw was exuded from the top of the thing. I steered it so that it sliced one of the candles in half, then made it stand up and take a bow.

Snitterjipe laughed low and rich. 'Ah, now I see. You know, all this time I believed you a sorcerer, whose monkey familiar was trained in carpentry. It seems the truth of the matter was barely less strange. Tell me, how does it work?'

'I don't know,' I said honestly. 'I only know that it does not suffocate and can saw through metal. Such as, for example, the metal bar holding a sacramental vault's door closed.'

Corkin made a grudging noise of appreciation.

'That settles me,' Garnet commented in his husky drawl. 'Actually, to be honest, I decided to go for this one when I found out it was a lawful temple. I've never liked lawful zealots. I've had bad experiences with them in the past.'

We raised our glasses then and drank to the Skull of Blessed Alolysius and the five who were to steal it. Of course, I was planning that I alone should profit from it, but then I am nothing if not utterly treacherous.



CAREER PATHS

Rogues are used to a measure of variety. With so many skill points to spend with each new level, rogues can distribute their talents evenly or excel in one area in a relatively small space of time. This versatility is one of the most attractive aspects of the class. Any rogue can be a jack-of-all-trades or a competent practitioner of a few. As yet, however, there is not much a rogue can do to specialise his talents beyond merely maximizing his ranks in a skill or two. This hardly fits with the multitude of underworld careers that we see in the genre.

The traditions of fantasy are full of rogue specialists, each face in the rogue's gallery having a characteristic practice associated with it; this one was a safecracker, this one a pickpocket, this one a con merchant, this one a cat burglar. Traditionally, a rogue is proud of his field of excellence; when something big is being planned, you know you will need a good look-out, a good lock breaker and a good guard-nobbler, without expecting one person to do all of these things. Versatility is all very well in its place but it is impossible to deny that rogue specialisation is a necessary aspect of the criminal underworld. Why should this rich multitude of paths not extend into the game world?

Whatever a given rogue's selection of skills and feats may be, in and of themselves they do not constitute specialisation. They may fit you for a given line of shadowy work, such as housebreaking or reconnaissance but they do not give you the edge of the true professional working in his chosen field. A rogue needs more than just ability if he is to excel in one area above others; he needs the particular training and experience that a Career Path can give him.

Career Paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to plan his character's advancement following a given concept. While a Career Path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Any one Career Path may be applied to a character when he gains a new level. The listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the player and the Games Master should be aware of the selected Career Path and take steps to ensure the character is played accordingly. It must be

stressed; Career Paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A ROGUE'S CAREER PATH

A character can tread onto a rogue's career path at any time he gains a new level. The character *must* possess at least one level of rogue in order to follow a rogue's career path. In each path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a road map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ Two skills at the requisite rank from that path's advancement options.
- ✦ Two feats from that path's advancement options.
- ✦ The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the career path's advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase). Not an option for paths of prowess.
- ✦ Increase a skill from that path's advancement options. If the character is taking a rogue level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this among two different path skills if he wishes.

For example, a 5th level rogue with Str 16, Climb 5 ranks, Jump 6 ranks and the Athletic feat decides he wants to follow the crowbar boy career path. As he meets all of that path's requirements, he may start following the path when he next increases his level. When he reaches 6th level as a rogue he must either spend one skill point on Jump, Balance or Tumble, or select his new feat from the crowbar boy's options (meeting all the normal prerequisites for that feat). He is now a 6th level rogue who follows the crowbar boy path and receives the relevant benefits and disadvantages. If he chose to advance as a

barbarian instead, making him a rogue 5/barbarian 1, he must either spend his one new feat from the crowbar boy's options (meeting all the normal prerequisites for that feat), or spend 2 skill points on Jump, Balance or Tumble. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path, and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path (possibly not even a rogue path). Switching paths is entirely feasible. This mostly involves time – at least 6 months minus the character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the pre-requisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned. If the character has already exhausted all the advancement options, he has reached the end of that road and is free to pursue other interests, but he only loses the benefit and disadvantage if he wants to.

PATHS OF ROGUE TALENT

The paths of talent refer to a character's inherent attributes and how they affect his performance. A character relying primarily on strength has a different approach from one who relies on his wits. Note that the chosen attribute affects the character's whole outlook on life rather than just the tasks that he is most competent to achieve. A crowbar boy, for example, is the ideal fellow to prise open the bars of the prison you have been locked up in, not just because he is physically strong but because he sees obstacles as things to be smashed through. He is just the kind of rogue to cut a Gordian Knot in half rather than waste time trying to find the proper solution. He is aggressive, forthright and pro-active in his dealings with people; his attitude is not so much 'the squeaky wheel gets the grease' as 'the squeaky wheel gets hit with a hammer until it stops'. By contrast, a nimble-dabs is tactful as well as agile, knowing how to skirt around a potentially dangerous social situation and employing lightness of touch rather than force to deal with problems.

The Blagger

In rogues' cant, to 'blag' is to steal but it also has the meaning of 'to talk your way into, or out of something'. A 'blagger' is one who will persuade the doormen at an exclusive party that he knows the host and has every right to come in, will talk his way out of a suspicious situation (such as being found in a lord's kitchen after dark) and will generally use his silver tongue to his best advantage, often leaving people scratching their heads and wondering exactly what he said to persuade them.

Blaggers cultivate their Charisma ability and its associated skills, bringing an element of style and panache to their career as rogues that the more technical practitioners lack. They focus on those illicit practices that require dealing with other people, such as confidence tricks, fencing stolen goods and shakedown, rather than on dungeon crawls, housebreaking jobs or bank robberies.

There is one line of roguish enterprise that blaggers have effectively cornered for themselves, which is the seduction industry. There are two forms that this can take. Blaggers either recruit young and vulnerable people who they then set to work as prostitutes (the role of the pimp is one which many blaggers end up in) or make moves on older people of considerable means, who they persuade to keep them supplied with money and presents. Often, this flirtation has the end goal of persuading the unfortunate target to invest in some business scam or donate a large sum of money to some allegedly worthy cause. For instance, they may need just a few coins more to start up the new dwarf orphanage, or they may desperately need funding for the *regenerate* spell necessary to grow back their grandmother's legs. In



short, the thing a blagger does better than anything else is to tell lies with a straight face.

Adventuring: As blaggers are seen as completely untrustworthy by those aware of their profession, they do not make good teammates unless you have known them for a long time or have particularly good reason to trust them. Lies are bread and butter to them, so it is hard to feel relaxed in their presence. Of course, not all blaggers are revealed to be such on first acquaintance. Some actually ‘blag’ their way into an adventuring party by making exaggerated claims of their own abilities, always blaming their failure to perform on circumstantial factors or other people’s incompetence rather than their own. When the party does trust the blagger and he in turn is working in their interest rather than at cross purposes, he will often be given the job of speaking for the party as his eloquent, charming ways can work diplomatic miracles. The main problem with this is that blaggers tend to be greedy and opportunistic, so a blagger given the job of persuading the guards to let the party into the city after curfew may try to sell them some lucky talismans at the same time.

Roleplaying: Blaggers are even less likely to be lawful than other kinds of rogue, as they are so keen to distort the truth in their favour. Those blaggers of good alignment tend to fit the ‘lovable rogue’ image, being charming and persuasive yet ultimately concerned with number one

– or so they would like you to think. Blaggers are highly concerned with their image, spending large sums on expensive clothing and equipment. They are very proud and can become offended easily if insulted. This keen sense of pride is in fact one of their defence mechanisms against discovery, as most people are more concerned with courtesy than with challenging the claims of others to expertise, rank or achievement. If a blagger can make you think that it is the greatest of insults to call him a liar and that he is likely to react violently to any such suggestion, then he is more likely to get his lies to stick. Blaggers are masters of emotional manipulation. By convincing people that they would be offended, angry or hurt if challenged, they conceal the truth of their deceptions. It is very rare indeed for a blagger to admit that he has told a lie, even if he is confronted with the evidence. To admit to having been dishonest is, to a blagger, an admission of fundamental weakness. Their first rule is ‘never, ever admit to anything’.

Advancement Options: A character follows the blagger career path by choosing the following advancement options: Minimum Charisma 13; Bluff 5 ranks, Diplomacy 5 ranks, Disguise 5 ranks, Gather Information 5 ranks; Deceitful, Investigator, Negotiator, Persuasive, any feat with a Charisma prerequisite.

Benefit: The blagger can choose from any one of the following benefits, with its corresponding disadvantage:

- ✦ *Gift-giving:* The blagger is well versed in the art of using items to help achieve his ends. By the judicious use of a well-chosen gift, he can make his words seem to carry additional sincerity and conviction. He is able to make the presentation of gifts seem natural and sincere, whereas in the hands of others they might seem bizarre or blatantly manipulative. For example, he could make use of presents such as delicacies, flowers, jewellery or expensive clothing to sway the opinion of an elderly widow in his favour, or offer a quiet bribe to a city official so as to get the charges against him dropped, or at least reduced. This is not always a grand presentation, nor need the gift be recognised as such; he can, for example, offer a quick swig of warming brandy to a tired guard out on watch. The idea behind the gift-giving is that the blagger is supposed to be recognised as a generous, understanding, good-hearted person who it would be useful to know. When a blagger incorporates the giving of a gift into a Charisma-based ability score check or skill check, he may add a +2 circumstance bonus if the gift is appropriate (such as a keg of beer for a barbarian, an ornate fan for a lady of high standing or a rare crystal for a sorcerer). He also receives a +2 circumstance bonus if the gift is valuable, which in this context means that it is worth at least 100 gp per character level of the recipient. If the gift is both valuable and appropriate, these bonuses stack. This benefit corresponds to the Contemtable disadvantage.



✦ *Multiple Identities:* The blagger with this benefit is able to maintain several alternate identities. For example, the same blagger might be Seth the housebreaking rogue who frequents the Merry Duck tavern on Watergate Street, Count Egremore of Morovia the resident nobleman with the thick accent and Captain Callabaster, the dashing ex-military sword expert with an eye patch who gives fencing lessons to those who can afford them. Each alternate identity must be given a suitable background and distinctive appearance by the player. The blagger is so used to adopting each of these alternate personae that all Disguise and Bluff checks that he makes relating to the persona or draw upon its authority are made at a +4 competence bonus. Moreover, simple statements concerning the persona that are not intended to persuade another person to take specific action do not count as uses of the Bluff skill. For example, 'Our family crest is rather ugly, we were thinking of having it redesigned' is not a use of Bluff, whereas 'I say, old chap, as one nobleman to another, do you think you could lend me a couple of hundred gold until Saturday?' certainly is a use of Bluff. He must also make a Bluff skill check to answer any direct challenges coming from others who have noticed inconsistencies in his role, or to cover up for a failure to provide something that his alternate identity ought to have, know or be able to do, though he is entitled to the +4 circumstance bonus on these checks.

The circumstance bonus partly reflects the blagger's thorough rehearsal of his role and partly refers to the groundwork he has done to establish the identity. The blagger is assumed to have established the false identities by repeated low-level Bluff skill checks made during downtime, such as walking down a busy main street in his Count Egremore costume and making sure plenty of people see him spending lavish amounts of gold on a new doublet. A blagger may maintain one new identity on taking this path, and an additional identity for every four experience levels he has as a rogue. Depending on the nature of the campaign, he may also need to spend money on renting property for his alternate identities to live in, in case he ever needs to take anybody back there. A blagger may retire any of his alternate identities at any time but a new one takes three months to establish before it can be used. This benefit corresponds to the Mild Confusion disadvantage.

✦ *Face Down:* Blaggers often avoid fights through sheer presence alone. Without necessarily saying a word or lifting a finger, they give off a strong message that they are not to be messed with. Much beefier opponents, who by rights should be the more intimidating of the two, can often find themselves compelled to back down just by a look in the blagger's eye. The force of the blagger's personality drives home the belief that if he is harmed, far worse things will happen to the culprit

than physical punishment alone. So long as combat has not already begun, a blagger with this ability may attempt to face down a potential opponent. To do this, he makes an opposed Charisma ability score check with the adversary. He does not have to speak, though at the Games Master's discretion, a suitable line or two along the lines of 'go ahead, make my day' could add a circumstance bonus to his check. If the rogue has 5 or more ranks in Intimidate or Perform, he may add a +2 synergy bonus to his Charisma ability score check. If he is successful, the potential opponent is disinclined to attack and will back off unless he has a very good reason to attack the rogue anyway. If the rogue is attacked, the faced-down opponent suffers a -2 penalty to attack and damage rolls when attacking him. This ability may only be used on humanoid creatures with an Intelligence ability score higher than 6. It may not be used on more than one creature at a time, so when the rogue with this benefit needs to persuade a group to back off, he faces down the leader; if the leader of a group can be compelled to rethink the attack, the rest of the group will usually do the same. This benefit corresponds to the Taken Aback disadvantage.

Disadvantage: The blagger suffers from one of the following disadvantages, depending on the benefit he chose:

✦ *Contemptible:* When a blagger's attempts to curry favour by giving gifts go wrong, they go very badly wrong. Should he fail a check to which he has applied a bonus by giving a gift, the recipient sees right through the manoeuvre and realises that the blagger has tried to manipulate them. The recipient instantly becomes hostile if they were not already and any future Charisma-based ability score checks or skill checks from the blagger against that person are made at a -4 circumstance penalty. In addition, there may be other dire consequences, depending on the person that the blagger was attempting to influence. A city official who was offered a present is likely to consider this an attempt at bribery, a guard who was offered a drink while on duty will recognise the attempt to patronise for what it is and a potential amorous conquest will fling flowers right back in the blagger's face. This disadvantage corresponds to the Gift-giving benefit.

✦ *Mild Confusion:* Having to keep several different identities on the go is mentally taxing for a blagger. He has to keep reminding himself who he is and to act in character. This takes its toll on his state of mind, causing him to be prone to mild absent-mindedness. As a result, he either suffers from a -2 penalty to all Concentration skill checks, or from a -1 penalty to all Will saving throws. The player may choose which penalty applies to the character but once chosen it may not be changed. This disadvantage corresponds to the Multiple Identities benefit.



- ✦ *Taken Aback:* The trouble with facing an opponent down is that sometimes he will stare right back at you and dare you to do your worst. If a rogue who is attempting to face down an opponent loses the opposed Charisma ability score check, he suffers a -2 morale penalty to attack and damage rolls against all opponents who witnessed his failed face down attempt, as well as acute embarrassment. This disadvantage corresponds to the Face Down benefit.

The Criminal Mastermind

These rogues place the greatest emphasis upon forward planning, knowledge and 'using your 'ead'. They consider intelligence to be the most important aspect of their work, more so than any physical trait, as it is always much easier to pre-empt a difficulty and prepare for it in advance than it is to work out a plan on the run. Thinking your way into or out of a situation is always better than forcing or fighting your way through. These characters usually achieve more in the criminal underworld than any other kind of rogue. The likes of the crowbar boys soon find that their own petty larcenies are not nearly as profitable as the schemes hatched by a criminal mastermind. As they are so calculating and premeditated, other rogues find it difficult to trust them, even with that limited degree of trust that exists within in rogue circles.

Adventuring: These rogues are among the most cautious one could ever find. They are keenly aware of their own limitations and like to place themselves in the middle of any group, much as wizards tend to do. They eschew fighting except when the odds are so strongly in their favour that victory is practically a foregone conclusion. For instance, a rogue of this kind will happily take potshots from afar or make a sneak attack against an oblivious foe and will even wade into a pitched battle so long as the numbers are on his side but he will be the first to suggest a retreat if the fight goes against his party. Some say that these rogues are so well read that they have learned to be afraid of everything; others give them more credit, saying that they are neither fearful nor cowardly but merely circumspect. Being intensely rational, they calculate everything and tend to see victory or defeat in terms of relative probabilities. They can often be quite amoral, seeing other people as nothing more than factors in their equations. The rogue's frequent tendency towards putting himself first and the rest of the party second is especially strong in members of this career path.

Roleplaying: These characters can be intensely arrogant. They know that other characters can be quite good, but they privately consider themselves to be geniuses. Every criminal mastermind is an undervalued prodigy in his own imagination. They have a strange symbiotic relationship with comrades who are less intelligent than they are. They understand that they cannot handle everything themselves, so they must rely on others for their quickness and muscle

but they quickly become exasperated when others do not perform as they should. From this character's perspective, other people are just so *stupid*. He is a vicious critic of others, demanding that they do the job they are there to do properly; privately, he sees them as cogs in the machine that he builds. When the criminal mastermind can see that all is running according to plan, few people could be happier. On the other hand, he is very easy to frustrate.

He can sometimes slow a party down, insisting stubbornly that all sides of a situation or challenge be examined. He lives in fear of missing some crucial detail that will afterwards be shown to have made all the difference. The criminal mastermind has to think his way through any situation that the party faces. To him, rashness is unforgivable and there is always more than one way to skin a cat. It makes no sense to plough into a situation or do things the obvious way; it is *always* worth discussing things further.

Advancement Options: A character follows the criminal mastermind career path by choosing the following advancement options: Minimum Intelligence 13; Disable Device 5 ranks, Forgery 5 ranks, Knowledge (any) 5 ranks, Search 5 ranks; Alertness, Combat Expertise, Diligent, Investigator, Skill Focus (any); any feat with an Intelligence prerequisite.

Benefit: The criminal mastermind can choose from any one of the following benefits, with its corresponding disadvantage:

- ✦ *Well-Placed Sneak Attack:* The best attacks are those that are planned in advance. If the target can be studied properly before the blow is struck, then optimum damage can be achieved. This is not something that can be performed on the spur of the moment. A certain degree of premeditation is necessary, just to make sure that the chance for error is minimised. The character may study a potential target for three rounds, exactly as if he were an assassin making a death attack. As in that case, the character may take other actions while observing the target (see *Core Rulebook II*). A sneak attack successfully executed against the target after the three rounds of observation are complete inflicts an additional 1d6 damage. This benefit corresponds to the Slow Off The Mark disadvantage.
- ✦ *Pre-empt:* The more intelligent a rogue is, the more he can anticipate the actions of others. His ingenuity is such that he can think himself into another person's mindset, using what he can assess of another person's character to make an educated guess at what they will do next before even they know what they will do. By staying one jump ahead of others, he can preserve his own skin, or exploit a mistake before the other person makes it. The character may study a potential target for three rounds, exactly as if he were an assassin



making a death attack. As in that case, the character may take other actions while observing the target (see *Core Rulebook II*). Once the target has been assessed, the criminal mastermind may make an opposed Intelligence check, which should be rolled secretly, as the character will not know how well he has done at this point. Success means that he has worked out the basics of the other person's combat tactics. The target need not be engaged in combat for this to work. Once the rogue has worked out how the other person is likely to act, he can apply a +1 insight bonus to attack rolls made against that person and a +1 dodge bonus to his armour class when defending against attacks made by that person. These benefits last for 24 hours; if the rogue failed the check, he may not attempt it again against the same individual until 24 hours has passed. This ability is only effective against creatures with an Intelligence ability score of 6 or above. This benefit corresponds to the Overconfident disadvantage.

- ✦ *Patient Concentration:* The character prefers to tackle difficult tasks by taking time and going slowly. This can delay what the rest of the group is trying to do but it can mean that complicated locks are picked, cleverly concealed traps found and tamper-proof devices disabled. The character may take three rounds to attempt a Skill or ability score check that normally takes one round or less, during which time he must not be distracted; if something happens to distract him, he must make a Concentration check according to the usual rules (see *Core Rulebook I*). This additional time spent grants him a +2 circumstance bonus to the skill check. If circumstances allow, the character may take 20 and benefit from the +2 circumstance bonus but this, again, takes three times as long as it usually would. This benefit corresponds to the World Of His Own disadvantage.

Disadvantage: The criminal mastermind suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Slow Off The Mark:* The character's natural tendency is to think first and act later. While this is extremely useful for carrying out premeditated attacks, it does leave him floundering when he needs to make snap decisions. He is not as quick to react as other characters, receiving a -1 penalty on all Initiative checks. This disadvantage corresponds to the Well-Placed Sneak Attack benefit.
- ✦ *Overconfident:* The criminal mastermind is often too quick to credit himself with superior insight. When he fails to 'read' an opponent properly, he suffers the consequences. If he fails the opposed Intelligence check, he suffers a -1 penalty to attack rolls and armour class versus the designated target for 24 hours. This disadvantage corresponds to the Pre-empt benefit.

- ✦ *World Of His Own:* The character's habit of focusing on what is right in front of his nose for long periods of time makes him less aware of what is going on around him. In order to give the job he is doing his full attention, he must close off his senses to some degree. Accordingly, he suffers a -1 penalty on all Spot and Listen checks at all times. During his three rounds of concentrating on a task in hand, this penalty is increased to -2.

The Crowbar Boy

Crowbar boys are the least subtle of rogues, using force as their preferred means of making headway. They value muscle above all else, trusting to others to tell them what to do and when to do it. Crowbar boys can achieve a great deal of notoriety, as they are often brutal and may even come to head small gangs of rogues, but tend not to have the imagination or the cunning to go far beyond that. Those who have become guild masters have done so because they have been smart enough to listen to advice from their lieutenants and advisors. When they achieve these heights, they are among the most feared of master rogues, as they would much rather break your kneecaps than waste time negotiating with you.

Adventuring: The crowbar boy is still very much a rogue, for all of his emphasis on strength. He prefers to take point when working with other adventurers, as his musculature makes him confident; crowbar boys love to show off. Most of his sneak attacks are made when coming across surprised creatures. As he dishes out more damage than other characters, he can sometimes dispatch an enemy before the other party members have even encountered it, a circumstance that pleases the crowbar boy no end. These rogues are slightly better at solo operations than other rogues are, because they have a variety of ways to bypass an obstacle. A regular rogue is usually obliged to give up if he cannot crack a difficult lock, while a crowbar boy can both draw upon his skills like any other rogue and fall back upon his brute strength if manual dexterity does not do the job. Crowbar boys are also less likely to have trouble escaping if the job goes wrong, as they are better equipped to fight their way out of trouble.

Roleplaying: A crowbar boy usually fits the classic image of a burglar, with black mask, bandanna, crowbar (of course) and sack of valuables. Crowbar boys have a culture of their own. They are often found at dockside pubs, arm-wrestling each other or having stripped-to-the-waist knife fights. Their culture is all about excess, outdoing the other man and proving how forceful you are. It is very important to a crowbar boy that he be 'hard'. They tend to look with disdain upon fighters, with whom one would expect them to have something in common. Fighters all too often work by rules, while the crowbar boy likes to fight dirty, getting in a good blow from the shadows and making tracks if the target does not go down



straight away. Despite the name, there are plenty of crowbar boys who are female.

Advancement Options: A character follows the crowbar boy career path by choosing the following advancement options: Minimum Strength 13; Climb 5 ranks, Jump 5 ranks, Swim 5 ranks, Survival 5 ranks; Athletic, Cleave, Great Cleave, Improved Bull Rush, Improved Critical, Improved Overrun, Improved Sunder, Power Attack; any feat with a Strength prerequisite.

Benefit: A Crowbar Boy can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Clobber:* The character packs more of a punch in battle. So long as he has a chance to focus, he can knock an opponent right off his feet. When making a sneak attack with a weapon to which a strength bonus would be applied, such as a mighty composite bow or a melee weapon, or when making a normal attack during a surprise round, he benefits from a +2 circumstance bonus to damage. This benefit corresponds to the Wobbly disadvantage.
 - ✦ *Lever:* The character can apply a good deal more strength than others when trying to force an object open, or indeed when applying his strength to the movement of any object. Before making a Strength check, he may take a full-round action to brace himself and get into position, following which he receives a +2 circumstance bonus to his Strength check. This is most often used when attempting to open a stuck, locked or otherwise jammed door, or other similar item such as a window or chest. If he uses an item of some kind to transmit the force, such as the eponymous crowbar, a sword, a shovel or some similar tool, the circumstance bonus is raised to +4. This benefit corresponds to the Conspicuous disadvantage.
 - ✦ *Splinter:* Crowbar boys like to break things. When things do not break quickly enough, they have ways of applying more pressure until they do. When attacking an object, a Crowbar Boy may ignore the first two points of the object's hardness. This benefit corresponds to the Ham-Fisted disadvantage.
- Disadvantage:** A crowbar boy suffers from one of the following disadvantages, depending on the benefit he chose:
- ✦ *Wobbly:* The character is used to fighting up close and personal. Distance combat is unnatural to him; he likes to be able to feel the crunch as his blows connect with their targets. His fighting strategy is based around having the opponent right there in front of you, rather than looking down an arrow at them. For this reason, any range attacks he suffer a -2 penalty to the attack roll. This disadvantage corresponds to the Clobber benefit.
 - ✦ *Conspicuous:* Owing to the long hours he has spent exercising and heaving at crowbars, the character's build and general deportment are distinctive and difficult to hide. He stands out in a crowd as someone suited to that kind of work. Even the skills of a competent make-up artist or costumier can do little to conceal his outline; he is just too easy to recognise. Accordingly, he makes all Hide attempts at a -2 circumstance penalty and any Disguise attempt applied to him (whether it is administered by him or by someone else) is similarly made at a -2 circumstance penalty. This disadvantage corresponds to the Lever benefit.
 - ✦ *Ham-Fisted:* The character is just a little bit too good at breaking things. He 'does not know his own strength' and tends to apply too much force. If he fails any Dexterity-based skill check by more than 5 and the skill involves manual manipulation of items, or he rolls a 1 while using a ranged weapon that involves pulling (such as a bow) then the item risks being broken. The crowbar boy must make a Strength ability score check as if he were attempting to break the item; if he succeeds, it snaps. This disadvantage corresponds to the Splinter benefit.

The Hardcase

These rogues are the unflinching ones. Tough and robust, they are capable of enduring challenging labyrinths or slogging their way through trap-filled tombs, maybe suffering a bump and a bruise along the way but not letting it slow them down. Most rogues are relatively fragile; they are good at getting out of the way of damage but should they ever fail the saving throw or be forced into a corner, then it does not take more than a few good solid hits to bring them down. In most cases, the other members of the party, who can come to the rogue's assistance if he should get into trouble, compensate for this physical weakness. Rogues who operate on their own do not have any such safety net. For this reason, the most successful solitary rogues tend to be hardcases. Their excellent physical health helps them to survive traps and other hazards; even if they suffer damage or any other calamity such as poison, they are more likely to remain conscious and thus to have the chance of drinking any healing potions they have brought along with them.

Adventuring: The hardcase prefers to adventure on his own, as he is self-reliant and does not want to be burdened with other people. He knows that he can take care of himself but he does not necessarily have the same confidence where others are concerned. The hardcase is the classic 'raider of tombs', athletic and focused, with a good spread of talents but no specialisation in any one area. As he does not rely on the skills of others, which could often be better than his own, he is more likely to fail the occasional Search check and trigger a trap, or set some

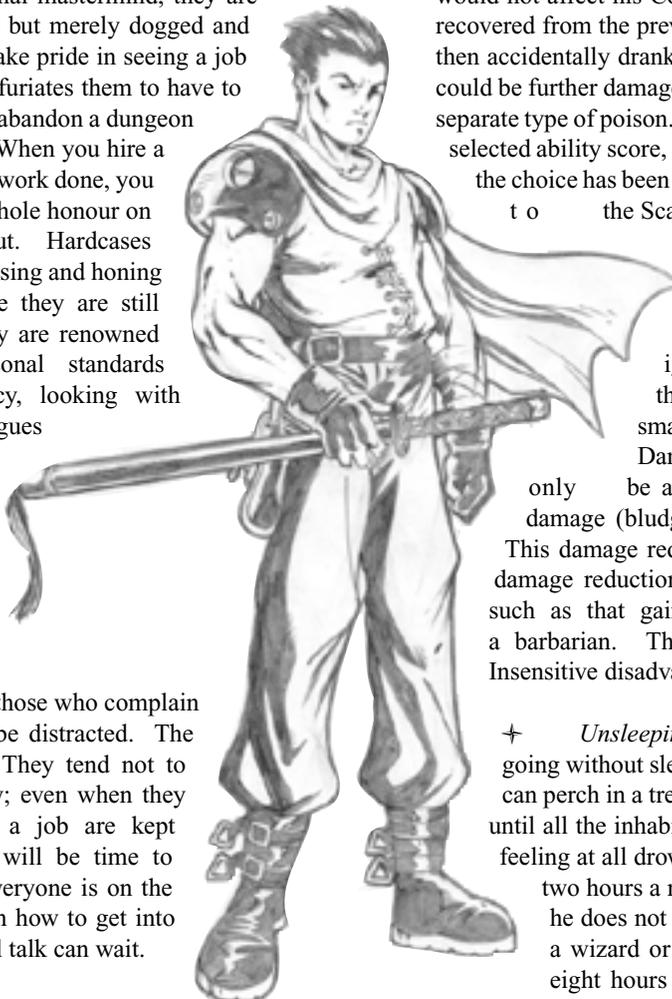
mechanism off with a failed Disable Device check. This is not so much of a problem for him as he is usually tough enough to take the damage and keep going.

A hardcase can feel like a duck out of water in a conventional adventuring party, as he is more used to self-sufficiency than to teamwork. Hardcases prefer to adventure with groups of other rogues, if they must take part in group activity at all. In such a team, the Crowbar Boy is the smasher and breaker, the criminal mastermind is the co-ordinator, the nimble-dabs is the opener and disabler and the hardcase is the mainstay of the group. He keeps himself alive so that he can tend to the others. It is usually his role to carry spare equipment, keep the healing potions and other emergency supplies safe and go back for help if it should be needed.

Roleplaying: Hardcases liken themselves to bulldogs or mastiffs; once the jaws close, they do not open again. Once they have their eye on the prize, they do not let it escape them. It does not matter whether their objective is to steal a gem, release a prisoner or assassinate the Grand Vizier. Slowly and steadily, they work towards their goals one step at a time. If they take a tumble, then they pick themselves up, dust themselves down and set off again. Unlike the criminal mastermind, they are not slow and meticulous but merely dogged and unflagging. Hardcases take pride in seeing a job through to the end. It infuriates them to have to give up a commission or abandon a dungeon crawl halfway through. When you hire a hardcase to get shadowy work done, you know he will stake his whole honour on carrying the contract out. Hardcases spend a lot of time exercising and honing their skills, making sure they are still supple and strong. They are renowned for setting high personal standards of health and efficiency, looking with contempt upon those rogues who prefer to blow their pilfered riches on such health-destroying pleasures as tobacco and drink.

Hardcases tend to talk little and do much.

They are impatient with those who complain or allow themselves to be distracted. The mission is everything. They tend not to make friends very easily; even when they do, relations while on a job are kept strictly formal. There will be time to socialise later. While everyone is on the rooftop, concentrating on how to get into the mansion below, small talk can wait.



Advancement Options: A character follows the hardcase career path by choosing the following advancement options: Minimum Constitution 13; Concentration 5 ranks, Climb 5 ranks, Swim 5 ranks, Survival 5 ranks; Athletic, Endurance, Diehard, Great Fortitude, Self-Sufficient, Toughness; any feat with a Constitution prerequisite.

Benefit: The hardcase can choose from any one of the following benefits, with its corresponding disadvantage:

✦ *Poison Resistance:* The hardcase has scratched himself on poison needles, inhaled poisonous gases and been shot with poisoned arrows many times over. This repeated exposure combined with the strong immune system that results from a good Constitution has made him partially resistant to poisons. The hardcase with this benefit may choose one ability score of the six. This ability score may never suffer more than two points of ability score damage at a time as a result of a given type of poison or poisonous attack. For example, a hardcase who chose Constitution as his resistant ability is stung by a large scorpion. He makes his usual initial and secondary saving throws, but a maximum of two points of temporary damage can be applied to his Constitution score in total. Further stings would not affect his Constitution score (unless he had recovered from the previous damage). If the character then accidentally drank arsenic, his Constitution score could be further damaged by up to two points, as this is separate type of poison. This benefit applies only to the selected ability score, which may not be changed after the choice has been made. This benefit corresponds to the Scarred disadvantage.

✦ *Damage Reduction:* Hardcases can steel themselves to shut out pain and ignore small wounds. As a result, the character is able to shrug off a small amount of damage. He gains Damage Reduction 1/-, which may only be applied to *two* types of normal damage (bludgeoning, piercing or slashing). This damage reduction stacks with any similar damage reduction that the character may have, such as that gained from having 7 levels as a barbarian. This benefit corresponds to the Insensitive disadvantage.

✦ *Unsleeping:* The character is used to going without sleep for long periods of time. He can perch in a tree watching a house and waiting until all the inhabitants have gone to bed without feeling at all drowsy. He only needs to sleep for two hours a night and suffers no ill effects if he does not get any more than this. If he is a wizard or other spellcaster who requires eight hours rest in order to cast spells, he



must still do so to regain his available spells for the day, but only two of those hours need to be sleep. He can also keep going without sleep for much longer than most characters, staying awake for up to 48 hours at a stretch without suffering ill effects, though he will become fatigued if he remains awake beyond this point. A hardcase with this benefit only needs to rest for half as long as normal to undo the effects of being exhausted or fatigued. In addition, he receives a +4 resistance bonus to saving throws against *sleep* spells and effects. This benefit corresponds to the Agitated disadvantage.

Disadvantage: The hardcase suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Scarred:* The rogue may have built up an immunity to certain types of poison but this had not been without cost. His body is partially covered in gnarled scars, where poison has inflicted tissue damage. These are considered disfiguring by most humanoids, who find the rogue hard to look at and feel uncomfortable in his presence. He accordingly suffers a -3 circumstance penalty on all Charisma-based skill checks when interacting socially with humanoids. This does not apply to Intimidate checks, which actually gain a +1 circumstance bonus due to the character's fearsome appearance. This disadvantage *may* be purged if the character gives up the path and is restored by a *heal* spell, or equivalent. This disadvantage corresponds to the Poison Resistance benefit.
- ✦ *Insensitive:* The character has trained himself to ignore the signals his body sends him, so that he can keep on going after sustaining damage. This is very useful in the short term, as it makes the character less vulnerable. In the long term, however, it can cause the character to become oblivious. The character receives a -1 penalty to all Disable Device, Forgery, Open Lock and Sleight of Hand skill checks. This disadvantage corresponds to the Damage Reduction benefit.
- ✦ *Agitated:* The character is overly energetic. He finds it very difficult to keep still for any length of time, as his muscles are twitchy and he is inclined to fidget. Ordinarily, this is not a problem as he can find himself plenty of things to keep busy with. If he ever needs to keep completely still, though, it becomes a problem. It is very hard for a character with the Agitated disadvantage to stay hidden, as the urge to stretch, move his limbs or walk about is overwhelming. A character with this disadvantage receives a -3 circumstance penalty to all Balance and Hide skill checks that would require the character to keep perfectly still. At the Games Master's discretion, a similar penalty should apply to any other skill or ability score checks that would require stillness on the character's part, such as

playing dead or waiting in ambush. This disadvantage is especially potent when characters are staking out the house, such as that detailed in the Unsleeping benefit.

The Look-Out

The look-out is the eyes and ears of any criminal outfit. His purview is not so much one of cerebral comprehension but of intuitive grasp and sharp senses. Wisdom is the prime attribute for the look-out to cultivate. A rogue whose approach is based on Wisdom is not only an excellent scout (as he is more attuned to his environment than others) but he is also better able to deal with magic than other rogues, as his Will saving throw is improved. These rogues often seem to have supernatural good fortune, feeling their way through perilous situations and always landing on their feet, like cats. They work with hunches and intuition rather than cold logic, knowing that their subconscious will sometimes feed them clues that their conscious minds fail to grasp.

Adventuring: Look-outs are very popular rogues to have with you on a dungeon crawl, as they rarely miss a trick. They are best suited to the roles of advance scout or sentry, as their keen senses mean that they can often hear or see other creatures before they themselves are seen. If the look-out notices creatures up ahead or hears movement in an adjoining room and acts on this quickly, he can make the whole party aware of the other creatures and so give his comrades the advantage of surprise. A look-out will usually structure his skill choices so that he can observe without being observed, maximising Move Silently and Hide whenever possible, so as to have the best chance of gaining surprise over an enemy.

Roleplaying: Look-outs always seem to be sizing people up. They have a disconcerting habit of 'looking right through' those they are speaking to, as if they knew what was going on in your head. They prefer quiet, contemplative environments to noisy ones and are more likely to be found poring over books in a library than whooping it up in a tavern. Many look-outs give greater emphasis to the spiritual side of roguery than their colleagues and are more likely to tie what they do into their alignment. For example, a good rogue of this path sees his career as a way of redressing the balance so that the poor and needy can have more of what the rich and greedy take from them, while a chaotic rogue will use his skills and talents to sow disorder as a philosophical statement rather than the result of a mere fondness for anarchy. Look-outs pay more attention to religion than most, making sure to observe a small rite before setting off on any mission. Many of them are superstitious and have little routines that they go through so that their luck will stay with them, such as always touching the same brick in a building's wall on the way home, always leaving milk out for the fairies or always throwing part of the haul into a river as a tribute to the forgotten Gods.

Advancement Options: A character follows the look-out career path by choosing the following advancement options: Minimum Wisdom 13; Knowledge (geography or local) 5 ranks, Listen 5 ranks, Sense Motive 5 ranks, Spot 5 ranks; Alertness, Blind Fight, Iron Will, Track; any feat with a Wisdom prerequisite.

Benefit: The Look-out can choose from any one of the following benefits, with its corresponding disadvantage:

- ✦ *Strategic Trap Overview:* The character uses his intuition and spatial awareness to ascertain where the most advantageous place to site a trap would be. This habit of thinking ‘if I were a trap, where would I be?’ helps him to find traps that might otherwise go unnoticed. The Search skill check to find traps is ordinarily based on Intelligence but this application of the skill goes one step further, allowing the character to add his Wisdom ability score modifier as an insight bonus to the Search check. This additional modifier only applies to a search for traps and not to any other application of the Search skill. He may also add his Wisdom ability score modifier to the search DC of a trap that he has set himself. This benefit corresponds to the Overcautious disadvantage.
- ✦ *Surprise Sneak Attack:* Look-outs relish surprise, as they are best when they have time to assess a situation. When they have the drop on someone, they can easily take advantage of their lack of preparedness, with their sharp senses picking up on unguarded openings through which a blade might be thrust or a crossbow bolt fired. A look-out who makes a successful sneak attack during a surprise round may add his Wisdom ability score modifier as a circumstance bonus to his damage roll. This bonus only applies during a surprise round and not with any other use of a sneak attack. This benefit corresponds to the Slow Reactions disadvantage.
- ✦ *Hazard Avoidance:* Staying out of trouble is not just a matter of having a good Dexterity ability score. In order to dodge out of the way of a thing, you must first have sufficient perspicacity to see the thing coming in the first place. All the dexterity in the world will not help you avoid a blow that you do not see coming. Look-outs are not just attuned to their environment; they also have excellent bodily co-ordination and are thus able to move through dangerous areas more easily than others, as these manoeuvres require both the alertness to notice hazards and the agility to avoid them. They are especially good at ducking past a threat without giving it an opportunity to strike. Whenever a look-out attempts to use the Tumble skill to move through a threatened space without provoking attacks of opportunity, he may add his Wisdom modifier to the skill check as an insight bonus. He may choose not to if he does not want to risk the disadvantage (see

below). This also applies to the use of the Tumble skill to dive through such unsubtle mechanical traps as moving blades and fire jets, for which see Chapter 7, Tricks of the Trade. In addition, he gains a +1 insight bonus to all Reflex saving throws made to avoid spells and effects that he can see coming. For example, if a wizard that the look-out could not see threw a *fireball* at him or the Look-out triggered a trap that he did not know was there, he would gain no benefit. If he could see the wizard throw the *fireball* or had found the trap before it went off, he would gain the bonus. This benefit corresponds to the Off Guard disadvantage.

Disadvantage: The look-out suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Overcautious:* The character’s concern for his own skin verges on paranoia. Having applied ‘look before you leap’ throughout his career, he is hesitant to do any leaping at all. He finds it difficult to undertake any sudden, dangerous activity. Though he can attempt to disable dangerous traps or fight opponents without difficulty, he cannot easily climb sheer surfaces or



make jumps. Whenever he needs to jump over a gap that is more than 10 feet deep or climb a surface to a height of higher than 10 feet, he must first make a Will saving throw against a DC of 20. Failure means that he cannot attempt the task that round. He only needs to succeed at this saving throw once. For example, if a 50 foot high ivy-covered wall were in his path, he need only make one successful Will saving throw before making all the Climb skill checks he would need to reach the top. This disadvantage corresponds to the Strategic Trap Overview benefit.

- ✦ *Slow Reactions:* Though the character excels when he has a chance to surprise others, he is not particularly efficient when he is himself surprised. His acute senses are not a compensation for an absence of good reflexes. Moreover, the look-out is so rarely surprised by anything that when it does happen, it tends to take him off guard; he is not used to being bested. If the look-out is ever attacked during a surprise round in which he is one of the surprised participants, he suffers a -1 circumstance penalty to his armour class and may not use his Evasion ability, if he has it. These effects only apply during the surprise round. For example, if a look-out had failed to spot a sorcerer who then cast a *fireball* at him, the Look-out would be entitled to a Reflex saving throw as normal but would take full damage in the event of failure and half damage in the event of success. This disadvantage corresponds to the Surprise Sneak Attack benefit.
- ✦ *Off Guard:* As with so many of the disadvantages associated with Career Path benefits, failure to use the benefit properly can land you in a worse situation than you were to begin with. In this instance, the Look-out risks letting his guard down when he fails to gain the necessary overview when moving through a dangerous area. If he opts to add his Wisdom ability score modifier to his Tumble skill check as detailed in the Hazard Avoidance benefit and the skill check is a failure, all attacks of opportunity made against him that he would otherwise have avoided are made with a +3 circumstance bonus to the attack roll. Moreover, all attacks of opportunity he provokes under any circumstances whatsoever are made at a +1 circumstance bonus to the attack roll if the attacker has a Dexterity ability score of 15 or higher. For this reason, Look-outs with this benefit are very reluctant to place themselves in situations that might run any risk of provoking an attack of opportunity, preferring melee attacks to ranged attacks and maximising their Tumble skill when possible. This disadvantage corresponds to the Hazard Avoidance benefit.

The Nimble-Dabs

'Dabs' is the term used in rogue's cant for 'fingers'. A nimble-dabs is therefore a rogue who specialises in

cultivating his Dexterity above other ability scores. This is hardly unusual for rogues, who are far and away the class most associated with extreme dexterity. Nonetheless, there are those rogues who sacrifice development in other areas purely to focus upon their reflexes and agility. A nimble-dabs specialises in generic dexterity rather than any special application of it, unlike the slippery fish who specialises in evasive manoeuvres or the fingersmith who specialises in the manipulation of objects. They are the quickest of the rogues and usually the first to act in any given round. They excel at climbing up, down and over obstacles, wriggling through narrow cracks and leaping from ledge to ledge.

This is one of the easiest paths for a rogue to take, as any rogue advancing in level as such is almost guaranteed to select one of the advancement options. The only difficulty would come if the rogue decided to advance in some other class, in which case he would be best off investing skill points in a Dexterity-based rogue class skill if he wanted to stay on the path, even if it meant spending more skill points for it than he otherwise would.

Adventuring: The nimble-dabs is usually given the responsibility of getting into difficult areas. He often does not have as many ranks in Spot or Listen as a look-out, so he is not as good at general scouting; instead, he explores those environments that the rest of the team cannot easily reach. Many 'conventional' dungeons include places where it is necessary for one person to carry a rope across a drop or similar perilous region. When a gem needs to be prised from a statue's forehead or a rope needs to be attached to the other side of a ravine, the nimble-dabs is the one called upon to do it.

Roleplaying: Whether or not he actually is the best at his trade, a nimble-dabs certainly likes to act as if he was. Unlike rogues of the other paths of talent, the nimble-dabs can show off his skills at any time, purely by playing a round of finger stabbing (see Chapter 7) or by filching something from a person he is talking to. The members of the nimble-dabs brotherhood know perfectly well that they can climb higher, leap further and tumble more adeptly than the others in the party and they like to draw attention to this. They are often arrogant but can sometimes be good-humoured with it, mocking those who plod along in armour for their inability to balance on ropes or climb sheer walls. In temperament, a nimble-dabs is half cocky teenager and half daring circus acrobat.

Rogues following this path have a fiercely competitive relationship with each other, pulling off stunts of reckless bravery just so they can hold them up as evidence of their prowess. Any major city will have a crew of nimble-dabs rogues with a strict pecking order based on who has done what amazing deeds. A great many young rogues of this path meet sudden death when trying to achieve some outstandingly brave (or stupid) feat of athletics,

such as attaching a flag to the weathercock on top of the city's highest steeple, or crossing a river by climbing the underside of a bridge.

Advancement Options: A character follows the nimble-dabs career path by choosing the following advancement options: Minimum Dexterity 13; Balance 5 ranks, Escape Artist 5 ranks, Jump 5 ranks, Tumble 5 ranks; Acrobatic, Agile, Athletic, Dodge, Mobility, Spring Attack, Improved Initiative, Nimble Fingers, Weapon Finesse; any feat with a Dexterity prerequisite.

Benefit: The nimble-dabs can choose from any one of the following benefits, with its corresponding disadvantage:

- ✦ *Snatch:* The character is extremely capable at grabbing things and holding on tight, such as a flailing rope, a comrade's arm or a ledge. When making a grab attempt to instigate a grapple or seize hold of an item, he may add his Dexterity ability score modifier instead of his Strength ability score modifier to the attack roll. This quickness of grasp also means that he is able to grab at any protuberance and cling on, even if it is travelling past him rapidly. He has a better chance to catch himself when falling than other characters do. The DC of the Climb skill check to catch himself when falling from a wall or down a slope is reduced by three.
- ✦ This benefit has one additional application, which is prized beyond all others by those rogues who do a lot of running and leaping from rooftop to rooftop, as it is a potential lifesaver. If a rogue with this benefit fails to jump the full distance needed to clear a gap and there is a potential hold on the far side, such as a ledge, gutter or piece of statuary, then so long as he failed the Jump check by less than 5, he may make the usual Reflex saving throw to catch hold of the ledge. Under these circumstances, he receives a +2 competence bonus to his Reflex saving throw, as a quick grabbing motion is involved. Remember that even if he successfully grabs hold, he must still make a second Climb skill check at a DC of 15 to pull himself up and stand on the opposite side. Until he does this, he is dangling by his hands. A character who is even slightly overweight (more than 20 pounds over the average for his racial type) cannot take this benefit, as it depends on his having a very lean physical frame. This benefit corresponds to the Wiry disadvantage.
- ✦ *Dive For Cover:* The character's reflexes are so finely tuned that he can duck behind cover in a split second or 'hit the deck' with a moment's warning. Whenever he is called upon to make a Reflex saving throw against an attack or effect and there is cover within 5 feet of him that could be used to shelter behind, he may make a Tumble skill check at DC 25 to dive behind it and benefit from a +2 cover bonus to his Reflex saving

throw. Note that this only applies to effects that cover can help to protect against. Spread effects, such as a *fireball*, can surge around corners and negate cover. If there is no cover nearby, he can make the same Tumble skill check to throw himself to the floor and benefit from a +1 circumstance bonus to his Reflex saving throw. Whether he throws himself behind cover or to the floor, he is prone from that point on until he stands up. This may leave him worse off than before if he has to defend against melee attacks, as being prone incurs a hefty penalty to armour class in such cases; see *Core Rulebook I*. This ability may not be used when the character is already prone or when he would be denied his Dexterity bonus to armour class. This benefit corresponds with the Twitchy disadvantage.

- ✦ *Pinpoint Throw:* This benefit derives from the superlative hand to eye co-ordination that the nimble-dabs possesses. When in a dungeon environment, or in a similar hazard-laden place such as an extensive tomb or a rogues' testing labyrinth, he will often have to land a thrown or fired projectile precisely on an object. This may involve hurling a rock to strike a trap trigger and set it off, smashing a lantern with a crossbow quiver so as to plunge an area into darkness, or even something as dramatic as flinging an evil artefact into a *sphere of annihilation*. More mundane uses for this benefit are found in the securing of grappling hooks on tiny, hard-to-reach ledges, or the accurate placing of splash weapons. The rogue with this benefit may take a full-round action to make a ranged attack against a completely stationary target. A living creature may not be the target unless it is helpless. Even if it is not taking a move action, the rogue does not *know* that it will not move slightly and break his aim. This attack is made with a +4 circumstance bonus to the attack roll. The rogue with this benefit may also apply a +4 circumstance bonus to the Use Rope skill check needed to secure a grappling hook. Rogues who are capable of pinpoint throws excel at games of darts, archery competitions and suchlike pursuits and have a reputation for making incredible shots. The most common use for this benefit is extinguishing light sources with a thrown water pouch or detonating traps from a distance. It is especially useful for targeting Tiny objects. A rogue may also use this benefit to gain a +4 circumstance bonus to his 'attack' roll when throwing an item to another person, (see Chapter 7, Tricks of the Trade). This benefit corresponds with the Flummoxed disadvantage.

Disadvantage: The nimble-dabs suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Wiry:* In order to leap, hold and cling, the character's body must be of a particular type, with barely an ounce of surplus fat on it anywhere. He is mostly bone and



muscle with very little padding. While this is exactly what he needs for snatching and grabbing, it does make him slightly more vulnerable to certain kinds of damage. All attacks made against the character with bludgeoning weapons, such as a mace, or effects suffered by him that deal bludgeoning damage, such as the damage taken from a fall, are resolved with a +1 circumstance bonus to the damage roll. This disadvantage corresponds to the Snatch benefit.

✦ *Twitchy:* The character's excellent reflexes have come at the expense of his general health. Those who live their lives on a knife-edge, always alert for a threat and ready to dive behind cover at the drop of a hat, are robbed of the sturdy constitution that others enjoy. They have a pinched, jumpy look to them. A rogue with this disadvantage suffers a -1 penalty to all Fortitude saving throws. At the Games Master's discretion, this penalty may be obviated by the excessive consumption of an addictive or relaxing substance such as tobacco, alcohol or soporific drugs – though the Games Master will undoubtedly think of alternate penalties concerning the substitute instead... This disadvantage corresponds to the Dive for Cover benefit.

✦ *Flummoxed:* Rogues who can make pinpoint throws have excellent hand to eye co-ordination but they are dependent upon the accuracy of the information that their eyes are sending them. They fix the consistent reality of the world firmly in their minds in order to pull off their amazing shots. The target cannot change at all from one moment to the next, or else they will lose the benefit. As they are so dependent upon the world remaining static and predictable around them, magical effects that make the world blurry and unpredictable are especially frustrating for them. When a creature is subject to a magical effect that causes attacks to suffer from a miss chance, such as *blur*, *displacement* or *blink*, the miss chance is raised by 20% against any attacks made by a rogue with this disadvantage. This only applies to effects derived from spells, spell-like abilities or supernatural abilities. This disadvantage corresponds with the Pinpoint Throw benefit.

PATHS OF ROGUE PROWESS

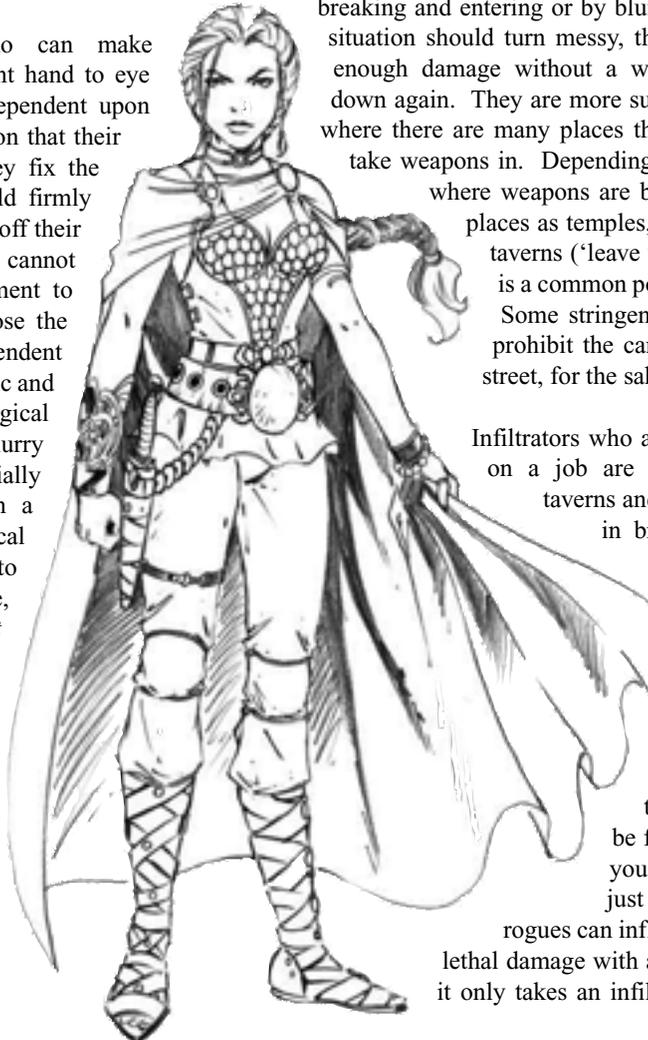
The paths of prowess focus on what a character learns to do through his training rather than on innate abilities and features. A rogue specialising in ranged attacks behaves quite differently from another who prefers to get up close and personal. Paths of Prowess work in the same way as Paths of Talent, though there is usually only one benefit and corresponding disadvantage available.

The Infiltrator

These rogues emphasise the use of unarmed combat techniques in conjunction with the sneak attack ability. They are called 'infiltrators' because their methods allow them to appear innocuous. They rarely carry weapons and as such are less likely to be considered a threat. They also develop their disguise and bluffing abilities, to the extent that few people would think them to be other than harmless at first glance.

Adventuring: Infiltrators, as the name suggests, specialise in working their way into places, whether by breaking and entering or by bluffing their way in. If the situation should turn messy, they are capable of doing enough damage without a weapon to quieten things down again. They are more suited to urban adventures, where there are many places that will not allow you to take weapons in. Depending on the campaign, zones where weapons are banned may include such places as temples, governmental buildings, taverns ('leave your weapon at the door' is a common policy) and gambling dens. Some stringently lawful societies even prohibit the carrying of weapons in the street, for the sake of public order.

Infiltrators who are not currently working on a job are usually found in seedy taverns and combat pits, taking part in brawls for money. They are often brawny as well as dextrous, as their unarmed strikes need to be delivered with a good strong arm to be most effective. It is a common mistake to believe that monks are the only class who should be feared when they come at you unarmed. Rogues can be just as deadly. Even ordinary rogues can inflict large amounts of non-lethal damage with an unarmed sneak attack; it only takes an infiltrator, who can turn this



into lethal damage, to make a fist from the shadows into a neck-breaker rather than a jaw-bruise.

Many infiltrators work as paid assassins, though they are not in the same league as the Assassin prestige class. They do excel at carrying out surprise attacks upon people, as they can be a normal-looking member of the public one moment and an unarmed killer the next. This lack of dependence upon weapons makes them very versatile. Monks usually stand out, but infiltrators are very hard to spot.

Roleplaying: Infiltrators are usually callous people who enjoy having power and dominating others. It takes a certain kind of temperament to splinter a man's vertebrae with your bare hands, or smash him in the face with your fist at just the right angle to drive his nasal bone up into his skull. They have nothing of the quiet dignity nor the discipline of monks, nor are their unarmed fighting techniques informed by any kind of spiritual philosophy. They do not like people to know what they are capable of, as their work depends on anonymity. An infiltrator despises a 'grass' (one who tells the authorities who the infiltrator is and what he has done, or exposes his identity while he is on a job) more than anyone else and will have him killed if it is within his power to do so.

Advancement Options: A character follows the path of the infiltrator by choosing from the following advancement options: Bluff 6 ranks, Disguise 6 ranks, Move Silently 6 ranks, Sense Motive 6 ranks; Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Improved Unarmed Strike, Improved Grapple, Deflect Arrows, Snatch Arrows, Persuasive, Stealthy, Weapon Finesse, Weapon Focus. Note that any feat that relates to a specific weapon (such as Weapon Focus) may only be applied to a light weapons or unarmed strike.

Benefit: The infiltrator's main offensive move is a sneak attack made with an unarmed strike or a light weapon. He will usually employ shock tactics in order to gain a surprise round (see Chapter 7, Tricks of the Trade). When making a sneak attack (and only a sneak attack) with an unarmed strike or a light weapon, the infiltrator is entitled to a +1 circumstance bonus to his attack roll.

Disadvantage: Infiltrators are used to doing without weapons, so much so that they lose the art of fighting with most melee weapons. Only those weapons small enough to be easily concealed are fought with on any kind of a regular basis. Accordingly, infiltrators suffer a -1 competence penalty to attack rolls with all melee weapons other than those classified as 'light'.

The Fingersmith

Fingersmiths develop their digital dexterity rather than the co-ordinated agility of their whole body, making them

phenomenal cardsharps, pickpockets and trap disablers. It is not only the precision but the swiftness of their fingers that is incredible. A fingersmith can roll a cigarillo in seconds, turn a small flat piece of parchment into an origami peacock in the time it takes to draw three breaths, or walk a coin across the knuckles of one hand and back so deftly that an onlooker could be forgiven for thinking an *animate object* spell was involved. Most fingersmiths have a second career that draws upon a Craft or Perform skill for which manual dexterity is a prerequisite, such as tailoring or playing a stringed instrument.

Adventuring: Fingersmiths are happy to bide their time until they are needed. They specialise in the removal of traps and the opening of locks, which they can do in double-quick time. This quality of speed is useful in smash-and-grab raids, during which there is not time to stand around and work out exactly how a lock should be picked. A fingersmith is just the rogue to get you into a secure room or past a lethal security device before the city watch turn up and start breaking heads. Fingersmiths also come into their own when a group needs to escape in a hurry and a locked door stands between them and the exit. They are popular rogues to have along on a traditional dungeon crawl, as they perform the classic functions of a thief (trap disabler and lock picker) exceptionally well.

When not adventuring, many fingersmiths make an illicit living as cardsharps. The necessary skill to deal a card from the bottom of the deck (or a similar rigged manoeuvre, such as swapping a card in your hand for one in your pocket) is Sleight of Hand. In the close confines of a gaming table, it is absolutely necessary for a fingersmith to be able to take a Sleight of Hand skill check as a free action. Anything that took more time would be noticed.

Roleplaying: Fingersmiths are often cocky, confident, humorous people. They like to play games with others, showing off their phenomenal digital dexterity. Typical fingersmith humour is to steal some small, insignificant item from another party member, such as a fork or tankard and to make a point of using it where others can see him. If the robbed character takes the joke in good spirit, the fingersmith is likely to think well of him, but if he makes a fuss or threatens violence, the fingersmith will begin to complicate his life in many little ways, such as by tying his shoelaces together when he is not looking or cutting through his sword belt.

Advancement Options: A character follows the fingersmith career path by choosing from the following advancement options: Disable Device 6 ranks, Open Lock 6 ranks, Sleight of Hand 6 ranks, Spot 6 ranks; Combat Reflexes, Deft Hands, Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Nimble Fingers, Quick Draw, Rapid Reload, Weapon Finesse.



Benefit: The fingersmith may perform certain actions in a fraction of the time they usually take but he incurs a slight penalty to his check when so doing. He may make an Open Lock skill check as a standard action instead of a full-round action, incurring a -2 circumstance penalty to the skill check. Any Use Rope skill check that would ordinarily be a full-round action may similarly be reduced to a standard action at a -2 circumstance penalty. The fingersmith only suffers a -10 penalty to his skill check when performing a Sleight of Hand skill check as a free action instead of a standard action, rather than the usual -20 penalty. He may make a Disable Device skill check that would ordinarily require a full-round action as a standard action; any Disable Device skill check that would take longer than this is performed in half the usual time - again, either application of this benefit incurs a -2 circumstance penalty to the skill check. Finally, it takes a Fingersmith half as long to take 20 on any skill check involving manual dexterity, such as Open Lock.

Disadvantage: The fingersmith's long ingrained habit of focusing attention on his fingers and paying attention to what they are doing numbs his awareness of the rest of his body. He may have the most nimble fingers of anyone in the area, but this has been earned at the expense of corporal agility. He does not receive as much exercise as he should and his athletic potential is largely wasted. As a result of this, the Balance, Climb, Jump and Tumble skills always count as cross-class skills for him, so long as he follows this path. Should he abandon the path at any time, he does not receive any refund of skill points that he would otherwise not have needed to spend.

The Pouncer

Pouncers are those rogues who specialise in a quick lunge and retreat, leaping from the shadows to strike and vanishing back into them just as quickly. They lurk in the darkness for hours on end, observing without being observed, waiting for a chance to jump forward and attack. Pouncers are a terror in the cities, as they make the best muggers of any kind of rogue. One simply does not expect an assailant to come flying out of a dark alleyway with a theatrical thrust.

Adventuring: Pouncers like adventures that smack of intrigue, romance and treachery. They are often swaggering, self-possessed people, taking a pride in their appearance, with an interest in any job that will further their reputation. When adventuring, they like to draw first blood in any combat encounter, though they will not leap into the fray without a set of fighters to back them up. Their favourite situations are those in which they can wait for an opponent to make a mistake, then attack. They have a great deal of patience.

Roleplaying: Pouncers are often compared to humanoid cats. When at rest, they are languid people who enjoy

luxury and relaxation. By contrast, when out looking for prey, they are twitchy and fidgety, with tense muscles and wide pupils, excited by what is going on around them. They converse much like they attack, remaining silent for a long time before cutting in with an incisive, well-thought-out comment. They are often arrogant and proud, thinking themselves superior to the rest of the populace, who are their natural prey.

Advancement Options: A character follows the pouncer career path by choosing the following advancement options: Appraise 6 ranks, Hide 6 ranks, Intimidate 6 ranks, Jump 6 ranks; Acrobatic, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Improved Critical, Power Attack, Run, Stealthy, Weapon Focus.

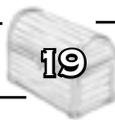
Benefit: Pouncers prefer to dash at unsuspecting targets, blind-siding an opponent and skewering them in a heartbeat. When charging *and* flanking (he must be doing both at the same time) an opponent, a pouncer gains a +1 circumstance bonus to his attack rolls. In addition, his first sneak attack die (if he has been able to execute the attack as a sneak attack) is automatically considered to be maximised (normally meaning it is considered an automatic six, as most rogues roll d6 for sneak attacks).

Disadvantage: Pouncers use a rather reckless combat style that depends on them keeping in motion. If they stand still for too long, they become vulnerable. A Pouncer receives a -1 dodge penalty to his armour class on any round during which he has not moved more than 5 feet.

The Shadow Sniper

Those rogues who follow this path specialise in the use of ranged weapons. Of these, the crossbow is by far the most popular. Silent and lethal, their favourite mode of combat is to hide where they cannot be seen and pick their target off from a safe distance. They are usually able to inflict severe damage in a surprise round and then vanish while the victim is still flat-footed.

Adventuring: Shadow snipers prefer to travel with those who respect their talents and are prepared to let them do what they do best. They either hide themselves away before a fight begins (if they have time to do so) and loose missiles at unsuspecting foes or act as second-rank missile support for fighters. They are especially fond of working with spellcasters, whose magic can enable the rogue to make more efficient sneak attacks; for instance, an invisible rogue is perfectly set up to make such an attack. They prefer to stay well out of melee combat, skirting the edges of a battle and firing at whatever targets present themselves. A shadow sniper's favourite kind of mission is a 'hit' that he can plan several days in advance. He spends this time making sure of his potential escape routes, studying the victim and practicing his aim.



Roleplaying: Shadow snipers are usually softly spoken, coldly professional people. They are sometimes believed to be as mechanical as the weapons they use. Single-minded and focused, they achieve their ends with patience and precision. They do not like to socialise overmuch, nor do they feel they have lost out if they are not included in a group's camaraderie. They derive satisfaction from knowing they have done their job well, not from the approval of others. They look with contempt upon those who use flashy, risky manoeuvres to achieve their ends and extend quiet respect to those who practice economy and efficiency. They get along well with fellow shadow snipers, helping each other train and discussing the advantages of such recondite subjects as the most efficient kind of fletching to use on a crossbow bolt.

Advancement Options: A character follows the shadow sniper career path by choosing the following advancement options: Concentration 6 ranks, Craft (bowmaking or fletching) 6 ranks, Hide 6 ranks, Spot 6 ranks; Alertness, Improved Initiative, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot On The Run, Improved Precise Shot, Rapid Reload, Weapon Focus. Note that any feat that relates to a specific weapon (such as Weapon Focus) may only be applied to a ranged weapon, never to a melee weapon.

Benefit: The shadow sniper is a competent marksman and sneak. When making a Hide skill check to conceal himself once again immediately following a ranged attack (see *Core Rulebook I*) he may apply a +5 competence bonus to the Hide skill check. This bonus may only be applied if the Shadow sniper was already hidden, fired a shot and then attempts to conceal himself again. It does not apply to any other use of the Hide skill.

Disadvantage: Shadow snipers place so much importance on making sneak attacks with distance weapons that they neglect the more traditional role of the knife in the back. Like all rogues, shadow snipers may still make sneak attacks with melee weapons but these attacks are not quite so lethal as those of other rogues. A shadow sniper rolls damage for his melee sneak attacks on d4s instead of d6s, so for example a rogue of 3rd level who followed the shadow sniper path would roll 2d4 sneak attack damage if he was attacking with a melee weapon, rather than 2d6.

The Silencer

Silencers specialise in 'silencing' foes by knocking them out rather than killing them. They achieve their ends through guile and quick non-lethal blows rather than blood and gore. To this end, they develop their combat abilities so as to specialise in dealing additional subdual damage. Their function in a team of rogues is to provide a one-blow knockout so that guards and similar nuisances can be circumvented. Rogues of this career path are often of good alignment and would rather send a foe to

velvety oblivion for a few hours than kill them outright. Like the infiltrators, they like to work without weapons. When they do use a weapon, it is usually a blackjack. As their favoured attack method involves striking from out of nowhere against an unprepared foe, they have to learn to be as silent and inconspicuous as possible, to the detriment of other skills.

Adventuring: Silencers specialise in the non-fatal removal of one or two people at a time. They excel at this. Once enemies have been alerted to their presence, they are not nearly so useful. For this reason, silencers are much more commonly employed on thieving raids than on conventional adventures. As murder is a much more heinous crime than theft, rogues who work with silencers are more likely to receive mercy from the authorities if they should be caught, resulting in a prison sentence instead of execution. A good silencer can help a team of rogues to pull off a major heist without leaving any grieving families as a result. A rogue who kills is not likely to become a folk hero, whereas a rogue who merely leaves bumps on people's heads can quickly achieve renown.

Roleplaying: Silencers consider themselves above other rogues who work in bloodier ways. As far as they are concerned, the silencers are the true professionals because they do not *need* to kill. Leaving a dead body where you could leave an unconscious one is the mark of the sloppy rogue. It suggests that you are so lacking in confidence in your abilities that you have to slaughter anyone who could potentially detect you. A silencer will always knock out an innocent, such as a servant or visiting noble, to silence him in preference to killing him. They will usually only ever inflict lethal damage on those who attack them first and then only when they have no other choice. Silencers are usually good or neutral and very rarely evil. Those silencers who are of evil alignment choose this non-lethal path out of pure professionalism. They do not balk at killing when it is necessary, they just abhor needless mess and waste. Killings complicate a job, giving rise to vendettas, murder investigations, *speak with dead* spells and other unnecessary tangles. A good clean whack to the back of the head is *so* much tidier.

Advancement Options: A character follows the silencer career path by choosing the following options: Hide 6 ranks, Intimidate 6 ranks, Move Silently 6 ranks, Sense Motive 6 ranks; Blind-Fight, Combat Expertise, Improved Disarm, Improved Trip, Dodge, Improved Unarmed Strike, Improved Grapple, Stunning Fist, Run, Stealthy, Weapon Finesse, Weapon focus (fist).

Benefit: Silencers are capable of inflicting huge amounts of non-lethal damage with their sneak attacks. Whenever they opt to make a sneak attack with a cosh (blackjack) or an unarmed strike against a foe, they roll their sneak attack damage using d8s instead of d6s. This damage is, of course, non-lethal. So, a 3rd level rogue following the



silencer path would inflict 2d8 in non-lethal damage when he made a cosh or unarmed strike sneak attack against a foe. A silencer may also choose to inflict non-lethal damage with a regular weapon at the usual -4 penalty but even he cannot make a non-lethal sneak attack in this way.

Disadvantage: Silencers are trained to avoid causing serious harm to creatures with their sneak attacks, so when they make an ordinary sneak attack that causes lethal damage it is less efficacious than it would be. Silencers roll their sneak attack damage using d4s instead of d6s when they are inflicting lethal damage.

The Slippery Fish

Rogues of this kind are difficult to hit, evading damage with fluid grace and ducking out of danger seemingly before it even occurs. They believe that succeeding at a mission is not quite as important as getting away afterwards. Having the jewels in your hand does not count for much if you never get a chance to live like a king, because a lucky guard shot you in the head with an arrow. Even if you do not achieve what you set out to, if you evade pursuit and come away with your body more or less intact, you can thief again another day. 'A live dog is better than a dead lion' is the motto of these elusive rogues, who always place discretion over valour.

Adventuring: A slippery fish is not a combat-oriented rogue. He will fight if he has to, but his proper place (as he sees it) is in using his other skills. He will only make an attack if the chances of reprisal are slim to nonexistent. He does not mind 'tidying up' during a combat by administering a *coups de grace* to a fallen foe or other low-risk actions. He has practically no team spirit whatsoever. If a fight goes badly for a group, he will be the first one out. He may go back and help captured comrades to escape but his rationale is that to do this at all he must remain free himself and if this means running away, then so be it. The Slippery Fish excels at escaping from captivity. He is hard to catch and very hard to keep.

Roleplaying: Slippery fishes have a horror of being captured. They are always on the move, their quick eyes darting about and their bodies tense, waiting for the cue to flee. They are not necessarily cowards but they do have a keen sense of self-preservation. They have mixed feelings about working as part of a team; on the one hand it is easier to avoid detection if you are on your own but on the other hand a group of people can be a welcome diversion for the guards while you quietly slip away. If they must work with others, they are most at ease when working with fighters or rangers, who they can hide behind and work around.

Advancement Options: A character follows the path of the slippery fish by choosing from the following advancement options: Balance 6 ranks, Escape Artist 6 ranks, Jump 6 ranks, Tumble 6 ranks; Acrobatic, Agile, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Run, Self-Sufficient, Weapon Finesse.

Benefit: When he knows that a ranged attack is aimed his way, the slippery fish can take action to avoid it. A certain amount of ducking and weaving is already assumed when the character's Dexterity modifier is factored into his armour class but this move is an active evasion that must be declared, not a passive protection that is always on. This ability may be used once per round and increases the character's effective armour class against a single ranged attack.

In order to use this ability, the character must be able to see the projectile coming his way. He may use this ability against attacks from either side but not against attacks that come from behind or that come out of an area that he cannot see into, such as a region of darkness if he does not have darkvision. The further the projectile has to travel, the more warning the character has and the more chance he has of moving his body out of the way. The character must make a Reflex saving throw against a DC of 15 plus the Dexterity ability score modifier of the creature that made the ranged attack. If the saving throw is successful, then for every 30 feet that the projectile travels before it enters the character's space, the character may add a +1 dodge bonus to his armour class for the purpose of that attack only, to a maximum bonus of +5. If multiple arrows are fired at the character by means of the Manyshot feat, then the Dodge bonus applies equally to both arrows.

This ability may not be used when the character would be denied any Dexterity bonus to armour class, such as when the character is flat-footed or pinned. Note that this ability may only be used against projectile attacks propelled by muscular force. Projectiles that are propelled by alchemical or magical means, such as those that are fired by a gnomish hand cannon, cannot be evaded by means of this ability, nor may it be used to avoid rays as these are assumed to travel more or less instantaneously.

Disadvantage: Dodging out of the way of an incoming projectile is a matter of split-second timing. When executed properly, it is not only a useful way of avoiding damage, it looks impressive to observers; there are few better ways of expressing your contempt for a distant foe who is trying to hit you with an arrow than gracefully sidestepping the missile just before it hits you. Unfortunately, not all dodging attempts are executed successfully. If a character who is attempting to evade an incoming projectile fails his Reflex saving throw, his armour class suffers a -2 circumstance penalty against the attack.

The Sneakthief

All rogues are concerned with stealth to an extent but to the sneakthief it is his bread and butter. Sneakthieves are obsessed with not being seen or heard. Many of them live a double life, acting as ordinary citizens during the day and creeping through the streets by night, silent as wraiths and seeking what they might plunder. They delight in getting into places and observing the goings-on, if only to increase their store of information. To a sneakthief, a closed event or locked building is an affront and he *must* find some way into it. Sneakthieves do not always steal items, as this leaves clear evidence that someone has been in the place. They much prefer to steal information, by taking on spying missions or just by eavesdropping and garnering information that can then be sold on to the highest bidder. Sneakthieves often collect scandalous information that is then sold to professional blackmailers, who do the dirty work of writing blackmail letters while the sneakthief goes off to find more scurrilous secrets.

Adventuring: Sneakthieves take on any role that allows them to run on ahead and hide, or go off on their own and reconnoitre. They are expert scouts, able to take maximum advantage of whatever cover, shadows or hidey-holes present themselves. Sneakthieves love finding out new information and are often fascinated with other people's personal matters. For example, they cannot see a letter lying unopened on a vanity table without wanting to open and read it. They believe that knowledge is truly power, so although they will adventure for financial gain, they will generally use the money to fund their spying activities or to buy reference books.

Roleplaying: A sneakthief loves darkness. Most followers of this career path have darkvision but some do not; even humans can learn to see darkness as their natural environment. They detest working with other people, feeling that the others are compromising their beloved secrecy, but will join a team if it is in their interest. Sneakthieves are fiercely independent and only entrust a few select people (usually business contacts) with the truth of their identity. They establish secure retreats that they fit with the very best traps and security measures they can buy, as they are completely paranoid that someone else will one day break in and plunder *their* secrets, as they have done to so many other people in the past.

Advancement Options: A character follows the path of the sneakthief by choosing from the following advancement options: Gather Information 6 ranks, Hide 6 ranks, Knowledge

(local) 6 ranks, Search 6 ranks; Alertness, Blind-Fight, Deft Hands, Deceitful, Dodge, Mobility, Investigator, Stealthy, Run, Track, Weapon Finesse.

Benefit: Sneakthieves are trained in the arts of scurrying along in the darkness without being seen. Their bodies instinctively move in conformity with the shadows, blending in seamlessly so that a person looking behind them would see nothing out of the ordinary. They are able to follow a target for hours without being noticed or making a sound that would give them away, without being slowed down. They only take a -2 penalty to Hide or Move Silently checks made when moving up to (but not over) their normal speed, rather than the usual -5 penalty.

Disadvantage: Sneakthieves are mentally attuned to darkness and silence, so bright lights and loud noises tend to affect them especially badly. They suffer from a -2 resistance penalty to saving throws against sonic energy effects. Should they become dazzled, the penalty to the affected checks is doubled, as is the duration of the effect. Sneakthieves can tolerate bright light and suffer no damage from it, though they do not like it as it is too revealing, which makes them uncomfortable.



Multiclassing

So long as they do not compromise their essential aptitudes by wearing too much armour, rogues can complement their own abilities immensely by having levels in other classes. Although the 'straight' rogue piles up sneak attack damage dice at the fastest possible rate, multiclassing increases the range of attack, defence and exploration options open to the rogue and allows him to develop a character concept that can be more interesting and challenging to play than the usual type. Groups of rogues that operate together work more efficiently if every member has levels in a class other than rogue.

In the section that follows, we give advancement tables for rogue multiclass progressions with one other class, showing the advantages and disadvantages of each. Suitable feats and skill choices are given at the appropriate point, in order that the special synergies of the two classes can be optimised.

This book assumes that the character's main class is the rogue; other classes complementing their own abilities with a couple of rogue levels will be covered in their respective Quintessential Series II books. Humans, half-elves and halflings have no problems in taking levels from another class at any point in their career, but other races must keep their advancement balanced so as not to incur in an experience penalty.

The tables indicate a recommended advancement rate that is by no means mandatory, but might work best for that class. Given the great number of options available to meet a player's concept of what his character is or does, they are merely guidelines, not a strict route map.

Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

Advancement and Base Bonus Progression

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting fighters continue to gain spells per day and spells known according to the normal table and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling rogues to choose from a different range of skills or access to a feat that would normally be barred from them. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X rogue level'. Every variant rule is selected instead of other abilities that would have been gained by the rogue at that level. Sometimes it will also involve losing certain class skills and gaining others. A rogue may take this variant at any rogue level after the one stated, unless otherwise specified.
- ✦ In addition, the character must have at least one level in the alternate (non-rogue) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.
- ✦ If a skill becomes cross-class, then the ranks the character has already invested in that skill are halved.

Once a variant rule has been taken, it cannot be reversed later on. The special ability or ability increase that was sacrificed to gain the variant rule is lost forever. Class skills that become cross-class remain cross-class for *both* the character's rogue class and the class he multiclassed with to gain the variant rule. If the character possesses levels in a third class, this class' skills are unaffected and will remain class or cross-class as appropriate.

HARROWER (ROGUE/ BARBARIAN)

The rogue/barbarian, also called a 'harrower' because of his fearsome ways, takes advantage of the common ground between these two classes to create a lethal combination. Barbarians are used to fending for themselves in the wild and this blend of the two classes represents a member of barbarian society whose approach is more that of the stealthy killer than the howling berserker. In barbarian life, harrowers are those members of the tribe who act as advance scouts and hunters. They make the best of all scouts, with their trap sensitivity, survival ability and swift movement enhanced by fast reflexes and stealth. They tend not to have been exposed to such urban experiences as picking locks and wriggling free from manacles, so their familiarity with these procedures is relatively limited.

The mobility of the barbarian combined with the tumbling skills of the rogue make the harrower exceptionally good at finding his way into the thick of the fray, even more so when he gains the improved uncanny dodge ability and does not need to worry so much about being flanked. Harrowers with good Initiative bonuses are competent at taking down spellcasters, as they can reach them quickly and deliver rage-fuelled sneak attacks while the opponent is still flat-footed.

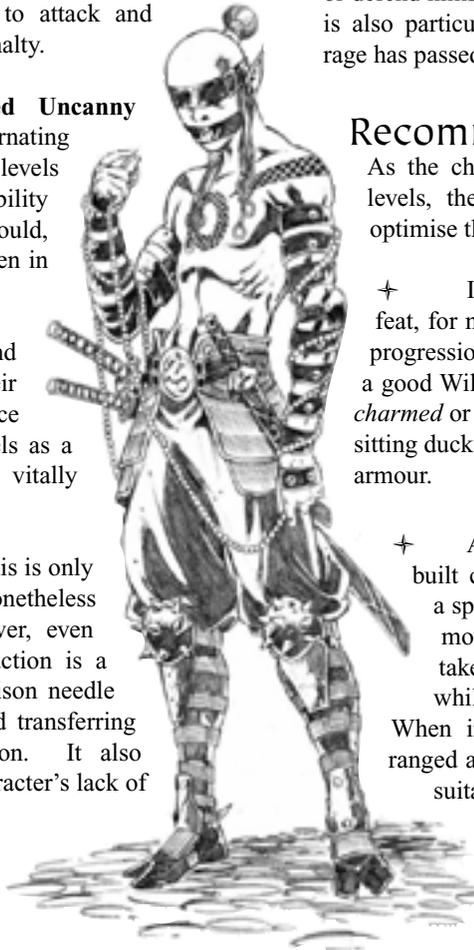
Barbarians and rogues are both used to operating without much in the way of armour. This makes the multiclass a natural option to choose for a rogue who is able to defend himself. Barbarian defence is based upon endurance rather than elusiveness, so the rogue must be careful not to come down too hard on the barbarian side of his training and head into battle as an open target. The only time when the character would be more vulnerable than usual is when raging but even this vulnerability may be overcome with the right choice of moves. Barbarian rage does not mean that the character is totally out of control or unable to make planned actions.

Strengths

A harrower gains a number of benefits from adding barbarian levels to his rogue class, the following being the most important for the role of the rogue:



- ✦ **Hit Dice:** The barbarian's d12 Hit Dice bulks out the rogue's relatively weak d6, greatly increasing the rogue's chance of survival in combat.
- ✦ **Saves:** A good Fortitude saving throw compensates for the rogue's frailty in this respect.
- ✦ **New Class Skills:** Although the barbarian only receives half of a rogue's skill points per level, he gains Survival as a class skill, which is very useful. Handle Animal is also a welcome addition to the available class skills, as a trained watchdog is an asset to any rogue and attracts less attention while on a thieving caper than a human sentry would.
- ✦ **Rage:** The signature ability of the barbarian, rage might at first seem incompatible with the abilities of a rogue, especially since a raging character cannot use the majority of the Charisma, Dexterity or Intelligence based skills upon which a rogue depends. Nonetheless, the additional Strength helps sneak attacks to find their mark (a more important consideration than the bonus to damage) the additional Constitution helps keep the rogue standing and the penalty to Armour Class should be offset by the rogue's traditionally high Dexterity. In addition, the Power Attack feat can be used to balance out the Strength bonus and the armour class penalty, resulting in a small net gain to attack and damage rolls and a cancelled penalty.
- ✦ **Uncanny Dodge / Improved Uncanny Dodge:** A harrower who is alternating rogue levels with barbarian levels receives the uncanny dodge ability sooner than he normally would, which is a tremendous asset when in the thick of the fray.
- ✦ **Trap Sense:** Barbarians and rogues alike gain increases in their trap sense ability as they advance in level, so a rogue taking levels as a barbarian does not dilute her vitally important ability to avoid traps.
- ✦ **Damage Reduction:** Though this is only available at high levels, it is nonetheless useful and free. To a harrower, even a single point of damage reduction is a blessing as it can prevent a poison needle trap from inflicting damage and transferring its load of injury-based poison. It also compensates slightly for the character's lack of armour.



Weaknesses

The harrower loses the naturally balanced and specialised role of a rogue by taking up barbarian levels, developing the following weaknesses:

- ✦ **Duplicate Abilities:** Although it is helpful to gain improved uncanny dodge earlier, it means that there is no reward for the character when he later progresses as a rogue.
- ✦ **Fewer Skill Points:** A rogue who becomes a harrower forfeits the chance to build his skills up to the level of an ordinary rogue, making him more of a combat specialist than a thief or trap expert.
- ✦ **Weak Save:** The character's Will saving throw is not good on either his rogue or barbarian side, making him vulnerable to many spells and some magical traps. Spells are bad enough but a rogue who is not buttressed against those magical trap effects that require a Will saving throw is liable to be badly affected. *Symbol* spells in particular are the bane of many harrowers.
- ✦ **Defence:** Barbarians are not built for defence. While he is raging, the harrower cannot tumble to avoid attacks of opportunity when moving through threatened areas, or defend himself with Combat Expertise. A harrower is also particularly vulnerable immediately after his rage has passed.

Recommended Options

As the character combines rogue and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Iron Will is a good option for a character feat, for neither rogue nor barbarian have a good progression scale in Will saving throws. Without a good Will save, the character can easily become *charmed* or *held*, the latter of which leaves him as a sitting duck without the benefit of medium or heavy armour.
- ✦ A raging harrower with a specially built composite bow or a thrown weapon is a splendid combination. With his increased movement he may move into position to take advantage of others' vulnerabilities, while staying out of threatened areas. When in a suitable position he may deliver ranged attacks (including sneak attacks) against suitable targets with the additional Strength damage due to his rage, so long as he remains within 30 feet of his target. Thrown weapons, such as axes, are easier to use here as they inflict the entire Strength bonus to damage.

The Harrower (Rogue/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Bbn 1	+1	+2	+2	+0	Fast movement, rage 1/day
3 rd	Rog 2	+2	+2	+3	+0	Evasion, (character feat)
4 th	Bbn 2	+3	+3	+3	+0	Uncanny dodge, (ability increase)
5 th	Rog 3	+4	+4	+3	+1	Sneak attack +2d6, Trap sense +1
6 th	Bbn 3	+5	+4	+4	+2	Trap sense +2, (character feat)
7 th	Rog 4	+6/+1	+4	+5	+2	Improved uncanny dodge
8 th	Bbn 4	+7/+2	+5	+5	+2	Rage 2/day, (ability increase)
9 th	Rog 5	+7/+2	+5	+5	+2	Sneak attack +3d6, (character feat)
10 th	Bbn 5	+8/+3	+5	+5	+2	
11 th	Bbn 6	+9/+4	+6	+6	+3	Trap sense +3
12 th	Rog 6	+10/+5	+7	+7	+4	Trap sense +4, (ability increase), (character feat)
13 th	Rog 7	+11/+6/+1	+7	+7	+4	Sneak attack +4d6
14 th	Bbn 7	+12/+7/+2	+7	+7	+4	Damage reduction 1/-
15 th	Bbn 8	+13/+8/+3	+8	+7	+4	Rage 3/day, (character feat)
16 th	Rog 8	+14/+9/+4	+8	+8	+4	(ability increase)
17 th	Rog 9	+14/+9/+4	+9	+8	+5	Sneak attack +5d6, Trap sense +5
18 th	Bbn 9	+15/+10/+5	+9	+9	+6	Trap sense +6, (character feat)
19 th	Rog 10	+16/+11/+6/+1	+9	+10	+6	Special ability
20 th	Bbn 10	+17/+12/+7/+2	+10	+10	+6	Damage reduction 2/-, (ability increase)

Composite bows built to transmit the entire Strength bonus of a raging harrower are feasible but expensive, not to mention virtually useless when the harrower is not raging.

- ✦ The character can assume a defensive posture while fighting defensively in the middle of a rage; the rage's Armour Class penalty is negated and the Strength bonus reduces the option's penalty to attack rolls by 2, while still granting the bonus to Will saves and the extra hit points.
- ✦ Power Attack makes a barbarian rage much more devastating. By taking up to a -2 penalty on the attack roll, he adds +4 to the damage (+2 from the Power Attack and +2 for the Strength increase) while his chances to attack are the same as if he were not raging, for the Strength bonus offsets the attack penalty.
- ✦ The Dodge, Mobility and Spring Attack feats all complement the barbarian's manoeuvrability.
- ✦ Rage is much more effective in combat with two-handed weapons; the character will gain a +3 bonus to damage while in a barbarian rage because a two-handed weapon provides one and a half bonus to damage rolls from the character's Strength modifier.

Variant Rules

- ✦ **Sure Footed:** Upon gaining 4th rogue level, the character may elect to take Sure Footed. The barbarian's speed and the rogue's nimbleness combine to make him acutely aware of anything that may trip or hinder him. This functions precisely like the woodland stride class feature of a druid. The character's focus on speed means that both Decipher Script and Forgery become cross-class skills.
- ✦ **Trust Nothing:** Upon gaining 8th rogue level, the character may elect to take Trust Nothing. The character has learned that nothing can be trusted, be it people or doorways. The character may now add his trap sense ability's bonus (+1, +2, etc.) to all Sense Motive checks as a synergy bonus. This wariness decreases the rogue's willingness to place himself in danger; his sneak attack damage is reduced by one die and Use Magic Device becomes a cross-class skill.
- ✦ **Lightning Rage:** Upon gaining 10th rogue level, the character may elect to take Lightning Rage instead of gaining a rogue special ability. The rogue's supreme manoeuvrability is unaffected even by his immense rage – he may now use the Tumble skill when raging. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.
Special: The character must be at least a 4th level barbarian before selecting this variant.



VAGABOND (ROGUE/ BARD)

The paths of the rogue and the bard are closely aligned. Each is on the fringes of society, with no guarantee of where the next meal is coming from or where the night's rest will be found. Each is subject to the whims of fortune, with famine and feast alternating as they may. It is not in the nature of either rogues or bards to settle down and enjoy a predictable life. Each class places value upon information, with the bard treasuring it for its own sake and the rogue prizing it because of the dangers it can help him avoid and the prizes it can lead him to.

Vagabonds, multiclassed rogue/bards, are often found as members of rogue gangs rather than solo operatives as their abilities are more geared towards assisting other people than enhancing their own performance. A rogue gang with a vagabond member has an edge over other groups, as the vagabond supplies entertainment and valuable gossip on top of his bardic powers. A den of rogues without music is a sorry place to live. Vagabonds are often the leaders of their troupes as their charismatic presence forms a natural focus for the group, though some are content to take a 'Will Scarlett' role and jolly the other members along.

Vagabonds who are not fiddle-players for robber gangs tend to follow the bardic instinct of wandering, roaming from town to town or camping out on the open highway. A very large number of these vagabonds are highwaymen, bandits and opportunistic thieves. A life of travel means that the vagabond has no roots in any one place, making it easy for him to move on if his robberies draw too much attention.

Strengths

A vagabond gains a number of benefits from adding bard levels to his rogue class, the following being the most important for the role of the rogue:

- + **Skills:** Six points per level is an excellent amount to work with and is nearly as good as that of a rogue. The rogue's skills need not atrophy when combining these classes. He also gains Concentration as a bardic class skill, which is highly useful when trying to pick locks or tie ropes in stressful or distracting situations. As Perform is a rogue class skill, he can increase his effectiveness in certain of the bardic special abilities even when advancing as a rogue, simply by investing more skill ranks in Perform.
- + **Saves:** The bard has two good saving throw progressions, Reflex and Will, rather than only one. The good Reflex saving throw progression means that

The Vagabond (Rogue/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Rog 2	+1	+0	+3	+0	Evasion
3 rd	Brd 1	+1	+0	+5	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1, (character feat)
4 th	Brd 2	+2	+0	+6	+3	(ability increase)
5 th	Rog 3	+3	+1	+6	+4	Sneak attack +2d6, trap sense +1
6 th	Brd 3	+4	+2	+6	+4	Inspire competence, (character feat)
7 th	Rog 4	+5	+2	+7	+4	Uncanny dodge
8 th	Brd 4	+6/+1	+2	+8	+5	(ability increase)
9 th	Rog 5	+6/+1	+2	+8	+5	Sneak attack +3d6, (character feat)
10 th	Brd 5	+6/+1	+2	+8	+5	Change spell list
11 th	Rog 6	+7/+2	+3	+9	+6	Trap sense +2
12 th	Brd 6	+8/+3	+4	+10	+7	<i>Suggestion</i> , (character feat), (ability increase)
13 th	Rog 7	+9/+4	+4	+10	+7	Sneak attack +4d6
14 th	Brd 7	+10/+5	+4	+10	+7	
15 th	Rog 8	+11/+6/+1	+4	+11	+7	Improved uncanny dodge, (character feat)
16 th	Brd 8	+12/+7/+2	+4	+12	+8	Inspire courage +2, change spell list, (ability increase)
17 th	Rog 9	+12/+7/+2	+5	+12	+9	Sneak attack +5d6, trap sense +3
18 th	Brd 9	+12/+7/+2	+6	+12	+9	Inspire greatness, (character feat)
19 th	Rog 10	+13/+8/+3	+6	+13	+9	Special ability
20 th	Brd 10	+14/+9/+4	+6	+14	+10	(ability increase)

Sneak Attacks With A Whip?

Whips deal non-lethal damage, making them good weapons for subduing opponents rather than killing them, especially since you can often retreat out of their reach and administer whip attacks at a distance. There is, however, a way to inflict lethal damage with one. According to a strict reading of the rules, a sneak attack made with a whip would inflict non-lethal weapon damage but lethal sneak attack damage, as it is not possible to inflict non-lethal sneak attack damage with anything other than a sap or an unarmed attack.

As an alternative to this literal reading, the Games Master may introduce a variant rule allowing whips to inflict non-lethal sneak attack damage. This makes the whip an ideal weapon for knocking out wild animals that do not have much in the way of natural armour.

This interesting quirk is however subject to one significant limitation. Whips inflict no damage at all against a target with an armour bonus of +1 or higher or a natural armour bonus of +3 or higher. The Games Master may well expand this to include any creature with damage reduction 3 or greater. The whip can thus make an interesting assassination weapon against an unarmoured target, or an effective weapon against creatures with little natural armour, such as ettercaps.

Again, the Games Master is free to tweak this 'no damage' restriction. As the rules stand, it is impossible for a character wielding a whip to inflict damage of any kind upon a lion (a lion has natural armour of +3), so the whip-wielding lion tamer had best beware!

a vagabond actually has a superior Reflex saving throw to a rogue of the same overall level, while the good Will saving throw compensates for that essential rogue weakness.

- ✦ **Light Armour Preference:** Bards are accustomed to working in light armour and may cast their bardic spells while wearing such garb without risking arcane spell failure. As light armour is also the default choice for a rogue, neither class loses anything by wearing it, unlike many other instances of multiclassing.
- ✦ **Common Ability:** The bard's most important ability score is Charisma, which also acts as the base ability score for many of the rogue's social interaction skills, such as Bluff, Diplomacy and Intimidate, ensuring that these skills can be kept at a high level of efficiency.
- ✦ **Exotic Weapon Proficiency:** The vagabond is proficient with the whip without needing to spend a feat to learn its use. Although whips are not useful for inflicting damage upon armoured opponents, they do allow the vagabond to make trip attacks at a distance.
- ✦ **Bardic Music:** The various bardic music applications are a boon to rogues acting in concert. The ability to fascinate in particular is very useful for drawing guards away from the entrance to a building or keeping sentries occupied, while inspire competence can be useful for assisting a companion to bypass a lock or disarm a trap.
- ✦ **Bardic Knowledge:** Rogues thrive on information and a vagabond can help supply it in abundance with this ability. Vagabonds are skilled in finding out important

news, such as who patrols which area of the city and how often, who the richest home-owners are in an area, what kind of security has been installed into which buildings, what the other rogues' guilds are up to and who is currently suspected of which crimes.

- ✦ **Spellcasting:** Spontaneous spellcasting is extremely useful when the vagabond is on a job, as he can choose from his available spells instead of being limited to a selection prepared in advance. Bard spells are more based around logistic support, exploration and distracting or disabling opponents than lethal combat, making the vagabond an extremely useful support character. Bards have some spells exclusive to their character class that many rogues would be happy to use, such as *glibness* and *zone of silence*.

Weaknesses

The rogue partially compromises his development by advancing as a bard, leading to the following weaknesses:

- ✦ **Lack of Specialisation:** Bards work best as team players, helping the other members of a party to do their work. Rogues are often happiest when allowed to work alone. The open-ended nature of the bard class blunts the specialisation of the rogue, making it much harder for him to work efficiently as a solo operative.
- ✦ **Noisy:** Bardic spells and bardic music effects can never be performed quietly, not even with the Silent Spell feat, which is a major incompatibility with the rogue's role as a master of stealth. A vagabond cannot employ his music to inspire courage in his allies if they are waiting in ambush. Similarly, an attempt to pick the



Vagabond Spells

Level	Caster Level	Spells per day					Spells Known				
		0	1st	2nd	3rd	4th	0	1st	2nd	3rd	4th
1 st	—	—	—	—	—	—	—	—	—	—	—
2 nd	—	—	—	—	—	—	—	—	—	—	—
3 rd	1 st	2	—	—	—	—	4	—	—	—	—
4 th	2 nd	3	0	—	—	—	5	2 ¹	—	—	—
5 th	2 nd	3	0	—	—	—	5	2	—	—	—
6 th	3 rd	3	1	—	—	—	6	3	—	—	—
7 th	3 rd	3	1	—	—	—	6	3	—	—	—
8 th	4 th	3	2	0	—	—	6	3	2 ¹	—	—
9 th	4 th	3	2	0	—	—	6	3	2	—	—
10 th	5 th	3	3	1	—	—	6	4	3	—	—
11 th	5 th	3	3	1	—	—	6	4	3	—	—
12 th	6 th	3	3	2	—	—	6	4	3	—	—
13 th	6 th	3	3	2	—	—	6	4	3	—	—
14 th	7 th	3	3	2	0	—	6	4	4	2 ¹	—
15 th	7 th	3	3	2	0	—	6	4	4	2	—
16 th	8 th	3	3	3	1	—	6	4	4	3	—
17 th	8 th	3	3	3	1	—	6	4	4	3	—
18 th	9 th	3	3	3	2	—	6	4	4	3	—
19 th	9 th	3	3	3	2	—	6	4	4	3	—
20 th	10 th	3	3	3	2	0	6	4	4	4	2 ¹

¹ Provided the vagabond has a high enough Charisma score to have a bonus spell of this level.

lock of a merchant’s shop in a silent alley is definitely not the time or the place for a morale-boosting ditty, even if it would theoretically help.

✦ **Saves:** Neither the rogue nor the bard have a good Fortitude saving throw, leaving the character weak in that department.

Recommended Options

As the character combines rogue and bard levels, there are some options he can take to optimise the mixture of both classes’ abilities.

- ✦ Charisma is already important to rogues but it is particularly important to vagabonds. Without a Charisma ability score of at least 14, you will not be able to select mid-level spells from the bard spell list.
- ✦ Maximising the Perform skill at every level is sensible, even when you already have sufficient minimum ranks to use the various bardic music abilities, as a Perform skill check forms the basis of your countersong and fascinate abilities. Consider selecting a Perform style that does not require an instrument, such as poetry or song, so that you can perform while armed.
- ✦ Consider taking the Weapon Finesse feat, a useful one for a rogue of any persuasion and doubly so when as

a vagabond you may cast *cat’s grace* on yourself and benefit from a temporary increase to your Dexterity, commensurately improving your initiative, armour class and Reflex saving throws. Combining this tactic with Combat Expertise, allows the vagabond to achieve a crucial boost to armour class at the expense of a reduced chance to hit.

- ✦ The Still Spell feat is a useful feat for a vagabond who wants to cast spells while armed. Those who expect to cast plenty of spells in combat situations should invest in Combat Casting and increase their Concentration skill.
- ✦ A vagabond should consider investing ranks in Use Magic Device, as it is Charisma-based and he can use *read magic* rather than a difficult skill check to decipher the contents of a spell scroll. Sorcerer spell scrolls are good choices here, as the vagabond is likely to have the requisite Charisma to use most low- to mid-level sorcerer spells.
- ✦ The whip, with which you are automatically proficient as a bard, is a useful weapon for making trip attacks at range. With the Improved Trip feat, you are more likely to topple an opponent in spite of Strength differences.
- ✦ With an above-average Charisma and access to the Bluff skill from both classes, the vagabond should

seriously consider taking Improved Feint, which greatly increases his chances of being able to make sneak attacks in regular combat.

- ✦ Recommended Spell List (for a 10th level bard): 0 level – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*; 1st level – *animate rope*, *cure light wounds*, *expeditious retreat*, *silent image*; 2nd level – *alter self*, *cat's grace*, *darkness*, *invisibility*; 3rd level – *charm monster*, *displacement*, *glibness*, *haste*; 4th level – *dominate person*, *greater invisibility*.

Variant Rules

- ✦ **Sudden Blade:** Upon gaining 4th rogue level, the character may elect to take Sudden Blade. The character is highly trained in sudden sneak attacks and the bard's skill at misdirection serves him well. He gains the Quick Draw feat, but this only applies to light melee weapons the character is proficient in. The character's concentration on small weapon fighting leaves him lacking in other rogue areas – Appraise and Use Rope become cross-class skills.
- ✦ **Sudden Revelation:** Upon gaining 8th rogue level, the character may elect to take Sudden Revelation. The sneakiness of the rogue and the natural vivacity of the bard combine to form a striking combination. When the character surprises others, his sudden appearance or interjection catches others completely off-guard – he gains a +2 circumstance bonus to all Bluff, Diplomacy, Intimidate, Perform and Sense Motive checks for a number of rounds equal to his Charisma modifier. Alternately he may gain a +2 circumstance bonus to a single attack roll. This ability is at the expense of sheer damage capability and more involved rogue skills, however – his sneak attack damage is reduced by one die and Disable Device becomes a cross-class skill.
- ✦ **Sudden Disappearance:** Upon gaining 10th rogue level, the character may elect to take Sudden Disappearance instead of gaining a rogue special ability. This spell-like ability is the pinnacle of blending between the hidden rogue and the public bard. A number of times per day equal to his Charisma modifier, the character may use this ability to attempt to hide in plain sight – the Hide check is made with a –10 penalty. The character *must* be being observed in order to try and use this ability. If the check is successful, then the character becomes invisible, as per the *invisibility* spell, for a number of rounds equal to his Dexterity modifier. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.
Special: The character must be at least a 4th level bard before selecting this variant.

SHADOW PRIEST (ROGUE/CLERIC)

It is not at all unfeasible that a character should walk the paths of the rogue and the cleric simultaneously. There are, after all, gods of thievery and trickery as well as the more solemn gods of justice and valour. Almost all of those who have rogue and cleric levels worship such a deity; in some sects, theft is in itself an act of worship and the best tribute that can offered to one's god is one which you have stolen. Rogues may of course worship any deity they choose but as the cleric's path involves the active promulgation of the deity's advocated way of life, the choice is somewhat more stringent. As the majority of deities disapprove of what rogues do (given the tendency of rogues to ransack temples, disturb the graves of sacred figures and pry gems from the eyes of idols) it is really necessary for rogue with cleric levels to select a deity who will not only tolerate the rogue's behaviour but actively condone it.

Shadow priests and priestesses are those characters who combine rogue and cleric levels. Their role can vary greatly depending on the life they lead. Some of them act as 'padre' to a group of rogues, performing religious rites and giving spiritual advice as well as acting as the group's medicine chest. Others carry out sacred raids on the holy sites of other religions, including the reliquaries of their saints and heroes. One particularly renowned path for a shadow priest is that of the tomb plunderer, who combines the rogue's stealth with the cleric's powers to affect undead.

Strengths

A shadow priest gains a number of benefits from adding cleric levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** The cleric has good Fortitude and Will saving throws, which are exactly the saves in which the rogue is deficient.
- ✦ **Hit Die:** The cleric's d8 hit die is slightly better than the rogue's d6, making the rogue more likely to survive long combats and unexpected damage.
- ✦ **Domain Powers:** The character gains the powers of his selected domain as well as the ability to cast divine spells. The Luck and Trickery domains are especially appropriate for a shadow priest.
- ✦ **Undead Turning/Rebuking:** Although a shadow priest is not as efficient at turning or rebuking undead as a full cleric, it is still an ability worth having, especially as sneak attacks do not work against undead.
- ✦ **Spontaneous Casting:** The power to convert a divine magic spell that is not a domain spell into a *cure* spell is





literally a lifesaver for the shadow priest who chooses this option. Rogues spend most of their time avoiding taking damage, so when an attack or effect does strike home it can be seriously disabling. With spontaneous casting to fall back on, a rogue can endure for much longer than he otherwise would have. Other shadow priests have the alternative power of turning prepared spells into *inflict* spells, which can be a good way of bringing down an opponent who has survived a sneak attack attempt and is no longer flat-footed or otherwise denied their Dexterity bonus to armour class.

- ✦ **Divine Spellcasting:** Divine spells may be cast while wearing armour, so the shadow priest can wear light armour and not have to worry about spell failure.

Weaknesses

The shadow priest damages his progression as a rogue by taking up the spiritual obligations of the cleric, developing the following weaknesses:

- ✦ **Abilities:** Because of the cleric's dependence on his Wisdom for his spellcasting, the character must allocate his ability increases between his primary rogue ability (Dexterity) and Wisdom.
- ✦ **Skills:** The cleric only receives 2 skill points per level, severely hampering the development of the shadow priest's rogue skills, even if he does take the Trickery domain and make several rogue class skills into class skills as a cleric.

- ✦ **Wasted Proficiency:** Clerics are expected to wear medium or heavy armour in the ordinary course of events, whereas rogues get by using light armour alone, as heavier armour types interfere with their evasion ability and several of their class skills. If the shadow priest eschews medium or heavy armour so as to function better as a rogue, he is opting out of the protection that ordinary members of the cleric class enjoy.

- ✦ **Favoured Weapon:** The shadow priest must use the favoured weapon of his deity. This may be a greater or a lesser problem according to the pantheon that is used in the campaign. It is fairly typical of a god of thieves to have the rapier as his favoured weapon, which does not present any issues of incompatibility, though deities with a bent towards chaos or evil might require the use of more cumbersome weapons to which Weapon Finesse (a traditional choice for rogues) could not be applied.

Recommended Options

As the character combines rogue and cleric levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Within the limits of what is available to you from the deities in your campaign, choose domains according to the type of rogue career you wish to pursue. Shadow priests who tend towards the darker side should choose

The Shadow Priest (Rogue/Cleric)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Rog 2	+1	+0	+3	+0	Evasion
3 rd	Clr 1	+1	+2	+3	+2	Turn or rebuke undead, (character feat)
4 th	Clr 2	+2	+3	+3	+3	(ability increase)
5 th	Rog 3	+3	+4	+3	+4	Sneak attack +2d6, trap sense +1
6 th	Clr 3	+4	+4	+4	+4	(character feat)
7 th	Rog 4	+5	+4	+5	+4	Uncanny dodge
8 th	Clr 4	+6/+1	+5	+5	+5	(ability increase)
9 th	Rog 5	+6/+1	+5	+5	+5	Sneak attack +3d6, (character feat)
10 th	Clr 5	+7/+2	+5	+5	+5	
11 th	Rog 6	+8/+3	+6	+6	+6	Trap sense +2
12 th	Clr 6	+9/+4	+7	+7	+7	(ability increase, character feat)
13 th	Rog 7	+9/+4	+7	+7	+7	Sneak attack +4d6
14 th	Clr 7	+10/+5	+7	+7	+7	
15 th	Rog 8	+11/+6/+1	+7	+8	+7	Improved uncanny dodge, (character feat)
16 th	Clr 8	+12/+7/+2	+8	+8	+8	(ability increase)
17 th	Rog 9	+12/+7/+2	+9	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Clr 9	+12/+7/+2	+9	+9	+9	(character feat)
19 th	Rog 10	+13/+8/+3	+9	+10	+9	Special ability
20 th	Clr 10	+14/+9/+4	+10	+10	+10	(ability increase)



a deity who has the Death domain, as the death touch ability is a splendid assassination weapon. The Protection domain is excellent for shadow priests who are acting as the padre for a group of rogues, as they can use their domain power and spells to assist their fellows. The Travel domain is a good choice for burglars and others who want to give themselves the best chance of escaping and living to steal another day, while the Destruction domain can be used to give an important sneak attack a better chance of hitting and significant additional damage.

- ✦ Combat Casting and Concentration ranks are useful for a shadow priest who is likely to cast spells in the midst of combat. Silent Spell is very useful for casting preparatory spells while in hiding or stalking an opponent and the Extend Spell feat is also useful for increasing the duration of enhancing or protective spells.
- ✦ Shadow priests do not lose out significantly from wearing medium or heavy armour, as this only affects their evasion ability along with the normal penalties that all characters suffer from wearing medium or heavy armour. So long as the shadow priest concentrates on exploiting his sneak attack ability at the expense of other features of his rogue class, there is nothing to stop him from carrying a shield or wearing medium or heavy armour like any other cleric. The player should weigh up whether the character is better suited to be a traditional armour-wearing divine spellcaster with sneak attack and uncanny dodge abilities, or a more vulnerable (if more evasive) combatant who can readily perform the more traditional functions of a rogue.
- ✦ Sense Motive, Spot and Listen should all be invested in to make the most out of the shadow priest's favourable Wisdom ability score. This should be at least 14, so that mid-level cleric spells become available.
- ✦ Remember that you can draw upon Use Magic Device to utilise spell scrolls from other classes. A shadow priest has the added advantage that he can use *read magic* to find out what spell is written on a scroll, rather than making a Use Magic Device skill check to decipher it.
- ✦ Concentration ranks are recommended even if the character is not likely to immerse himself in combat

Shadow Priest Spells

Level	Caster Level	Spells per Day ¹					
		0	1st	2nd	3rd	4th	5th
1 st	0	—	—	—	—	—	—
2 nd	0	—	—	—	—	—	—
3 rd	1 st	3	1+1	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—
5 th	2 nd	4	2+1	—	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—
7 th	3 rd	4	2+1	1+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th	4 th	5	3+1	2+1	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—
13 th	6 th	5	3+1	3+1	2+1	—	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—
15 th	7 th	6	4+1	3+1	2+1	1+1	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1

¹ In addition to the stated number of spells per day for 1st- through 5th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The '+1' in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

and cast spells there, as they will enable you to focus on important rogue skills while distractions are taking place around you.

- ✦ Recommended Prepared Spells (for a 10th level cleric): 0 – *detect magic, detect poison, guidance, light, read magic, resistance*; 1st level – *cause fear, command, divine favour, sanctuary*; 2nd level – *bull's strength, darkness, hold person, silence*; 3rd level – *blindness/deafness, meld into stone, protection from energy*; 4th level – *death ward, poison, restoration*; 5th level – *raise dead, spell resistance*.

Variant Rules

- ✦ **Walks Darker Path:** Upon gaining 4th rogue level, the character may elect to take Walks Darker Path. The character gains two from Bluff, Hide and Move Silently as cleric class skills. However, the balance the rogue cleric must walk is a hard one, and his concentration is not so keen in other areas – two skills (character's choice) from Escape Artist, Gather Information and Use Rope become cross-class for the character.
- ✦ **Divine Trickster:** Upon gaining 8th rogue level, the character may elect to take Divine Trickster. The



character has come to a unique balance between his manipulative side and his spiritual mentality. The Trickery domain spell list now becomes available for the character to prepare as domain spells. He does not gain the Trickery domain's granted power. The cost of this is to the rogue's other abilities – his sneak attack damage is reduced by one die and Profession and Craft become a cross-class skills.

Special: A cleric of who already has access to the Trickery domain who takes Divine Trickster gains a +2 sacred (or profane if the character is evil) bonus to one of the following type of skill check: Bluff, Disguise or Hide.

- ✦ **The Streets Are My Temple:** Upon gaining 10th rogue level, the character may elect to take The Streets Are My Temple instead of gaining a rogue special ability. The character is not just at home in the underbelly of the city – he has no need for temples or churches at all, and can hold service just as easily on the streets. The shadow priest gains the supernatural ability to *consecrate* (for a good or neutral cleric) or *desecrate* (for evil clerics) areas, as per the spells of the same name. A number of times per day equal to the character's Charisma modifier, the character may cast *consecrate* or *desecrate* as a cleric of his character level, but only within urban areas. Even a makeshift altar or shrine will count as a fully-fledged one for the purposes of this ability. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.

Special: The character must be at least a 4th level cleric before selecting this variant.

BLACKTHORN (ROGUE/ DRUID)

Nature is deceptive. Animals evolve camouflage, plants pretend to be luscious and inviting when they are really insect-digesting carnivores and creatures emulate the appearance of others in order to fool predators. The rogue is not antithetical to nature but part of it. Although most rogues are urban and are not comfortable operating in the wilderness, there are those rogues who serve the wild and venture into the settled regions in order to redress the balance and strike at the forces that choke nature at the roots. Not all of the druids' sacred trust involves defence; it is also necessary to attack and when attacking it is sometimes best to employ subterfuge.

A rogue who has made a religious commitment to druidry, undergoing and surviving the necessary initiations, is given the special title of a blackthorn. These characters train themselves in the rogues' pursuits, learning to further the cause of nature through stealth and guile. They model themselves upon animals that use (or are associated with) cunning, patience and trickery rather than direct force;

a blackthorn is more likely to honour the spirit of the fox, cat, monkey, coyote or raven than the bear or the wolverine.

Strengths

A blackthorn gains a number of benefits from adding druid levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** The druid has good Fortitude and Will saving throws, which are exactly the saves in which the rogue is deficient.
- ✦ **Hit Die:** The resilient health of druids, who live closer to nature, gives them more hit points than the wiry urban rogue, resulting in the druid's d8 hit die being slightly better than the rogue's d6.
- ✦ **Natural Attacks Proficiency:** The character becomes proficient with the natural attacks of the animal forms he can adopt.
- ✦ **Wild Shape:** The ability to transform into animals is a marvellous new avenue of opportunity for a rogue. He can adopt shapes that would let him fit into entrances too small for him, use the form of an animal with camouflage to gain a racial bonus on Hide skill checks, or even adopt the form of a winged creature to fly away from pursuers.





The Blackthorn (Rogue/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Rog 2	+1	+0	+3	+0	Evasion
3 rd	Drd 1	+1	+2	+3	+2	Animal companion, nature sense, wild empathy, (character feat)
4 th	Drd 2	+2	+3	+3	+3	Woodland stride, (ability increase)
5 th	Rog 3	+3	+4	+3	+4	Sneak attack +2d6, trap sense +1
6 th	Drd 3	+4	+4	+4	+4	Trackless step, (character feat)
7 th	Rog 4	+5	+4	+5	+4	Uncanny dodge
8 th	Drd 4	+6/+1	+5	+5	+5	Resist nature's lure, (ability increase)
9 th	Rog 5	+6/+1	+5	+5	+5	Sneak attack +3d6
10 th	Drd 5	+6/+1	+5	+5	+5	Wild shape 1/day
11 th	Rog 6	+7/+2	+6	+6	+6	Trap sense +2
12 th	Drd 6	+8/+3	+7	+7	+7	Wild shape 2/day, (character feat), (ability increase)
13 th	Rog 7	+9/+4	+7	+7	+7	Sneak attack +4d6
14 th	Drd 7	+10/+5	+7	+7	+7	Wild shape 3/day
15 th	Rog 8	+11/+6/+1	+7	+8	+7	Improved uncanny dodge, (character feat)
16 th	Drd 8	+12/+7/+2	+8	+8	+8	Wild shape (large), (ability increase)
17 th	Rog 9	+12/+7/+2	+9	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Drd 9	+12/+7/+2	+9	+9	+9	Venom immunity, (character feat)
19 th	Rog 10	+13/+8/+3	+9	+10	+9	Special ability
20 th	Drd 10	+14/+9/+4	+10	+10	+10	Wild shape 4/day, (ability increase)

- ✦ **Wild Empathy:** Guard dogs and similar sentry animals very rarely trouble a blackthorn, as he can attempt to change its attitude and appear as a friend. This is useful when breaking into large estates or defended compounds at night.
- ✦ **Animal Allies:** With both the animal companion feature and the ability to cast *summon nature's ally* spontaneously, the blackthorn is not likely to be caught without support when operating alone. An animal companion can assist the character to make sneak attacks by flanking enemies. Animal companions can also act as sentries and scouts.
- ✦ **Venom Immunity:** Although he does not achieve it until his 9th druid level, total immunity to poisons is something to which any rogue aspires. As rogues have weak Fortitude saving throws, poison can often be their Achilles' heel, especially since it is used in so many traps.
- ✦ **Divine Spellcasting:** Divine spells may be cast while wearing armour, so the blackthorn can wear leather armour and not have to worry about spell failure.

Weaknesses

The blackthorn damages his progression as a rogue by taking up the druid's mantle, developing the following weaknesses:

- ✦ **Abilities:** Because of the druid's dependence on his Wisdom for spellcasting, the character must allocate his ability increases between his primary ability (Dexterity) and Wisdom.
- ✦ **Skills:** The druid only receives 4 skill points per level, half that of the rogue, which sets back the rogue's skill development.
- ✦ **Armour Restrictions:** The druid class prevents the character from wearing any sort of metal armour, which limits his options slightly; rogues suffer less from this restriction than other multiclass characters do, as they are quite accustomed to only wearing leather armour.

Recommended Options

As the character combines rogue and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The druid has all the 2nd level physical enhancement spells (*bear's endurance*, *bull's strength* and *cat's*



Blackthorn Spells

Level	Caster Level	Spells per Day					
		0	1st	2nd	3rd	4th	5th
1 st	0	—	—	—	—	—	—
2 nd	0	—	—	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	4 th	5	3	2	—	—	—
10 th	5 th	5	3	2	1	—	—
11 th	5 th	5	3	2	1	—	—
12 th	6 th	5	3	3	2	—	—
13 th	6 th	5	3	3	2	—	—
14 th	7 th	6	4	3	2	1	—
15 th	7 th	6	4	3	2	1	—
16 th	8 th	6	4	3	3	2	—
17 th	8 th	6	4	3	3	2	—
18 th	9 th	6	4	4	3	2	1
19 th	9 th	6	4	4	3	2	1
20 th	10 th	6	4	4	3	3	2

grace), so he can tailor his feat selection to a particular fighting style. *Cat's grace* combined with the Weapon Finesse feat is an especially good choice for the blackthorn.

- ✦ Combat Casting and Concentration ranks are useful for a blackthorn who is likely to cast spells in the midst of combat. Silent Spell is very useful for casting preparatory spells while in hiding or while an opponent. The Extend Spell feat is also useful for increasing the time that enhancing spells last and *summoned* allies can exist.
- ✦ Blackthorns often infiltrate settled areas such as cities, carry out their work and then retreat to the wild again. Make the most of the blackthorn's trackless step ability when setting up stashes of stolen goods or a similar base of operation in the countryside. It is useful for a rogue to have a place to flee to where the authorities cannot track him, no matter how hard they look. If the blackthorn works with a team of other rogues, make sure that it is he who buries any loot, as the lack of a trail will make it next to impossible for searchers to track him.
- ✦ The blackthorn retains all his level-derived rogue abilities while in *wild shape*, including evasion, uncanny dodge and sneak attack. Bear this in mind when planning strategies that involve taking animal form. Even a small animal such as a viper can make

a sneak attack if it catches its opponent with its guard down. In the case of the viper, the sneak attack can also poison the target as an added bonus.

✦ A blackthorn who adopts a form that has the pounce special attack (such as that of a leopard) can use this ability to charge and make a full attack; if the target is flat-footed or otherwise denied his Dexterity bonus, the rogue can apply sneak attack damage. Big cats are particularly fine animal forms for blackthorns to take, as they so often have racial bonuses to their Hide and Move Silently skills.

✦ The *magic fang* spell affects the character's own natural attacks while in *wild shape*; combined with feats such as Power Attack, they can be made even stronger.

✦ If the character expects to do a lot of combat in a *wild shape* he should devote a few feats towards enhancing his natural weapon attacks, though he should be careful not to duplicate racial feats such as Weapon Finesse if the *wild shape*

has them already, unless he plans to use the feat with his regular weapon. Your Games Master may allow you to acquire feats that only apply to your *wild shape*, such as Multiattack, if you spend a lot of time in one preferred animal form.

- ✦ Endurance and Track complement the characters' ability to survive in the wilderness, and to withstand certain extreme environments. Track in particular is useful when the blackthorn is planning to take a foe by surprise.
- ✦ With an above-average Wisdom, the blackthorn should invest substantially in at least one of the following skills; Sense Motive, Spot, Listen or Survival.
- ✦ Recommended Prepared Spells (for a 10th level druid): 0th – *cure minor wounds, detect magic, flare, guidance, mending, resistance*; 1st level – *entangle, longstrider, magic fang, obscuring mist*; 2nd level – *barkskin, cat's grace, spider climb, soften earth and stone*; 3rd level – *greater magic fang, poison, sleet storm*; 4th level – *cure serious wounds, dispel magic, flame strike, rusting grasp*; 5th level – *stoneskin, wall of thorns*.

Variant Rules

- ✦ **Lessons Of The Trees:** Upon gaining 4th rogue level, the character may elect to take Lessons Of The Trees.

A Slight Case Of Overkill

Blackthorns in big cat form, such as panthers, leopards and eventually lions (once the blackthorn can assume a large *wild shape*) can be devastatingly effective against opponents in an ambush situation. As an example, consider what a blackthorn in the *wild shape* of a panther can do.

In the first round of combat, if a 10th level blackthorn in panther form wins initiative, he can charge forward up to 80 feet in a straight line and perform a full attack including two rake attacks, for a total of five attacks (at an unmodified melee attack bonus of +7/+2/+2/+2/+2) all of which would inflict sneak attack damage against a target who was denied his Dexterity bonus to armour class. The panther's racial Weapon Finesse feat allows you to add its Dexterity modifier of +4 to each attack roll. As an additional safeguard, cast Greater Magic Fang before making the pounce, in order to benefit from a +1 enhancement bonus to the attack and damage rolls for each of these attacks.

Blackthorns in a campaign that is based near or upon the sea have an even more devastating potential attack form, one familiar to students of 'munchkinism'. A 16th level blackthorn can assume the *wild shape* of a giant octopus, whose tentacles have a 20-foot reach. Eight tentacles, each capable of inflicting an additional 4d6 sneak attack damage, make this variety of blackthorn an absolute nightmare, especially since the tentacles are the primary mode of attack and all eight may (apparently) be used without suffering a penalty to the attack roll!

The rogue has turned the lessons of the druidic path somewhat on their head, learning how to damage trees and plants more effectively. The rogue's sneak attack class feature will now work against plants and plant-type creatures. This concentrated learning means the character loses Decipher Script and Intimidate as class skills.

- ✦ **The Wild City:** Upon gaining 8th rogue level, the character may elect to take The Wild City. The character's trackless step class feature now applies to the city and urban areas, as well as natural surroundings. The penalty for this expanded ability is to the rogue's key abilities – his sneak attack damage is reduced by one die and Disable Device and Use Magic Device become cross-class skills.
- ✦ **Rogue Companion:** Upon gaining 10th rogue level, the character may elect to take Rogue Companion instead of gaining a rogue special ability. The rogue has taught one of his greatest skills to his animal companion. It gains the sneak attack class feature (+1d6). This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels, but may never be taken more than once.
Special: The character must be at least a 4th level druid before selecting this variant.

RUFFIAN (ROGUE/ FIGHTER)

Ruffians advance as trained fighters as well as pursuing the rogue's arts, keeping to the rogue's traditional place as a support combatant and stealth attacker while bringing improved fighting abilities to the fore. Ruffians are dirty fighters and backstabbers, not favouring the front-line

position of a traditional fighter but instead attacking from the flanks and from behind when they can.

Ruffians are tough, deadly characters to play. They use ingenuity and deception to place opponents at a disadvantage, attacking with surprise when they can and making optimum use of the available terrain. They will not confront opponents head-on if at all possible, leaving that role to the more traditional fighters who are better able to endure protracted combat than they are. Ruffians are versatile; the fighter's dearth of skill points is well balanced by the rogue's sufficiency of them, while the rogue's attack potential is bolstered by the fighter's excellent attack bonus progression and large selection of available feats.

Strengths

A ruffian gains a number of benefits from progressing as a fighter as well as a rogue, the following being the most important for the role:

- ✦ **Saves:** The fighter class provides a good Fortitude save progression.
- ✦ **Hit Die:** The fighter levels with their hit die of d10 bulk out the rogue's weak d6.
- ✦ **Base Attack:** The fighter base attack progression is excellent, greatly increasing the ruffian's chance to land a sneak attack on the target.
- ✦ **Abilities:** This point is more of a consideration than a benefit per se. All fighters should have high Strength scores, which enables the ruffian to place his melee attacks accurately without having to resort to Weapon Finesse and a limitation to light weapons.



The Ruffian (Rogue/Fighter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Ftr1	+1	+2	+2	+0	Bonus feat
3 rd	Ftr2	+2	+3	+2	+0	Bonus feat, (character feat)
4 th	Rog2	+3	+3	+3	+0	Evasion, (ability increase)
5 th	Rog3	+4	+4	+3	+1	Sneak attack +2d6, trap sense +1
6 th	Ftr3	+5	+4	+4	+2	(character feat)
7 th	Rog4	+6/+1	+4	+5	+2	Uncanny dodge
8 th	Ftr4	+7/+2	+5	+5	+2	Bonus feat, (ability increase)
9 th	Ftr5	+8/+3	+5	+5	+2	(character feat)
10 th	Rog5	+8/+3	+5	+5	+2	Sneak attack +3d6
11 th	Ftr6	+9/+4	+6	+6	+3	Bonus feat
12 th	Ftr7	+10/+5	+6	+6	+3	(ability increase, character feat)
13 th	Rog6	+11/+6/+1	+7	+7	+4	Trap sense +2
14 th	Ftr8	+12/+7/+2	+8	+7	+4	Bonus feat
15 th	Rog7	+13/+8/+3	+8	+7	+4	Sneak attack +4d6, (character feat)
16 th	Ftr9	+14/+9/+4	+8	+8	+5	(ability increase)
17 th	Rog8	+15/+10/+5	+8	+9	+5	Improved uncanny dodge
18 th	Rog9	+15/+10/+5	+9	+9	+6	Sneak attack +5d6, trap sense +3, (character feat)
19 th	Ftr10	+16/+11/+6/+1	+10	+9	+6	Bonus feat
20 th	Rog10	+17/+12/+7/+2	+10	+10	+6	Special ability, (ability increase)

✦ **Feats:** The fighter has more bonus feats available to him than any other class, allowing the rogue to make full use of his abilities, increase his chances of attacking first and denying Dexterity bonuses to his opponents, compensate for the weaknesses inherent in his class and refine his attack style.

Weaknesses

The ruffian gains significant power as a combatant but his rogue training falls by the wayside, incurring the following weaknesses:

- ✦ **Skills:** The fighter’s two points per level are dismal in comparison to the rogue’s eight and there are not even any especially useful class skills (save perhaps Climb and Jump) available to a fighter to compensate for this.
- ✦ **Armour Restrictions:** The ruffian must be wearing light or no armour in order to use his evasion ability and avoid hefty armour check penalties to many of his skills. Wearing heavier armour is necessary if he is going to make full use of his fighting potential but limits his efficiency as a traditional rogue.

Recommended Options

As the character combines fighter with rogue levels, there are some options he can take to optimise the mixture of both classes’ abilities.

- ✦ The sneak attack is the be all and end all advantage of combining fighter and rogue levels; fighter bonus feats should be chosen so that they complement the sneak attack’s chance to hit and damage an opponent, which go from the simple attack bonus feats like Weapon Focus and Point Blank Shot (which conveniently has the same maximum range as ranged sneak attacks), to more sophisticated manoeuvres like Improved Feint, which creates sneak attack opportunities rather than waiting for them to happen. Improved Feint is a definite trait for a ruffian with ranks in Bluff and decent Intelligence, as a successful feint can bring about a sneak attack right in the middle of one-on-one combat, without any flankers needing to be present or surprise being an issue.
- ✦ With so many feats available, it does not hurt to improve the ruffian’s meagre Will save with the Iron Will feat.
- ✦ Use the ability increases to push the ruffian’s Dexterity up, as this reduces reliance on armour, increases the chance of hitting with a ranged sneak attack and is the

basis for the majority of rogue skills. This tactic also increases the ruffian's effectiveness with light weapons that benefit from the Weapon Finesse feat.

- ✦ Improved Critical does not increase the ruffian's sneak attack damage dice, but it does increase the chance for an attack's base damage to be multiplied. If luck is on the ruffian's side, he can deal enough damage in a single stroke to fell a target. A ruffian who takes Improved Initiative allows himself the best chance possible of attacking a flat-footed target, thus benefiting from sneak attack damage. In a surprise round, the ruffian has a greater chance to execute one sneak attack in the surprise round and a second sneak attack in the first round of actual combat.
- ✦ Choose feats from other d20 products such as *The Quintessential Rogue* that expand the capabilities of the sneak attack ability. Prestige classes that grant similar damage bonuses usually stack with sneak attack, so they are good options as well.
- ✦ Ruffians do not lose out significantly from wearing medium or heavy armour, as this only affects their evasion ability along with the normal penalties that all characters suffer from wearing medium or heavy armour, namely movement and check penalties. So long as the ruffian concentrates on exploiting his sneak attack ability at the expense of other features of his rogue class, there is nothing to stop him from carrying a shield or wearing medium or heavy armour like any other fighter except the loss of his evasion ability. The player should weigh up whether the character is better suited to being a sneak-attack tank, or a more vulnerable (if more evasive) combatant who can readily perform the more traditional functions of a rogue.
- ✦ Instead of trying to go for a spread of skills as rogues can usually afford to do, pick a selection of skills that suit the character concept and concentrate on them. For example; push your Bluff skill to the limit to increase your chances of a successful feint, develop Move Silently and Hide to become an ambush specialist who can take advantage of the surprise round, increase Tumble to move through opponents' threatened areas without provoking attacks of opportunity, work on Intimidate to unsettle your opponents or build up your Use Magic Device skill if you want to take advantage of items of this kind.

Variant Rules

- ✦ **Dirty Grapple:** Upon gaining 4th rogue level, the character may elect to take Dirty Grapple. The power of the fighter's grip combined with the rogue's knowledge of vital organs and weak spots makes for a deadly adversary. When grappling a creature susceptible to critical hits or sneak attacks, he may make a dirty grapple attempt instead. By winning an opposed grapple attempt (in which you suffer a -2 penalty), the character can stun his opponent for 1d6 rounds – he need not maintain the grapple for the creature to remain stunned for the duration. This unsavoury style relegates Diplomacy and Disguise to cross-class skills.
- ✦ **Feint Hearted:** Upon gaining 8th rogue level, the character may elect to take Feint Hearted. The character is now utterly used to tricking and coniving his way around the battlefield. Feinting in combat is now a free action, though it may only be used once against any one enemy in a round. The character's vigorous concentration reduces his other rogue skills, however – Decipher Script, Open Lock and Use Magic Device become cross-class skills.



- ✦ **Waiting For The Chance:** Upon gaining 10th rogue level, the character may elect to take Waiting For The Chance instead of gaining a rogue special ability. The character has learnt the ultimate lesson of both thief and warrior – patience. If the character spends an entire round in total defence when facing a single enemy, you may make a feinting in combat check next turn with a circumstance bonus equal to your own base attack bonus. Your own Armour Class also gains a +2 dodge bonus versus that opponent only for one round if the feinting in combat check is successful. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.
Special: The character must be at least a 4th level fighter before selecting this variant.

RAGGED SHADOW (ROGUE/MONK)

A character who combines monk with rogue levels is called a ragged shadow. Some rogues tire of their errant ways and seek refuge within the contemplative environment of a monastery, where they learn to discipline themselves inwardly and focus their rebellious spirits. Some remain on the monk's path, using their street-learned rogue abilities occasionally when the situation warrants it; others eventually return to the ways of the rogue, craving once again the fresh air of freedom. Some ragged shadows were originally monks, who fell from lawful ways all the way into the tempting chaos of thievery and deception.

Ragged shadows are horribly easy to underestimate. They often appear to be rogues or drifters too poor even to afford armour or weapons, which is why they bear the name they do. However, an opponent who is surprised by a ragged shadow is in deep trouble. Once they are within range for a full attack, they can unleash a flurry of expertly placed strikes. Ragged shadows who work together are experts at setting up attacks for each other. If one ragged shadow stuns you with a single blow, you can be certain that the next attack will be a flurry of sneak attack blows from his companion, taking advantage of your inability to defend yourself.

Strengths

A ragged shadow gains a number of benefits when he abandons the rogue class for the way of the monk, with the following being the most important:

- ✦ **Hit Die:** The monk's hit die of d8 is slightly more generous than the rogue's d6.
- ✦ **Saves:** The monk's saving throws are excellent in all areas of progression, ensuring that the rogue's Reflex saving throw bonus is superb, while Fortitude and Will saving throws are far better than before.
- ✦ **Unarmed Combat:** The monk's ability to excel without weapons is a tremendous asset to the rogue, who arouses far less suspicion when he does not carry a weapon and can now perform devastating sneak attacks when unarmed. Should the ragged shadow have the opportunity to make a full attack against a target who is denied his Dexterity bonus to armour class or who is flanked, then combining the flurry of blows attack with a sneak attack is a truly devastating move, as sneak attack damage is added on to every successful strike.
- ✦ **Exotic Weapon Proficiency:** Once he takes monk levels, the character becomes proficient with a number of exotic weapons as described in the monk class.
- ✦ **No Reliance On Armour:** The monk's defensive abilities ensure that the ragged shadow can do without armour completely, allowing the ragged shadow to increase his Dexterity without fear of armour setting limits on his maximum Dexterity bonus. No armour means no armour check penalty to some of the rogue's favourite skills, such as Hide, Sleight of Hand and Tumble.
- ✦ **Non-lethal Unarmed Damage:** The ragged shadow may inflict lethal or non-lethal damage with his unarmed attacks as he chooses, a valuable consideration for the good-aligned rogue who does not wish to kill an opponent when he could knock him out instead.
- ✦ **Self-Healing:** With wholeness of body, the character can take greater risks; while it will never be as useful as the ability of a pure monk, the character can keep himself from dying at those vital moments.
- ✦ **Fast Movement:** This is highly useful to a ragged shadow as it can potentially allow him to get into range for a melee or ranged sneak attack within the first round of combat, while opponents are still flat-footed. It is also useful for the ragged shadow to be able to outrun his opponents and move from place to place during a combat to take advantage of flanking opportunities.

Weaknesses

The ragged shadow interrupts his escalation as a rogue by taking up monk levels, developing the following weaknesses:

- ✦ **Alignment Restriction:** Monks may only be of lawful alignment, which means that the rogue must be lawful, at least during his progression as a monk. If he is not already lawful, he must have good reason to convert. It is not unknown for rogues to be lawful but it is an unconventional choice.

- ✦ **Class Restriction:** If a monk character takes a level in another class, he can never again advance as a monk, which means that he must plan his advancement as a ragged shadow carefully, deciding when he should start taking monk levels, and when he should stop. This is particularly difficult to engineer efficiently, as no race has monk for a favoured class. In the example of progression given below, the ragged shadow should either be human or half-elven in order to be free from experience point penalties for multiclassing. The other option is to be a halfling, which although allowable is unlikely, as halflings very rarely become monks.
- ✦ **Ability Duplication:** The ragged shadow gains no benefit from having the evasion ability twice, unlike uncanny dodge, which at least upgrades to improved uncanny dodge on the second acquisition.
- ✦ **Ability Priority:** The monk focuses on Wisdom for many of his most important abilities; while the rogue also uses Wisdom with certain skills, it is not nearly as vital, which can lead to dilemmas concerning which ability score to increase.

Recommended Options

As the character combines fighter and monk levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Weapon Finesse is a very good option, as natural weapons count as light. The ragged shadow can thus apply his Dexterity ability score modifier to unarmed attacks. With a high Dexterity score, the ragged shadow can compensate for the lowered attack bonuses when making a flurry of blows.
- ✦ Remember that the Deflect Arrows feat can be used against most traps that fire missile weapons.
- ✦ A stunned opponent cannot use his Dexterity bonus to armour class and suffers an additional -2 penalty to armour class, making him the ideal target for a sneak attack from a fellow rogue or ragged shadow. To maximise the chances of this happening, take the Stunning Fist feat at your first monk level. You do not get the chance to sneak attack an opponent that you have stunned yourself as they automatically recover just before your next action, though there is nothing to

The Ragged Shadow (Rogue/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Rog 2	+1	+0	+3	+0	Evasion
3 rd	Rog 3	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1, (character feat)
4 th	Rog 4	+3	+1	+4	+1	Uncanny dodge, (ability increase)
5 th	Rog 5	+3	+1	+4	+1	Sneak attack +3d6
6 th	Mnk 1	+3	+3	+6	+3	Bonus feat, flurry of blows, unarmed strike, (character feat)
7 th	Mnk 2	+4	+4	+7	+4	Bonus feat
8 th	Mnk 3	+5	+4	+7	+4	Still mind, (ability increase)
9 th	Mnk 4	+6/+1	+5	+8	+5	Ki strike (magic), slow fall 20 ft., (character feat)
10 th	Mnk 5	+6/+1	+5	+8	+5	Purity of body
11 th	Mnk 6	+7/+2	+6	+9	+6	Bonus feat, slow fall 30 ft.
12 th	Mnk 7	+8/+3	+6	+9	+6	Wholeness of body, (character feat), (ability increase)
13 th	Mnk 8	+9/+4	+7	+10	+7	Slow fall 40 ft.
14 th	Mnk 9	+9/+4	+7	+10	+7	Improved evasion
15 th	Rog 6	+10/+5	+8	+11	+8	Trap sense +2, (character feat)
16 th	Rog 7	+11/+6/+1	+8	+11	+8	Sneak attack +4d6, (ability increase)
17 th	Rog 8	+12/+7/+2	+8	+12	+8	Improved uncanny dodge
18 th	Rog 9	+12/+7/+2	+9	+12	+9	Sneak attack +5d6, trap sense +3, (character feat)
19 th	Rog 10	+13/+8/+3	+9	+13	+9	Special ability
20 th	Rog 11	+14/+9/+4	+8	+13	+8	Sneak attack +6d6, (ability increase)



Ragged Shadow Monk Abilities

Level	Flurry of Blows Attack Bonus	Unarmed Damage (Medium Monk)	AC Bonus	Unarmoured Speed Bonus
6 th	+1/+1	1d6	+0	+0 ft.
7 th	+2/+2	1d6	+0	+0 ft.
8 th	+3/+3	1d6	+0	+10 ft.
9 th	+4/+4/-1	1d8	+0	+10 ft.
10 th	+5/+5/+0	1d8	+1	+10 ft.
11 th	+6/+6/+1	1d8	+1	+20 ft.
12 th	+7/+7/+2	1d8	+1	+20 ft.
13 th	+8/+8/+3	1d10	+1	+20 ft.
14 th	+9/+9/+4	1d10	+1	+30 ft.
15 th	+10/+10/+5	1d10	+1	+30 ft.
16 th	+11/+11/+6/+1	1d10	+1	+30 ft.
17 th	+12/+12/+7/+2	1d10	+1	+30 ft.
18 th	+12/+12/+7/+2	1d10	+1	+30 ft.
19 th	+13/+13/+8/+3	1d10	+1	+30 ft.
20 th	+14/+14/+9/+4	1d10	+1	+30 ft.

stop a comrade from sneak attacking them if they have a chance to act before the target recovers.

- ✦ Do not waste early feat slots by selecting feats based upon weapons that will then become redundant when the character gains the monk’s unarmed damage, or picking feats that you will later receive for free.
- ✦ If the ragged shadow takes the Two-Weapon Fighting feat and uses monk weapons, he can gain yet another attack when making a flurry of blows; this additional attack is of course a potential extra sneak attack. Again, Weapon Finesse helps here, as many monk weapons are light.
- ✦ The rogue’s fifth level is the best point at which he can give up rogue advancement and take up the monk’s path, as he has just gained 3d6 sneak attack damage that can be used with unarmed attacks when he gains his first monk level. He also gains a character feat as a 6th level ragged shadow (5th level rogue/1st level monk) allowing him to plan his feat selection more effectively so as to gain immediate benefits. A suitable choice at this point is to choose Stunning Fist as the monk’s bonus feat and take Improved Grapple as the character feat, as the ragged shadow is likely to have the requisite Dexterity for Improved Grapple, while Stunning Fist is much harder to qualify for as a regular feat.
- ✦ The table below reaches up to 9th monk level, with the 11th rogue level increasing the character’s sneak attack damage by another die. Alternatively, take the monk all the way to 10th level at character level 15. This would forfeit the total possible sneak attack damage at 20th level, but the vagabond would gain the *ki* strike (lawful

ability, slowfall (50 ft.), a +1 Armour Class increase and +1 to Fortitude, Reflex and Will saves.

Variant Rules

✦ **Clouded Mind And Hidden Soul:** Upon gaining 4th rogue level, the character may elect to take Clouded Mind And Hidden Soul. The enigma of the monk and the shadow that is the thief make for a very hard combination to track or read. The character gains a +4 competence bonus to resist all attempts to scry or otherwise view the character with supernatural abilities from afar. He also gains a +2 competence bonus to resist

any spell or effect that tries to read his thoughts or emotions. However, Bluff and Perform become cross-class skills.

✦ **Perfect Union:** Upon gaining 8th rogue level, the character may elect to take Perfect Union. The ragged shadow becomes entirely subsumed in his strange, blended path. Class skills for both rogue and monk become identical for the character: Climb (Str), Craft (Int), Concentration (Con), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana, local, religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). The character also gains a bonus 4 skill points to spend on the above skills if this variant rule is chosen.

✦ **Tsang Hand:** Upon gaining 10th rogue level, the character may elect to take Tsang Hand instead of gaining a rogue special ability. The tsang hand technique is only ever developed or taught by the most profoundly disciplined and experienced ragged shadows. It can disable even the greatest of fighters in a single attack. By striking nerve clusters and ki points on an opponents’ body, the ragged shadow may paralyse them. Whenever the character succeeds in making a sneak attack with his bare hands against a humanoid enemy, the victim must make a Fortitude save (DC equal to the amount of sneak attack damage dealt – only the d6 damage rolled is added together to form this DC). If this roll is failed, they are paralysed for a number of rounds equal to 3 + the ragged



shadow's Strength bonus. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.

Special: The character must be at least a 4th level monk before selecting this variant.

THE ALLEY AVATAR (ROGUE/PALADIN)

Of all multiclass combinations, none could really be stranger than the rogue/paladin, with the possible exception of the wizard/cleric. There seems to be too many incompatibilities between the rogue's way of life and that of the paladin for any generic template of a rogue/paladin multiclass to be possible. Yet the impossibility of ever advancing again as a paladin if you take a level in any other class (a restriction similar to that found with the monk) is not an insurmountable difficulty. It is also certainly possible to imagine a situation in which a rogue changed his ways and took up the paladin class, or a paladin falls from grace without changing his alignment and losing his paladin abilities.

However, the dichotomy between a paladin and a rogue is extremely hard to balance, and certainly subject to your Games Master's approval. It is not the paladin's alignment so much as his code of honour that presents the problems. Advancing in level does not lose the paladin his abilities, so long as he keeps his lawful good alignment but breaking the paladin's code *does* cost him his abilities. The code allows for no lying or cheating, putting paid to the majority of uses of the Bluff skill and arguably the Disguise skill to boot. Confidence tricks and illegal capers are all beneath the divine warrior, and he will not adventure with anyone who violates his code. Worse, it demands honourable and *fair* combat. It can be argued, very convincingly, that a rogue's sneak attack is essentially dishonourable and alien to the paladin's code, as it takes advantage of an opponent who is not able to defend himself adequately.

There are a few ways to bridge the classes together – the example below assumes a mid-level rogue has repented his dastardly ways and taken up the path of honour. The alley avatar has taken this new zeal to the streets rather than to battle, however, his old haunts are now his hunting

The Alley Avatar (Rogue/Paladin)

Level	Class	Base Attack	Fort	Ref	Will	Special	Spells per Day	
		Bonus	Save	Save	Save		1st	2nd
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)	—	—
2 nd	Rog 2	+1	+0	+3	+0	Evasion	—	—
3 rd	Rog 3	+2	+1	+3	+1	Sneak attack + 2d6, trap sense +1, (character feat)	—	—
4 th	Rog 4	+3	+1	+4	+1	Uncanny dodge, (ability increase)	—	—
5 th	Rog 5	+3	+1	+4	+1	Sneak attack +3d6	—	—
6 th	Rog 6	+4	+2	+5	+2	Trap sense +2, (character feat)	—	—
7 th	Rog 7	+5	+2	+5	+2	Sneak attack +4d6	—	—
8 th	Rog 8	+6/+1	+2	+6	+2	Improved uncanny dodge, (ability increase)	—	—
9 th	Rog 9	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3, (character feat)	—	—
10 th	Rog 10	+7/+2	+3	+7	+3	Special ability	—	—
11 th	Pal 1	+8/+3	+5	+7	+3	Aura of good, <i>detect evil</i> , smite evil 1/day	—	—
12 th	Pal 2	+9/+4	+6	+7	+3	Divine grace, lay on hands, (ability increase, character feat)	—	—
13 th	Pal 3	+10/+5	+6	+8	+4	Aura of courage, divine health	—	—
14 th	Pal 4	+11/+6/+1	+8	+7	+4	Turn undead	0	—
15 th	Pal 5	+12/+7/+2	+8	+7	+4	Smite evil 2/day, special mount, (character feat)	0	—
16 th	Pal 6	+13/+8/+3	+9	+8	+5	<i>Remove disease</i> 1/week, (ability increase)	1	—
17 th	Pal 7	+14/+9/+4	+9	+8	+5		1	—
18 th	Pal 8	+15/+10/+5	+10	+9	+6	(character feat)	1	0
19 th	Pal 9	+16/+11/+6/+1	+10	+9	+6	<i>Remove disease</i> 2/week	1	0
20 th	Pal 10	+17/+12/+5/+2	+11	+9	+6	Smite evil 2/day, (ability increase)	1	1



ground as he takes on the role of vigilante and protector of the week in the shadowy underworld. True, he may not lie or cheat, but his sudden increase in combat abilities makes him a force to be reckoned with in a far more direct manner than most rogues are used to. He may be loath to disguise himself, but he can certainly dress down to avoid standing out or simply hide himself. He cannot stab an enemy in the back, but would instead challenge him to a duel – the Improved Feint feat becoming the key to this character, as feinting in combat is entirely honourable and enables the sneak attacks to be landed in a virtuous manner. Finally, whilst the alley avatar will not adventure with evil-doers, he will certainly still have all his old contacts and will be able to utilise any that are not evil-aligned or that blatantly transgress his code.

Strengths

An alley avatar gains a number of benefits from adding paladin levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** The paladin has a good Fortitude throw, which compensates for the rogue's deficiency in this area. Remember that upon reaching 2nd level as a paladin, the character receives the divine grace ability and adds his Charisma bonus to *all* saving throws.
- ✦ **Hit Die:** The paladin's d10 hit die is significantly better than the rogue's d6, making the rogue more likely to survive long combats and unexpected damage.
- ✦ **Base Attack:** The paladin's base attack progression is excellent, greatly increasing the alley avatar's chance to land a sneak attack on the target.
- ✦ **Special Abilities:** The paladin's special abilities such as *detect evil* and *smite evil* are partially useful, but many of the alley avatar's opponents in the city are more likely to be selfishly neutral rather than truly evil. Lay on hands and divine grace are obvious benefits for the street-based warrior. Divine health and *remove disease* means he can root about in the scummiest parts of the city without fear of disease, whilst *aura of courage* is useful as a support ability in the rare instances when the alley avatar will work in a team.
- ✦ **Special Mount:** At first glance this is an odd addition to for the city-based rogue, however an alley avatar uses his mount in a different manner to most paladins. It is usually stabled and held in reserve (though with a great deal of respect). At moments when the alley avatar needs to storm the enemy hide-out it is a tremendous asset. Bizarrely it can also make a good sentry or look-out, as suitably 'groomed down' it can pass for a dray-horse on the streets. Alley avatars also commonly use their mount to race to neighbouring towns when trouble stirs so.
- ✦ **Undead Turning/Rebuking:** Although an alley avatar is relatively poor at turning or rebuking undead, it is still an ability worth having, especially as sneak attacks do not work against undead.
- ✦ **Divine Spellcasting:** At higher levels, the alley avatar's small selection of divine spells may be cast while wearing armour, so the alley avatar can wear light armour and not have to worry about spell failure.

Weaknesses

The alley avatar damages his progression as a rogue by taking up the pure path of the paladin, developing the following weaknesses:

- ✦ **Abilities:** If you want the alley avatar to access spells later on, make sure he has a Wisdom of at least 11 (preferably 14) for his spellcasting. A positive Charisma modifier is also recommended so that the paladin's divine grace ability is of benefit.
- ✦ **Skills:** The paladin only receives 2 skill points per level, severely hampering the development of the alley avatar's rogue skills – though gaining Concentration as a class skill is handy.
- ✦ **Wasted Proficiency:** Paladins are expected to wear medium or heavy armour in the ordinary course of events, whereas rogues get by using light armour alone, as heavier armour types interfere with their evasion ability and several of their class skills. An alley avatar has a trade-off to make, as the heavier armours will nullify his evasion ability and penalise some of his rogue class skills.
- ✦ **Aura of Good:** This ability is an additional encumbrance for the alley avatar to deal with – not only must he act honourably, he also is easily detectable as a 'good' guy. This is obviously not always best when dealing in the shadows, though at later levels it can be upset by judicious use of the *undetected alignment* spell.
- ✦ **Alignment Restriction:** The alley avatar must be lawful good. As described in the introductory section for this multiclass, this severely limits the options available to the rogue, as many of his previous activities are morally repugnant to the paladin's code.

Recommended Options

As the character combines rogue and paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Combat Casting and Concentration ranks are useful for an alley avatar who is likely to cast spells in the midst of combat. Concentration also enables you to focus

on important rogue skills while distractions are taking place around you. Metamagic spells are probably best left alone, as the alley avatar's spellcasting abilities are limited at best.

- ✦ Alley avatars do not lose out significantly from wearing medium or heavy armour, as this only affects their evasion ability along with the normal penalties that all characters suffer from wearing medium or heavy armour. So long as the alley avatar concentrates on exploiting his sneak attack ability at the expense of other features of his rogue class, there is nothing to stop him from carrying a shield or wearing medium or heavy armour like any other paladin. The player should weigh up whether the character is better suited to be a traditional armour-wearing divine spellcaster with sneak attack and uncanny dodge abilities, or a more vulnerable (if more evasive) combatant who can readily perform the more traditional functions of a rogue.
- ✦ The sneak attack is the best advantage of combining paladin and rogue levels; bonus feats should be chosen so that they complement the sneak attack's chance to hit and damage an opponent, like Weapon Focus. Improved Feint is a definite choice for an alley avatar with ranks in Bluff and decent Intelligence, as a successful feint can bring about a sneak attack right in the middle of one-on-one combat, and will not usually violate the paladin's code of honour.
- ✦ Sense Motive (and possibly Heal) should be invested in when increasing paladin levels, to make the most out of the alley avatar's favourable Wisdom ability score.
- ✦ Remember that you can draw upon Use Magic Device to utilise spell scrolls from other classes. An alley avatar may also have the added advantage that he can use *read magic* to find out what spell is written on a scroll, rather than making a Use Magic Device skill check to decipher it.
- ✦ Recommended Prepared Spells (for a 10th level paladin with Wisdom 14): 1st level – *cure light wounds*, *divine favour*; 2nd level – *resist energy*, *undetected alignment*.

Variant Rules

- ✦ **Righteous Insight:** Upon gaining 4th rogue level, the character may elect to take Righteous Insight. The wiliness of the rogue and the clear vision of the paladin can be quite the opposite of contradictory – they can complement one another amazingly well. When confronted with a conundrum or mystery that involves deducing from clues, the alley avatar may add a sacred bonus equal to his paladin class level to any Intelligence or Wisdom-based check made to find

the next course of action or step in an investigation. This eerily direct approach means the character loses the rogue skill of Escape Artist; this becomes a cross-class skill as the character tends to track criminals, not escape himself.

- ✦ **Forgiven:** Upon gaining 8th rogue level, the character may elect to take Forgiven. The character has spent such a long time balancing the demands of his two classes that he is finally given a limited license by his god. Since the way of the rogue is now irrevocably his, the deity loosens the restrictions on the paladin side of his nature. The code of conduct no longer requires the character to be lawful, though he must still be good. Additionally, he may now oppose even legitimate authority if it can be proved to be corrupt, and (at the Games' Master's discretion) the character may also tell 'white lies' without fear of divine reproach – but only if no-one is ever hurt as a consequence of this. Whilst the paladin still may never knowingly form a party with evil characters, he may now maintain them as sources of information without violating his code, as long as they do not perpetrate evil acts in his sight. Poison, not helping the innocent and other taboos remain in place. Some things are definitely frowned upon, however – Sleight of Hand becomes a cross-class skill.



- ✦ **Error Of Your Ways:** Upon gaining 10th rogue level, the character may elect to take Error Of Your Ways instead of gaining a rogue special ability. The character gains the extraordinary ability to convince Non-Player Characters of the error of their ways. Through roleplay and conversation, the alley avatar has the chance to affect even the most stubborn person to relent, if only for a moment. If used to modify a creature's reaction, the DC to achieve a change in attitude is always reduced by 5. The character also only takes a -5 penalty (rather than -10) if attempting to do this as a full-round action rather than a minute's worth of dialogue. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.

Special: The character must be at least a 4th level paladin before selecting this variant.

WILD STALKER (ROGUE/RANGER)

The wild stalker combines the ranger's outdoor survival and tracking abilities with the rogue's ability to inflict large amounts of damage when sneak attacking, making for a very effective multiclass. Rangers are every bit as comfortable among the trees of the forest as the rogue is in the shadows of a city, if not more so. Both classes are stealthy and both are hard to detect if they do not want to be seen.

A wild stalker traditionally uses his ranger abilities to find a foe and his rogue abilities to dispatch them. Wild stalkers place particular emphasis on the hunting aspect of the ranger's path. They seek out their favoured enemies with dedication, tracking them for days, using stealth rather than outright confrontation, picking off isolated members when possible and vanishing back into the woods. Ironically, the two classes who seem the most independent and divorced from lawful society often combine to become one of its greatest enforcers. Wild stalkers are among the most feared of bounty hunters, as their tracking skills are equally effective in the cities and the wilderness; the quarry of a wild stalker has nowhere to run to.

Strengths

A wild stalker gains a number of benefits from adding ranger levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** In addition to bolstering the character's Reflex save, the ranger provides a good Fortitude save bonus.
- ✦ **Hit Die:** The ranger's d8 hit die is better than the rogue's d6, making for more hit points overall.
- ✦ **New Class Skills:** The ranger supplies many useful class skills that the rogue does not have, such as Heal and Concentration, so much so that between the ranger and the rogue, practically all available skills other than Knowledge, Craft and Profession skills are covered.
- ✦ **Animal Companion:** Once the wild stalker gains an animal companion, he can assist the character to make sneak attacks by flanking enemies. Animal companions can also act as sentries and scouts.
- ✦ **Armour Compatibility:** Both the rogue and the ranger have abilities that may not be used if the character is wearing heavier than light armour, such as the rogue's evasion ability and the ranger's combat style. As each class is geared around the use of light armour, they are easier to multiclass together than other classes.
- ✦ **Combat Style and Free Feats:** The character can choose a combat style and receive three free feats without needing to meet their prerequisites. He also receives other free feats such as Track and Endurance.
- ✦ **Favoured Enemy:** The character gains +10 worth of bonuses to damage to distribute amongst three favoured enemies (if he follows the suggested advancement table).
- ✦ **Base Attack Bonus:** The ranger's excellent base attack bonus improves upon that of the rogue, making the wild stalker a competent combatant.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, allowing the wild stalker to wear the light armour he is usually accustomed to and supplement his abilities magically at later levels.

Weaknesses

The rogue slows his development as such by progressing as a ranger, adding the following weaknesses:

- ✦ **Ability Duplication:** The ranger's evasion ability, acquired at ninth level, is useless to the rogue, who gained it at his second rogue level.
- ✦ **Saves:** Neither the rogue nor the ranger has a good Will saving throw, leaving the wild stalker especially vulnerable to magic. The ranger does not have the druid ability to resist nature's lure, rendering the character susceptible to the charms of fey creatures.
- ✦ **Skills:** The ranger gains a base 6 skill points per level, which is not as good as the rogue's, though it does allow him to keep up a fair level of skill development.
- ✦ **Abilities:** A wild stalker should have a Wisdom score of at least 11 (12 is recommended) to make the best use

of his class limited spellcasting ability, so the character must allocate his ability increases between his primary ability (Dexterity) and Wisdom.

Recommended Options

As the character combines rogue with ranger levels, there are some options he can take to optimise the mixture of both classes' abilities.

✦ A wild stalker should always opt for the two-weapon fighting style unless there is serious reason not to do so. The archery tree offers many attractive options but they are not nearly so compatible with the sneak attack ability. When fighting with two weapons, the wild stalker can make an additional attack each round (two additional attacks at higher levels) and this additional attack can be a sneak attack under the right conditions.

- ✦ Given the fact that the ranger must wear light or no armour in order to enjoy the class's benefits, fighter bonus feats should go towards defensive measures such as Dodge and Combat Expertise. Two-Weapon Defence is an excellent option if the character has chosen the two-weapon combat style.
- ✦ In order to make the best of both classes' abilities, pick only those favoured enemies against which a sneak attack will be effective. Do not bother with oozes, constructs, plants or undead as favoured enemies unless the character concept specifically demands it.
- ✦ Weapon Finesse is a good feat to take as a wild stalker, as a high Dexterity is virtually essential for both rogue and ranger classes alike.
- ✦ A Wisdom score of 14 is all the character needs to support his limited spellcasting abilities; he gets a

The Wild Stalker (Rogue/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day	
							1st	2nd
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)	—	—
2 nd	Rgr1	+1	+2	+4	+0	1st favoured enemy, Track, wild empathy	—	—
3 rd	Rgr2	+2	+3	+5	+0	Combat style, (character feat)	—	—
4 th	Rog 2	+3	+3	+6	+0	Evasion, (ability increase)	—	—
5 th	Rog 3	+4	+4	+6	+1	Sneak attack +2d6, trap sense +1	—	—
6 th	Rgr 3	+5	+4	+6	+2	Endurance, (character feat)	—	—
7 th	Rog 4	+6/+1	+4	+7	+2	Uncanny dodge	—	—
8 th	Rgr 4	+7/+2	+5	+8	+2	Animal companion, (ability increase)	0	—
9 th	Rog 5	+7/+2	+5	+8	+2	Sneak attack +3d6, (character feat)	0	—
10 th	Rgr 5	+8/+3	+5	+8	+2	2nd favoured enemy	0	—
11 th	Rgr 6	+9/+4	+6	+9	+3	Improved combat style	1	—
12 th	Rog 6	+10/+5	+7	+10	+4	Trap sense +2, (character feat), (ability increase)	1	—
13 th	Rog 7	+11/+6/+1	+7	+10	+4	Sneak attack +4d6	1	—
14 th	Rgr 7	+12/+7/+2	+7	+10	+4	Woodland stride	1	—
15 th	Rog 8	+13/+7/+3	+7	+11	+4	Improved uncanny dodge, (character feat)	1	—
16 th	Rgr 8	+14/+8/+4	+8	+12	+4	Swift tracker, (ability increase)	1	0
17 th	Rog 9	+14/+8/+4	+9	+12	+5	Sneak attack +5d6, trap sense +3	1	0
18 th	Rgr 9	+15/+9/+5	+9	+12	+6	(character feat)	1	0
19 th	Rog 10	+16/+10/+6/+1	+9	+13	+6	Special ability	1	0
20 th	Rgr10	+17/+11/+7/+2	+10	+14	+6	3rd favoured enemy, (ability increase)	1	1



bonus spell per day for each level he can cast and, as long as he does not prepare or cast spells that affect targets other than himself, he does not need to worry about his comparatively low save DCs.

- ✦ Recommended Prepared Spells (for a 10th level ranger with Wisdom 14): 1st level - *delay poison, pass without trace*; 2nd level - *cat's grace, snare*.

Variant Rules

- ✦ **Hidden Steps:** Upon gaining 4th rogue level, the character may elect to take Hidden Steps. Rogues and rangers alike are exceptionally adept at hiding their trail and the wild stalker is a master of covering his passage. In any wilderness or urban area, increase the DC of Survival checks made to track you by 5, without altering your speed. If you move at half speed, the DC is increased by a total of 10. This dedication causes the character to lose familiarity with Decipher Script and Forgery; these become cross-class skills.
- ✦ **Peerless Tracker:** Upon gaining 8th rogue level, the character may elect to take Peerless Tracker. With a rogue's ability to detect out-of-place things and a ranger's strong intuition, it becomes extremely hard to evade the wild stalker. He gains a bonus to his Search and Survival checks (for the purposes of tracking) equal to the rogue's trap sense bonus. The toll is taken

on the wild stalker's offensive capabilities – his sneak attack damage is reduced by one die.

- ✦ **Always Aware:** Upon gaining 10th rogue level, the character may elect to take Always Aware instead of gaining a rogue special ability. The character is never, ever taken unawares, as this would mean death in either the wilderness or the city. Halve the penalties for any Listen or Spot checks that involve the character being distracted, asleep or entranced. The character also gains a +1 insight bonus to his Initiative. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.

Special: The character must be at least a 4th level ranger before selecting this variant.

GRIMALKIN (ROGUE/ SORCERER)

The paths of the rogue and the sorcerer naturally intertwine. On the peripheries of society, one for his lawless ways and the other for his strange blood-born powers, it is far from unusual for those with sorcerous potential to discover their heritage once they are already on the path of the rogue. The two classes have much in common, each one having a certain flashy style, a preference for solitary work and a disdain for law and order.

The grimalkin is always a person of strong personality and intense presence, daring those around him to meddle with him and suffer the consequences. Many grimalkins are quite headstrong, lacking the cerebral deliberation of a street mage; they prefer to trust to their hunches and work without a safety net. Often, grimalkins are the result of societal prejudice against a person who manifested nascent sorcerous powers. Driven out of their home villages by superstitious neighbours, they turn to the ways of roguery in order to survive, flourishing in the night side of society and using their inherent magical powers to augment their criminal ways. Grimalkins revel in the fear others feel towards them and can often end up leading a pack of lesser rogues, using both their natural Charisma and their magic to keep them in line. Young grimalkins are sometimes considered lucky by troupes of older rogues, as they can use their magical powers to help the whole gang. Making the hideout seem haunted and thus scaring away prying investigators is a common role for a grimalkin gang member.

Rogues who gain sorcerer levels find that the spellcasting abilities gained are immensely helpful in their primary careers. Unlike their close cousins the street mages (rogue/wizards) they do not have to select and prepare a specialised arsenal of spells



based on their best guess of what awaits them; they can cast spontaneously according to the situation, an approach much more suited to the fluid strategy of the successful rogue.

Strengths

A grimalkin gains a number of benefits from adding sorcerer levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** The sorcerer class provides a good Will save progression, which is very useful when contending with magical traps and spellcasters.
- ✦ **Familiar:** Unlike special mounts and animal companions, familiars grant special abilities to their master. Alertness is useful for a rogue as he is constantly on the look-out. A familiar can also be a superb aid to scouting and thieving, as it can often act in the sight of others without attracting attention, relaying information back to its master. The ability of a familiar to deliver a touch spell has many ingenious applications; a cat purring up against a guard's leg is not likely to be suspected of casting *shocking grasp* on him. For more suggestions on the use of familiars, see Chapter 6, The Magical Rogue.
- ✦ **Abilities:** Sorcerers depend on a good Charisma score, which is also the basis for some of the most useful

rogue skills, such as Bluff, Diplomacy and Use Magic Device.

- ✦ **Armourless:** Sorcerers are accustomed to doing without armour, defending themselves with magic instead, which bodes well for the rogue's unimpeded skill use and evasion ability.
- ✦ **Spontaneous Spellcasting:** The sorcerer can cast any spell he knows at any time up to his spell slot allowance; this is a major boon for the rogue, as he can cast appropriately depending on his changing situation; he could, for example, maximise his chances of attacking a target, provide illusory distraction, cover an escape or lurk invisibly without having to prepare the relevant spells in advance. He is limited to a narrow spell selection but if he has some specialisation as a rogue, this is not a particularly chafing limitation, as he can customise his spell selection according to his preferred role. A cat burglar is likely to draw upon *spider climb* and *feather fall*, a sneak attacker would be more likely to have *sleep* and *true strike*, with a hands-on combatant taking *mage armour* and *shocking grasp*.

Weaknesses

The grimalkin compromises his potential as a rogue by taking up sorcerer levels, developing the following weaknesses:

The Grimalkin (Rogue/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Sor 1	+0	+0	+2	+2	Summon familiar
3 rd	Rog 2	+1	+0	+3	+2	Evasion, (character feat)
4 th	Sor 2	+2	+0	+3	+3	(ability increase)
5 th	Rog 3	+3	+1	+3	+4	Sneak attack +2d6, trap sense +1
6 th	Sor 3	+3	+2	+4	+4	(character feat)
7 th	Rog 4	+4	+2	+5	+4	Uncanny dodge
8 th	Sor 4	+5	+2	+5	+5	Change spell list, (ability increase)
9 th	Rog 5	+5	+2	+5	+5	Sneak attack +3d6, (character feat)
10 th	Sor 5	+5	+2	+5	+5	
11 th	Rog 6	+6/+1	+3	+6	+6	Trap sense +2
12 th	Sor 6	+7/+2	+4	+7	+7	Change spell list, (ability increase, character feat)
13 th	Rog 7	+8/+3	+4	+7	+7	Sneak attack +4d6
14 th	Sor 7	+8/+3	+4	+7	+7	
15 th	Rog 8	+9/+4	+4	+8	+7	Improved uncanny dodge, (character feat)
16 th	Sor 8	+10/+5	+4	+8	+8	Change spell list, (ability increase)
17 th	Rog 9	+10/+5	+5	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Sor 9	+10/+5	+6	+9	+9	(character feat)
19 th	Rog 10	+11/+6/+1	+6	+10	+9	Special ability
20 th	Sor 10	+12/+7/+2	+6	+10	+10	Change spell list, (ability increase)



- ✦ **Hit Die:** The sorcerer's d4 Hit Die is even worse than the rogue's already mediocre d6, forcing the grimalkin to stay out of the way of full-on combat and keep to the periphery whenever possible.
- ✦ **Base Attack Bonus:** Sorcerers are not able fighters and their poor base attack progression further lowers the already average rogue progression. Sneak attacks are less likely to strike their target, making for missed opportunities.
- ✦ **Saves:** The grimalkin's weak Fortitude save means that poisons in particular are a potential threat.
- ✦ **Skills:** The sorcerer's base advance of two skill points per level severely hampers skill development.
- ✦ **Arcane Spell Failure:** Arcane magic that is dependent upon somatic gestures is affected by even the lightest armour, so the character must either lose the light armour that rogues habitually wear or risk the chance of spell failure. Even leather, the choice of many a rogue, has a 10% chance of ruining an arcane spell; not much of a concern if all that is wasted is a first level spell or a cantrip but a major setback if the grimalkin's one and only high level spell is frittered away. High level spells are just as likely to suffer from arcane spell failure as cantrips, so although lower level grimalkins sometimes condescend to use armour, those of higher level increasingly shy away from this gamble. A good Dexterity bonus to armour class, such as most rogues have, is some compensation for this problem, so achieving the uncanny dodge ability is a welcome relief for the grimalkin as it gives him the chance to use it even when flat-footed.
- ✦ Still Spell metamagic feat. As this enables him to cast spells that have somatic components without any risk of arcane spell failure, he can still use the light armour he would ordinarily have worn as a conventional rogue without any spellcasting inconvenience. Stilled spells only take up one spell slot higher than ordinary ones, allowing the grimalkin to use this feat to his advantage from the very first sorcerer level. Remember, however, that as a sorcerer, metamagic spells take longer to cast (see Chapter 5, Feats in *Core Rulebook I*).
- ✦ If engaged in melee combat against enemies with a reach no longer than five foot, taking a 5-foot step away before spellcasting will avoid provoking attacks of opportunity.
- ✦ If the grimalkin intends to engage in combat rather than avoiding it, then protective magic can compensate for his limitations regarding armour. The Extend Spell feat is especially suitable for use with protective spells. The best protection a grimalkin can be sure of is to combine *mage armour* or *shield* with the Extend Spell feat.
- ✦ Having even one level as a sorcerer allows the use of a plethora of magic items that would previously have been accessible to the character only by use of the Use Magic Device skill. You may broaden your repertoire even further by using *read magic* to decipher spell scrolls containing spells from any spellcasting class, saving yourself the trouble of making a Use Magic Device skill check to do this.
- ✦ If your opponent is unaware of you and you can cast a spell without alerting them (much easier if you have taken the Silent Spell feat) then *true strike* is a splendid spell to cast before making a sneak attack, especially a ranged one made against a concealed target. Sneak attacks do not often have a second chance to come off, so this enables a grimalkin to make sure that his opportunity is not wasted.

Recommended Options

As the character combines rogue and sorcerer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Especially at low levels, the Silent Spell metamagic feat is extremely useful, allowing the grimalkin to take out guards and sentries without alerting anyone nearby. When working with companions who can cast *silence* on you, this feat allows you to use your spells and your combat abilities while surrounded by a magical zone of silence. Unlike some other metamagic feats, a silent spell only takes up a spell level slot one higher than the ordinary spell, meaning that the grimalkin can use it immediately, turning 0th level spells into 1st level silent spells. Such spells as *daze*, *dancing lights*, *ghost sound*, *touch of fatigue*, *mage hand* and *open/close* are all prime 0th level candidates for silencing.
- ✦ A grimalkin who does not want to go adventuring without light armour is well advised to invest in the
- ✦ During character creation or when deciding to add sorcerer levels, the character should consider the importance of having a Charisma score of at least 15 in order to be able to cast mid-level spells from the sorcerer list.
- ✦ The Improved Feint feat is a major boon for a grimalkin. His high Charisma and frequent opportunities to improve his Bluff skill (as it is a class skill for both rogues and sorcerers) make feinting a worthwhile option. With Improved Feint, so long as his Bluff skill is up to the job, the grimalkin may stay in one place and make sneak attack after sneak attack against the same target or other targets within reach.
- ✦ As sorcerers are limited to the spells they select, the grimalkin must be careful to choose those spells that

Grimalkin Spells

Level	Caster Level	Spells per day						Spells Known					
		0	1st	2nd	3rd	4th	5th	0	1st	2nd	3rd	4th	5th
1 st	0	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
3 rd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
4 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
5 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
6 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
7 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
8 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
9 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
10 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
11 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
12 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
13 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
14 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
15 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
16 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
17 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
18 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
19 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1

will complement his character concept. A typical grimalkin of the ‘magically enhanced rogue’ type will select spells that allow him to accomplish the kind of tasks a rogue ordinarily undertakes. For example, a typical grimalkin spell is *knock*, to keep in reserve for opening those locks that would take too long to open or which are too complicated for the rogue’s skill. Divination spells are especially useful, as they allow the grimalkin to notice what they would otherwise miss and avoid dangers without ever having to encounter them.

Variant Rules

- ✦ **Watcher:** Upon gaining 4th rogue level, the character may elect to take Watcher. Even the most vigilant rogue must sleep, but grimalkins train their familiars to watch over them when they are vulnerable. When independent of its master, or when looking over his sleeping or incapacitated form, the familiar gains a +2 circumstance bonus to all Listen and Spot checks. Their empathic link also now functions up to 1 and a half miles, rather than 1 mile. The grimalkin comes to rely on these senses, however, and loses Escape Artist and Use Rope as class skills.
- ✦ **Shifting Magic:** Upon gaining 8th rogue level, the character may elect to take Shifting Magic. Grimalkins are nothing if not slippery opponents and this is reflected in their personalised magic. The character

may select a number of spells equal to his Charisma modifier; these spells have the DC to resist them increased by +1. His sneak attack damage is reduced by one die and this magical concentration means the character loses Appraise as a class skill.

- ✦ **Supple Mind:** Upon gaining 10th rogue level, the character may elect to take Supple Mind instead of gaining a rogue special ability. Rogues and sorcerer are among the most independently minded beings created – and the grimalkin is the perfect union of the two. If the character does not have the slippery mind rogue special ability, he now gains it. If he has this ability (or chooses this variant and then later selects it), then the character gains an extra attempt to resist enchantment. This extra attempt will occur one round after the second failed attempt. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels, but may never be taken more than once.
Special: The character must be at least a 4th level sorcerer before selecting this variant.

STREET MAGE (ROGUE/WIZARD)

Less common than the grimalkin, street mages are nonetheless a popular choice for rogues wishing to multiclass, particularly in city regions. Street mages are often dropouts or expelled students from wizardly colleges



who have not had the patience to study arcane magic in an academic environment and have turned to roguery as a more immediately profitable use of their spellcasting talents. Some street mages are fleeing tyrannical masters whose methods of tutelage and discipline were too harsh for them, while others are simply greedy, or too fond of 'slumming it' with rogue friends from the bad end of town.

Street mages are generally cautious, cerebral people who plan every move in advance. Acutely aware of their vulnerabilities, they are much more comfortable using their arcane powers as part of a group than as solo operatives, another point in which they differ from the grimalkin. While a street mage rarely has the Charisma or the combat leadership ability necessary to be in charge of a group, he can often fall into the 'brains' role, using his broad knowledge and logical intelligence to help plan the group's next operation.

Street mages tend to enjoy less respect from ordinary rogues than grimalkins receive, as they are not viewed with the same superstitious awe. Street mages of low level are sometimes mocked for being weaker than the average rogue and unable to stand on their own, though these naysayers tend to avoid being caught on their own with the street mage once he gains power. Those who survive to higher levels are given a wide berth, as by that stage they are recognised and feared. The head of a rogue's guild will often have a street mage or two as his counsellors and magical security advisors.

Strengths

A street mage gains a number of benefits from adding wizard levels to his rogue class, the following being the most important for the role of the rogue:

- ✦ **Saves:** The wizard class provides a good Will save progression, which is very useful when contending with magical traps, *symbols* and spellcasting opponents.
- ✦ **Familiar:** Unlike special mounts and animal companions, familiars grant special abilities to their master. Alertness is useful for a rogue as he is constantly on the lookout. A familiar can also be a superb aid to scouting and thieving, as it can often act in the sight of others without attracting attention, relaying information back to its master. The ability of a familiar to deliver a touch spell has many ingenious applications; a cat purring up against a guard's leg is not likely to be suspected of casting *shocking grasp* on him. For more suggestions on the use of familiars, see Chapter 6, The Magical Rogue.
- ✦ **Abilities:** Wizards require a high level of Intelligence, which not only acts as the basis for the rogue skills most connected with trap avoidance (Disable Device and Search), it also contributes additional skill points each level. Although the wizard's skill points are minimal, the benefit of high Intelligence can compensate for this, as the skill points derived from Intelligence are received every level, while the low skill points of a wizard are only a problem when taking a wizard level.
- ✦ **No Armour:** Wizards are accustomed to doing without armour, defending themselves with magic instead, which bodes well for the rogue's unimpeded skill use and evasion ability.
- ✦ **Scribe Scroll:** The wizard's ability to write magical scrolls from first level onwards enables the street mage to prepare a magical arsenal of ready-to-use spells in advance, should he be on the verge of an especially difficult mission.

Weaknesses

The street mage compromises his development as a rogue by taking up wizard levels, adding the following weaknesses:

- ✦ **Hit Die:** The wizard's d4 Hit Die is even worse than the rogue's unremarkable d6, forcing the street mage to either stay hidden as much as possible or rely upon others for support in combat.
- ✦ **Base Attack Bonus:** Wizards are not given to physical combat and their poor base attack progression does nothing to improve the rogue's own average progression.
- ✦ **Saves:** The street mage's weak Fortitude save means that poisons are a particular threat.
- ✦ **Skills:** The wizard's base advance of two skill points per level severely hampers skill development, though this is slightly mitigated by the skill points contributed by a high Intelligence score.
- ✦ **Arcane Spell Failure:** Arcane magic that is dependent upon somatic gestures is affected by even the lightest armour, so the character must either lose even the light armour that rogues habitually wear or risk the chance of spell failure. Even leather, the choice of many a rogue, has a 10% chance of ruining an arcane spell; not much of a concern if all that is expended is a first level spell or a cantrip but a major setback if the street mage's one and only high level spell is wasted. High-level spells with somatic components are just as likely to suffer from arcane spell failure as cantrips, so although lower level street mages sometimes condescend to use armour, those of higher level increasingly shy away from this gamble. A good Dexterity bonus to armour class, such as most rogues have, is some compensation for this problem, so achieving uncanny dodge is a welcome relief for the street mage as it gives him the chance to use it even when flat-footed.



Recommended Options

As the character combines rogue and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Silent Spell is a natural choice for a street mage, who needs to be stealthy when working his magic. Street mages have a slightly easier time of it when developing metamagic feats, as they receive a bonus feat every five wizard levels that may be of this kind. Unlike some other metamagic feats, a silent spell only takes up a spell level slot one higher than the ordinary spell, meaning that the street mage can use it immediately, turning 0th level spells into 1st level silent spells. Such spells as *daze*, *dancing lights*, *ghost sound*, *touch of fatigue*, *mage hand* and *open/close* are all prime 0th level candidates for silencing.
- ✦ A street mage who does not want to go adventuring without light armour is well advised to invest in the Still Spell metamagic feat at an early level, possibly as his first character feat. As this enables him to cast spells that have somatic components without any risk of arcane spell failure, he can use the light armour he would ordinarily have worn as a conventional rogue without any spellcasting inconvenience. Stilled spells only take up one spell slot higher than ordinary ones, allowing the street mage to use this feat to his advantage from his very first wizard level.
- ✦ If engaged in melee combat against enemies with a reach no longer than five foot, taking a 5-foot step away before spellcasting will avoid provoking attacks of opportunity.
- ✦ Why pay for alchemical supplies like tanglefoot bags and smokesticks when you could make them yourself? A street mage who is affiliated with a group of rogues or who has his own workshop is well advised to invest in the Craft (alchemy) skill, as his high Intelligence will help him in this line of business.
- ✦ The street mage has access to *cat's grace*, a very desirable spell for rogues, especially those with Weapon Finesse. By preparing this spell multiple times before a job is undertaken, you can raise the Dexterity of your comrades as well as your own, increasing the band's overall effectiveness. *Cat's grace* is a good spell to prepare with the Extend Spell feat, if you have the spell slots available.
- ✦ If the street mage wants to avoid wearing armour, then he should consider investing in the Extend Spell feat, so that he can use it in conjunction with *mage armour* and *shield*.
- ✦ Rogues have Use Magic Device as a class skill, allowing the wizard to experiment with devices and spell scrolls pertaining to other classes. A wizard's access to *read magic* frees him from the difficulty of

The Street Mage (Rogue/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Wiz 1	+0	+0	+2	+2	Summon familiar, scribe scroll
3 rd	Rog 2	+1	+0	+3	+2	Evasion, (character feat)
4 th	Wiz 2	+2	+0	+3	+3	(ability increase)
5 th	Rog 3	+3	+1	+3	+4	Sneak attack +2d6, trap sense +1
6 th	Wiz 3	+3	+2	+4	+4	(character feat)
7 th	Rog 4	+4	+2	+5	+4	Uncanny dodge
8 th	Wiz 4	+5	+2	+5	+5	(ability increase)
9 th	Rog 5	+5	+2	+5	+5	Sneak attack +3d6
10 th	Wiz 5	+5	+2	+5	+5	Bonus feat, (character feat)
11 th	Rog 6	+6/+1	+3	+6	+6	Trap sense +2
12 th	Wiz 6	+7/+2	+4	+7	+7	(ability increase, character feat)
13 th	Rog 7	+8/+3	+4	+7	+7	Sneak attack +4d6
14 th	Wiz 7	+8/+3	+4	+7	+7	
15 th	Rog 8	+9/+4	+4	+7	+8	Improved uncanny dodge, (character feat)
16 th	Wiz 8	+10/+5	+4	+8	+8	(ability increase)
17 th	Rog 9	+10/+5	+5	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Wiz 9	+10/+5	+6	+9	+9	(character feat)
19 th	Rog 10	+11/+6/+1	+6	+10	+9	Special ability
20 th	Wiz 10	+12/+7/+2	+6	+10	+10	Bonus feat, (ability increase)



having to make a Use Magic Device skill check to decipher a scroll before he can attempt to use it.

- ✦ If your opponent is unaware of you and you can cast a spell without alerting them (much easier if you have taken the Silent Spell feat) then *true strike* is a splendid spell to cast before making a sneak attack, especially a ranged one made against a concealed target. Sneak attacks do not often have a second chance to come off, so you want to make sure that your opportunity is not wasted.
- ✦ During character creation or while deciding to add wizard levels, the character should consider the importance of having an Intelligence ability score of at least 15 in order to be able to cast mid-level spells from the wizard list.
- ✦ Street mages are much more suited to taking metamagic feats and Spell Mastery rather than item creation feats. The life of a street mage does not allow much time for making items; if he needs a given item, he is better advised to steal it than to manufacture it himself. The exception to this is the Brew Potion feat; if you are working as part of a group of rogues or want to optimise your own chances of survival, a few potions of *cat's grace*, *bull's strength* and the like are exceptionally useful.
- ✦ Do not neglect the wizard's ability to specialise in a given school of magic, receiving one extra spell of that school per level at the cost of giving up two other schools. Street mages who work solitary often specialise in the illusion and enchantment schools, while those who work as part of a group favour the divination and transmutation schools.

Variant Rules

- ✦ **Wily Familiar:** Upon gaining 4th rogue level, the character may elect to take Wily Familiar. Street mages are well versed in learning lessons quickly and completely, and their familiars share this trait. Increase the familiar's Intelligence by 1 point. The familiar also learns to protect its master when most needed – it gains +1 to both attack and damage rolls when flanking an opponent within 5 feet of its master. Such training of one's familiar comes at the price of other studies – street mages lose Knowledge (history, nature, nobility and royalty, the planes) as class skills.

- ✦ **Magical Flexibility:** Upon gaining 8th rogue level, the character may elect to take Magical Flexibility. Certain spells are key to a street mage's repertoire, and he learns to manifest these exceptionally quickly. The character chooses a number of spells equal to his Wisdom modifier; all quickened versions of these spells take up a spell slot only three higher, rather than four. His sneak attack damage is reduced by one die and this magical concentration means the character loses Gather Information as a class skill.
- ✦ **Always Prepared:** Upon gaining 10th rogue level, the character may elect to take Always Prepared instead of gaining a rogue special ability. Preparation is the key to success; rogues and wizards plan meticulously to avoid failure and become extremely good at it. The character chooses a number of skills equal to 1 plus his Intelligence modifier from the following list: Balance, Climb, Concentration, Escape Artist, Heal, Hide, Intimidate, Jump, Move Silently, Ride, Search, Sense Motive, Swim, Tumble and Use Rope. When not flat-footed, surprised or threatened by an opponent, the character gains a +1 circumstance bonus to all checks with the chosen skills. This variant rule may only be taken after 10th level at 13th, 16th or 19th rogue levels.
Special: The character must be at least a 4th level wizard before selecting this variant.

Street Mage Spells

Level	Caster Level	Spells Per Day					
		0	1st	2nd	3rd	4th	5th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	4	3	2	—	—	—
9 th	4 th	4	3	2	—	—	—
10 th	5 th	4	3	2	1	—	—
11 th	5 th	4	3	2	1	—	—
12 th	6 th	4	3	3	2	—	—
13 th	6 th	4	3	3	2	—	—
14 th	7 th	4	4	3	2	1	—
15 th	7 th	4	4	3	2	1	—
16 th	8 th	4	4	3	3	2	—
17 th	8 th	4	4	3	3	2	—
18 th	9 th	4	4	4	3	2	1
19 th	9 th	4	4	4	3	2	1
20 th	10 th	4	4	4	3	3	2

THE LEGENDARY ROGUE

Most rogues lead brief, inglorious lives. Although their keen instincts help them to avoid danger and their abilities (such as the beloved evasion ability) can keep them alive, they tend to seek out trouble so avidly that relatively few of them make it to higher levels. Rogues live life on the edge. Theirs is not a world of sword clashing interminably against sword as each opponent steadily wears the other down. Rogues gamble for high stakes, in which one trap missed or one saving throw failed can snuff the character's life out. Before a rogue acquires such coveted character features as the ability to roll with damage or avoid being flanked, he is relatively vulnerable.

To have survived and gained in power as a rogue is a rare and celebrated thing, if only because it is so difficult. As rogues are so often on the wrong side of the law, they have to contend with the very society that supports other characters as well as taking on monsters and similar

antagonists. Clawing your way up the rogue's ladder to a position of prestige is one of the most difficult tasks a player can accomplish. Unlike other character classes, fame for a rogue is not necessarily desirable and it is difficult to capitalise on your status even when you have earned it. It helps your reputation if people know you slew the dreaded Wurm of Westhaven, but if you are generally known to be the villain who nabbed the crown jewels of Cordia, then you might want to consider emigrating to a different country, where your face is not so well known.

A rogue who has been careful enough and daring enough to make it beyond 8th level is already something of a minor legend. The prestige classes in this section are available only to rogues of at least this level. A legendary rogue is a specialist of a different order to the lower ranks. Gone are the old days in which rogues told themselves apart by whether they cracked locks or skulls as a

Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5



matter of preference; legendary rogues have much more distinguished choices ahead of them.

THE GUV’NOR

In the world of rogues’ guilds, there are many different kinds of guild master. Some are cautious planners, some devil-may-care carousers and some are little more than gang lords. The Guv’nor is above all of these. He has exactly the right amount of inherent authority and blood-chilling resolve to keep a gang of rogues firmly in line, enjoying the respect of all of them and feared by high and low alike. In any city where the guv’nor is in command of a rogue’s guild, one can be sure of two things; firstly, that the organized crime will be well organized and secondly that the guv’nor represents just as much of a governing power in the region as the official city authorities do. In the poorer areas, the guv’nor is more likely to be the real ruler. People will disobey the city’s laws rather than risk crossing him.

The guv’nor’s power of command depends on his reputation, which has been carefully crafted in the years during which he has run his guild. It is universally understood that to cross him is a very bad move indeed. There are always rumours in circulation about the guv’nor and what he has done to those who displeased him, such as dismembering them and feeding their bodies to pigs to that there would be no evidence left behind, or leaving the head of their prized warhorse in their bed for them to find on waking.

The most important concern for a guv’nor is to be *hard*. He never admits to weakness, never allows another person to push him around and will never give way before his enemies do. He does not give way on a bargain and he does not believe in negotiations. You either do things his way, or you stay out of the way. The rogues in a guild run by a guv’nor usually think themselves lucky. His hard-hitting, uncompromising ways definitely get results but there is always an understanding that screwing up a job is about the worst thing that can happen to you.

A guv’nor is not necessarily all brutality and bullying. He can be warm and generous to those he trusts and family is especially important to him. Guv’nors who are not of evil alignment can even gain the respect and admiration of the common people in their area, as he at least knows them and their needs, while city officials in ivory towers do not.

Hit Die: d8.

Requirements

To qualify to become a guv’nor, a character must fulfil all of the following criteria.

Class/Level: Rogue level 8+.

Ability Score: Charisma 15+.

Alignment: Any non-good.

Skills: Intimidate 10 ranks, Knowledge (local) 8 ranks.

Feats: Iron Will, Leadership.

Special: The guv’nor must be the head of a rogue’s guild. If he ever loses this status, he loses all of his class features as a guv’nor and may not regain them until he is once again in charge of a guild of rogues.

Class Skills

The guv’nor class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the guv’nor prestige class.

The Guv’nor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Sneer
2 nd	+1	+0	+0	+3	Hard 1/-, intimidating attack
3 rd	+2	+1	+1	+3	Talk with his fists, sneak attack +1d6
4 th	+3	+1	+1	+4	Reputation transfer +1
5 th	+3	+1	+1	+4	Authority
6 th	+4	+2	+2	+5	Hard 2/-, sneak attack +2d6
7 th	+5	+2	+2	+5	Self-willed
8 th	+6	+2	+2	+6	Reputation transfer +2
9 th	+6	+3	+3	+6	Sneak attack + 3d6
10 th	+7	+3	+3	+7	Hard 3/-, frightful presence

Weapon and Armour Proficiency: The guv'nor gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sneer: A fearsome figure such as the guv'nor is not as susceptible to fear as others are. He will stand his ground and face down anything that tries to intimidate him, whether it is natural or supernatural in origin. He receives a +4 resistance bonus to all saving throws against fear effects. Moreover, his level checks to oppose intimidation by other people apply a +4 insight bonus. This is an extraordinary ability.

Hard: A guv'nor is proud of his ability to take punishment. Those of this prestige class will often do bizarre things just to prove how unafraid of pain they are, such as branding themselves with the name of a loved one (or their mother), holding their hand in a candle, having a tattoo done over their whole back, cutting their ears off with a straight razor or inviting friends to break wooden poles over their heads. At the levels shown, the guv'nor gains damage reduction as listed, much like a barbarian does. This is an extraordinary ability, representing the guv'nor's built-up resistance to pain and minor wounds. The body of a guv'nor is usually heavily scarred with mementoes of all the fights he has been in and survived. This is an extraordinary ability.

Intimidating Attack: The guv'nor has perfected the art of combining intimidation with physical violence. He may declare any melee attack to be an intimidating attack; this represents striking his opponent while simultaneously making promises that 'there is more where that came from' and 'that's just the start of it, my son'. An intimidating attack is resolved in the same way as an ordinary melee attack. If it misses or fails to cause damage, then no further checks are made and the guv'nor may not attempt an intimidating attack against that opponent again for one week. However, if an intimidating attack successfully causes damage, then the guv'nor may immediately make an Intimidate skill check against the opponent as a free action as if he were attempting to demoralise him in combat. For every 5 points of damage that were inflicted upon the target, a +1 circumstance bonus is applied to the Intimidate check, to a maximum total bonus of +5. If the Intimidate check is successful, then the target becomes shaken for one round, as per the usual application of the Intimidate skill to unsettle an opponent.

The guv'nor may make one intimidating attack per round. An intimidating attack may not be made against a creature that would ordinarily be immune to uses of the Intimidate skill, such as an ooze. This is an extraordinary ability.

Talk With His Fists: The guv'nor has long since learned the intimidating power of beating people up with his bare

hands and at this level he becomes a master at it. He gains the Improved Unarmed Strike feat for free at this level, if he did not already have it. In addition, if he makes an intimidating attack using his fists alone, he gains a +2 circumstance bonus to his Intimidate skill check if the attack causes damage. This bonus stacks with any bonuses derived from the amount of damage caused, so the maximum total bonus to the Intimidate check is +7 when the guv'nor uses his fists. This is an extraordinary ability.

Sneak Attack: At the levels indicated, the guv'nor gains the ability to inflict additional damage when making a sneak attack in the usual manner. This extra damage stacks with any sneak attack damage that the guv'nor is able to inflict from having levels in rogue or other classes with this ability.

Reputation Transfer: The mention of the guv'nor's name is enough to unsettle those who have heard of him. Those who work within his guild carry themselves with greater confidence, knowing full well who they work for and what kind of person is backing them up. A measure of the guv'nor's own power to intimidate others is transferred to those who work under him. Any rogue working within the guv'nor's guild benefits from a +1 circumstance bonus to Intimidate skill checks when interacting with anyone other than a fellow member of the guild. The Games Master may rule that this bonus is only effective when the rogue benefiting from it is within the area controlled by the guv'nor's guild. This is an extraordinary ability. The Intimidate bonus increases to +2 at 8th level.



Epic Guv'nor

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Hard: The epic guv'nor gains a further point of Hard at 14th level and again at 18th but no further.

Sneak Attack: The guv'nor's sneak attack damage increases by 1d6 at 12th level, 15th level and 18th level.

Bonus Feats: The epic guv'nor gains a bonus feat every four levels higher than 20th.

Mauler's Fists (Epic)

You beat opponents so badly that they suffer internal damage.

Prerequisite: Guv'nor prestige class level 10+, base attack +17 or higher.

The guv'nor's heavy fists beat opponents with merciless ferocity, breaking bones and rupturing internal organs. Whenever he causes more than 10 points of damage in a single unarmed strike on an opponent (after damage reduction and other such concerns have been applied) the opponent must make a Fortitude save with a DC equal to 10 plus half the guv'nor's level and his Strength modifier or suffer a point of permanent Constitution damage. If the damage was caused as the result of a critical hit, the Constitution damage is 1d3+1 points. Mauler's Fists can only be used on a creature that is vulnerable to sneak attacks.

Normal: Unarmed attacks inflict hit point damage only.

Authority: When the guv'nor says 'jump', then the appropriate response is not so much 'how high' as 'thank you for letting me keep my kneecaps'. He gives orders with absolute certainty that they will be obeyed, whether you are officially part of his organization or not. The guv'nor may issue an order to a person and they are compelled to obey, through sheer fear of him. This is a language-dependent ability that does not work upon unintelligent creatures.

When the order is given, the target must make a Will saving throw, the DC being 10 plus the guv'nor's prestige class level and his Charisma modifier. If the saving throw is failed, the target is automatically shaken (-2 penalty to all attack rolls, skill checks and saving throws) whenever he is in the guv'nor's presence and is not acting in accordance with the order he was given. When he is out of the guv'nor's presence, he is no longer shaken. This effect lasts for one week or until the order that was given is fulfilled. This ability may not be used during combat and is an extraordinary ability, counting as a mind-affecting fear effect for the purpose of saving throws.

Note that 'get out of here and do not come back' is a legitimate order, as is 'leave all your money on the desk'. The guv'nor does not have to restrict himself to instructions that are solely to do with the business of his guild.

Self-Willed: The guv'nor is very much his own man (or her own woman, as some of the most merciless guv'nors of the past have been female) and strongly resists any attempt to compel him to do anything he does not want to do. He receives a +4 resistance bonus to saving throws against all compulsion effects. This is an extraordinary ability.

Frightful Presence: By the time that he reaches 10th level, a guv'nor is a genuine legend, infamous in the world of rogues and ordinary citizens alike. Even monarchs are hesitant to do anything that would upset him; mothers threaten their rebellious children with visits from him, as if he were a larger-than-life monster. At this level, the guv'nor does indeed become somewhat monstrous. He is so suffused with the power to terrify that he acquires the frightful presence special quality as if he had been a monster. See *Core Rulebook III* for the full description of this ability.

The guv'nor activates the quality by behaving in an aggressive manner, smashing objects, growling and otherwise letting those around him know that he is angry. Those witnessing this display become shaken. If they were shaken already, they become frightened. The range of the ability is 30 feet and the duration of the effect is 2d6 rounds. The ability affects only those with fewer Hit Dice or a lower character level than the guv'nor. An affected opponent can resist the effects with a successful Will saving throw. The DC is 10 plus half the guv'nor's prestige class level and his Charisma modifier. An opponent that succeeds on the saving throw is immune to the guv'nor's frightful presence for 24 hours. Frightful presence is an extraordinary mind-affecting fear effect.

THE SPIRIT OF MISRULE

This laughing rascalion is the kind of legendary rogue who has caused so much disruption to law and order that he begins to embody the ancient, pagan concepts of misrule, bringing entropy and disorder wherever he goes. He is no longer just a trouble-maker; he is trouble incarnate. His bond with primordial chaos gives him supernatural powers, with which he is entrusted so that he might break the chains of order in the world. Causing mayhem is a sacred duty and to refrain from doing so when the opportunity affords itself would be an insult to the wayward gods to whom the character owes fealty.

To a spirit of misrule (sometimes called a 'harlequin' or 'hellequin' after the clownish demon he resembles) nothing is to be taken too seriously. Adventuring is an

excuse for excitement and an opportunity to undermine the operations of law. Characters of this kind love to gamble and act on impulse. No sooner do they have money than they spend it on hedonistic pleasures or on quirky, outlandish ideas, such as commissioning an eight-foot tall birthday cake or hiring workers to paint an entire building pink overnight. They live to break the law and get away with it and will happily go along with any undertaking that might result in them getting into trouble. The good-aligned spirits of misrule are humorous and unflappable, seeing life for the joke it is, while evil-aligned ones are more likely to see humour in the macabre, not baulking at gruesome jokes or fatal pranks.

Hit Die: d6.

Requirements

To qualify to become a spirit of misrule, a character must fulfil all of the following criteria.

Class/Level: Rogue level 9+.

Skills: Bluff 12 ranks, Disable Device 10 ranks, Perform 10 ranks.

Feats: Dodge, Improved Initiative, Mobility.

Alignment: Any chaotic.

Special: The character must follow a chaotic deity. Without a source of spiritual chaotic power, he cannot take this prestige class, as it depends upon transcendental chaos rather than a mere intellectual belief in anarchy.

Class Skills

The spirit of misrule class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

The Spirit Of Misrule

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Bare-faced lie
2 nd	+1	+0	+3	+0	Clown's tumble
3 rd	+2	+1	+3	+1	Sneak attack +1d6, entropic sabotage
4 th	+3	+1	+4	+1	Befuddle
5 th	+3	+1	+4	+1	Hilarity
6 th	+4	+2	+5	+2	Sneak attack +2d6
7 th	+5	+2	+5	+2	A touch of madness
8 th	+6	+2	+6	+2	Slapstick recovery, hilarity 2/day
9 th	+6	+3	+6	+3	Sneak attack +3d6
10 th	+7	+3	+7	+3	Mass hysteria

Skill Points At Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the spirit of misrule prestige class.

Weapon and Armour Proficiency: The spirit of misrule gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sneak Attack: At the levels indicated, the spirit of misrule gains the ability to inflict additional damage when making a sneak attack in the usual manner. This extra damage stacks with any sneak attack damage that the spirit of misrule is able to inflict from having levels in rogue and other classes with this ability.

Bare-Faced Lie: Spirits of misrule love to tell tall tales about themselves and their companions, sometimes coming close to the boasts of the famous Baron Munchausen. Anyone who has spent some time in their company would be inclined to go out and check if they said that it was raining outside, as they are so untrustworthy and fond of lies. As they receive so much practice, lying is something they become remarkably good at. When attempting a Bluff check, he receives a +4 competence bonus to the skill check. This ability will not work against anyone who has successfully opposed the character's Bluff skill use before. This is an extraordinary ability.

Clown's Tumble: Spirits of misrule love clowning, tumbling and acrobatics. They are much happier cavorting about than they are when they have to keep still. They are capable of spectacular feats of tumbling, spinning past opponents without taking a scratch as if the gods of chaos were whirling them like a mad, flaming windmill. The character may tumble at his full speed past or through enemies without taking any penalty to his skill check and may even tumble at double his speed, though he suffers



a -10 penalty to his skill check if he does so. This is an extraordinary ability.

Entropic Sabotage: There are few more infuriating archetypes of order than a machine. Whether the mechanism is as large as a town clock or as small as the lock on a door, its tedious refusal to do anything but its appointed job is an affront to the spirit of misrule. Three times per day, he may draw upon the forces of raw chaos to interfere with the operation of a non-magical mechanism or mechanical device. To do this, he must touch the mechanism (he does not need to do more than touch it) and make a Disable Device skill check. This causes the device to malfunction by making a successful check against a DC of 20.

A device that is malfunctioning counts as disabled. A trap will not activate, a lock will not turn and a clock simply stops. A device that is under the rogue's command remains so for a number of rounds equal to his spirit of misrule level. He may issue commands to the device from up to 60 feet away; he does so mentally, as a free action and may issue one such command per round. A device may be commanded to do anything that it would ordinarily do in response to simple human interaction. A lock may be commanded to open, close or remain disabled, a trap may be commanded to discharge or fail to discharge and a clock may be told to run forwards or backwards at any speed, or to chime. This is a supernatural ability.

Befuddle: Merely talking to the spirit of misrule can cause you to feel like your mind is caving in. At this level, they have a knack of using words in such a way that the people to whom they speak are subjected to *confusion* one round after the conversation ends. The rogue makes an opposed Diplomacy check with the target in order to persuade them that some absurd thing is true, or to give them a glimpse into the spirit of misrule's chaotic world. If the check is successful, the target must make a Will saving throw against a DC of 15 plus the spirit of misrule's Charisma modifier or be subject to *confusion* as per the spell. The *confusion* lasts for the a number of rounds equal tot the spirit of misrule's prestige class level. This ability may be used at will and is a spell-like ability.

Hilarity: The followers of chaos have an enviable ability to see

the funny side of life, though this can all too easily be a gateway into the realms of madness. The spirit of misrule is possessed of an infectious sense of humour. When he laughs, it is very hard not to laugh with him. If he begins to laugh, which this kind of character does very frequently, he may if he chooses cause the laugh to become infectious.

The spirit of misrule may use this ability once per day. All characters within 30 feet of him are affected as if they had been targeted by a *hideous laughter* spell. They are entitled to a Will saving throw at a -2 sacred (or profane for an evil-aligned spirit of misrule) penalty to avoid the effect, though this saving throw must be made afresh on any round in which they are in the area of effect. The DC for this saving throw is 10 + the spirit of misrule's prestige class level and his Charisma modifier. The *hideous laughter* effect lasts for as long as the spirit of misrule keeps laughing, which he can do for one minute per level as a spirit of misrule. So long as he does not leave the area, characters affected can do nothing to end the effect - no further Will saving throws are possible if they failed the first. While the targets or the spirit of misrule is laughing, he cannot take any other actions, though he can

defend himself and is not considered helpless. When the rogue decides to stop the laughter, the affected characters continue to suffer from the effect for one more round. At 8th level the spirit of misrule may use this ability twice per day. This is a spell-like ability.

A Touch of Madness: The mind of the spirit of misrule is, by this stage, significantly warped. This is not something that bothers him; if anything, it makes him much harder to control. The convolutions of the character's brain lend a manic determination to everything he does. He benefits from an ongoing +2 sacred (or profane for evil-aligned spirits of misrule) bonus to Will saving throws.

Slapstick Recovery: Much like the famous puppet, Mister Punch - another famous spirit of misrule - the character can bounce back to his feet after a seemingly fatal incident. Twice per week, if his total hit points are reduced to zero or less by a single attack or effect, he may make a Fortitude saving throw against a DC of 20 to ignore all the damage. He must, however, fall to



Epic Spirit of Misrule

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The spirit of misrule's sneak attack damage increases by 1d6 at 12th level, 15th level, 17th level and 19th level.

Hilarity: The character may use this ability an additional time per day at 11th, 15th and 19th levels.

Bonus Feats: The epic spirit of misrule gains a bonus feat every three levels higher than 20th.

Harlequin's Rout (Epic)

Spells targeted at you that you save against have a chance to affect someone else.

Prerequisite: Spirit of misrule level 10+, base attack bonus +17 or higher.

The Spirit of Misrule may use his entropic nature to confuse the very laws of thaumaturgy, hurling spell energies away from himself and at a target of his choosing. Whenever you successfully make a Will saving throw to resist the effects of a spell of which you are the sole target, you may divert the spell so that another person becomes the target. You may choose who this person is, though it cannot be the person who cast the spell at you. You are limited to targets within range of the original caster. The new target must save against the spell exactly as if it had been cast upon him.

the ground (prone) on receiving the damage and spend the next round climbing to his feet. This can cause half-insane spirits of misrule (and by this stage, they are almost all more than partially insane) to do recklessly stupid things, such as jumping off tall buildings and bouncing to their feet having shrugged off all of the falling damage.

This ability may only be used to ignore damage that was dealt as hit point damage. It cannot be used to stave off ability score damage or fatal effects such as those from death magic. This is a supernatural ability.

Mass Hysteria: The final development of the spirit of misrule's powers is the ability to spread confusion among a group of people. When he activates this ability, which he may do as a standard action that provokes attacks of opportunity, a *confusion* effect is centred on him with a 15 foot radius, acting as the spell in all respects and with a Will saving throw DC of 15 plus the spirit of misrule's prestige class level and his Charisma modifier. Unlike the spell, he may then move, with the effect repeating itself even more, the epicentre being wherever he ends his move. In this way, he may move through a crowd and create a

mounting wave of babbling hysteria. He may sustain the moving *confusion* field for a total of five rounds plus a number of additional rounds equal to his Wisdom modifier. This ability may be used once per day and is a supernatural ability.

THE VELVET GLOVE

Rogues in love with their work, velvet gloves are walking legends, the true master-thieves who always leave a calling card of some kind, just so their victims know who was responsible. They specialise in the most audacious burglaries that can be attempted. Velvet gloves always have a following among the public, who find their activities captivating and entertaining. The velvet glove is the most romantic kind of legendary rogue, pulling off his robberies with daring, gallantry and style.

Most velvet gloves are members of the nobility who have turned to theft as a means of bringing some excitement into their lives, carrying out their lawless activities with the same grace that they learned in the chambers of high society. Some are of common origin and have effectively made themselves kin to the noble thieves by sticking resolutely to the velvet glove's code of conduct. All members of this prestige class consider themselves members of an elite fraternity and engage in good-natured competition, seeking to outdo each other with acts of escalating bravado.

The identity of a velvet glove is never revealed willingly. Members of this class identify themselves only by the motif that they have chosen. A velvet glove who is not heard of for some years is assumed to have died or been imprisoned; sometimes, speculation is made that a famous hero was in fact a velvet glove in secret. Occasionally, a new velvet glove will be given the motif of one who has retired, keeping the legend alive and allowing the newcomer to extend yet further the reputation of the master rogue who went before. This only goes to enhance the belief that these rogues are somehow supernatural in their essence.

Hit Die: d6.

Requirements

To qualify to become a velvet glove, a character must fulfil all of the following criteria.

Class/Level: Rogue level 8+.

Ability Score: Charisma 15+.

Skills: Disguise 10 ranks, Diplomacy 8 ranks, Bluff 8 ranks.

Feats: Improved Initiative, Lightning Reflexes, Quick Draw.

Alignment: Any non-evil.



The Velvet Glove

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Motif, secret identity
2 nd	+1	+0	+3	+0	Panache, trap sense +1
3 rd	+2	+1	+3	+1	Sneak attack +1d6
4 th	+3	+1	+4	+1	
5 th	+3	+1	+4	+1	Trap sense +2
6 th	+4	+2	+5	+2	Tap it in just the right place, sneak attack +2d6
7 th	+5	+2	+5	+2	Daring escape
8 th	+6	+2	+6	+2	Trap sense +3
9 th	+6	+3	+6	+3	Sneak attack +3d6
10 th	+7	+3	+7	+3	Power of the legend

Special: Velvet gloves must abide by a code not unlike that of chivalry. They must avoid killing whenever possible, be courteous to women and people in authority, display generosity to the poor and protect the disadvantaged. If a velvet glove should willingly break this code, he may not use any of his class features, nor may he again advance in level as a velvet glove. He is condemned to remain a mere thief thereafter.

Class Skills

The velvet glove's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (nobility & royalty) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).. See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the velvet glove prestige class.

Weapon and Armour Proficiency: The velvet glove gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Motif: The velvet glove must choose a motif by which he will be identified, such as a red rose, a black feather, a playing card or a pigeon's skull. He must leave an item corresponding to this motif (either the thing itself or a depiction of it) at the site of any major theft that he commits, even if to do so would help others track him down. If the Games Master rules that the velvet glove has

failed to leave a motif where he ought to have done, the character is subject to a 20% experience point penalty for that session.

Secret Identity: The velvet glove's mysterious power stems from his legend. So long as nobody knows who he truly is, the power of the myth persists and lends a curious blessing to his nocturnal pursuits. The velvet glove may add a +1 luck bonus to all his skill checks, which will stack with any other luck bonus he may have. If he should ever be unmasked against his will and the knowledge of his identity made public, or reveal his identity to even a single person willingly, then he may never again utilise this luck bonus. He retains all the other class features and may still advance in level, but a part of his mystery is forever gone. If a person should chance to see the velvet glove in his civilian identity and work out who he truly is, then this does not dispel the luck bonus unless the information is made public.

In order to maintain their secret identity, a velvet glove will always disguise himself before setting out on a mission. Seeing through the disguise does not constitute unmasking the character but telling other people of your discovery does. A velvet glove may have a few trusted confidantes, however; up to their Charisma modifier in friends or allies may know his secret identity without penalty.

Panache: The velvet glove has a peculiar ability to enhance his powers of survival by drawing upon his strength of personality. Simply by applying a touch of derring-do, he can dodge lightly out of the way of an exploding trap, or shrug off a blow that should stun him. Three times per day, he may add his Charisma modifier to any saving throw. This is an extraordinary ability.

Sneak Attack: At the levels indicated, the velvet glove gains the ability to inflict additional damage when making a sneak attack in the usual manner. This extra damage stacks with any sneak attack damage that the velvet glove is able to inflict from having levels in rogue or other classes with this ability.

Epic Velvet Glove

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The velvet glove's sneak attack damage increases by 1d6 at 12th level, 15th level, 17th level and 19th level.

Power of the Legend: The epic velvet glove gains an extra use of this ability per week at 14th level and a further extra use at 18th level.

Bonus Feats: The epic velvet glove gains a bonus feat every three levels higher than 20th.

Trap Sense: The character continues to develop the intuitive sense that alerts him to danger from traps that he first cultivated as a rogue. Trap sense allows the rogue to apply a bonus to his Reflex saving throws to avoid traps and a dodge bonus to his armour class against attacks made by traps. Trap sense bonuses gained from the velvet glove prestige class stack with those gained from other classes.

In addition, the Velvet glove develops a much more versatile trap sense bonus than other rogues do, as he is accustomed to working alone and cannot afford for even a single trap to get the better of him. At any given level on which his trap sense bonus increases, he may choose to apply a +2 bonus to one function of trap sense rather than increasing both functions equally. For example, he might opt to take a +2 bonus to his Reflex saving throws to avoid traps at the cost of gaining no dodge bonus to his armour class against attacks made by traps. Once assigned, the bonus gained at a given level may not be changed.

Tap It In Just The Right Place: Rogues of the velvet glove prestige class have a curious affinity with mechanical items. Conventional theories cannot quite explain the subtle bond between the rogue and the device. The rogue almost seems to charm a lock into opening, or a trap into disabling itself. Those amorous admirers of the most dashing velvet gloves testify that this ability is no less effective upon the complicated devices used to secure clothing in place; a snap of the fingers and the most elaborate corsetry fastenings fall asunder.

Twice per day, the velvet glove may attempt to open a lock or disable a device after the initial attempt to do so has failed. As a standard action, he may make a Diplomacy check against the same DC that would have been needed to achieve the task in the conventional way and apply the result of this check as if it were the result of the original check. Note that he will not receive any bonuses to

this check other than Diplomacy-related competence, enhancement, luck, morale and synergy bonuses. Those who have the opportunity to listen to a velvet glove in action can often hear them mutter phrases along the lines of 'come on now, little lock, open for me... don't be such a tease, you *know* you want to open really'. The velvet glove may only attempt this once per device. This is a supernatural ability.

Daring Escape: A velvet glove often has to evade pursuit in order to maintain his secret identity. Many tales have been told of velvet gloves who have apparently vanished from right under the noses of their pursuers, with no clue given of how they could have gotten away or where they went. This power is derived from the velvet glove's legendary status, which gives him a certain degree of license to mould reality itself so that the legend can carry on. Once per day, so long as nobody can see him, the velvet glove may use *teleport* as a spell-like ability, at a caster level equal to his velvet glove prestige class level. He may only *teleport* himself and his light load capacity, not including any living creature (other than his familiar, if



he has one). He is limited to a range of 200 feet and may only use this ability to escape a situation, never to break into a building. The power derives from the motif and the legend, not from the individual rogue; if he attempts to use it for any other purpose than evading capture or saving himself from imminent death, it will not activate. The Games Master must be the final arbiter of whether any attempted use of this power is legitimate.

Note that the velvet glove may not vanish while observers can still see him. He must be out of direct sight for the ability to function. Typical tactics for using this ability include diving off the top of a building into darkness, leaping into the ocean, ducking down a corridor, setting off a smoke stick or even wrapping himself in a curtain. This power is the main reason why many refuse to believe that a given velvet glove was ever truly killed or captured; there are too many stories of his incredible and unexplained escapes. This is a supernatural ability.

Power Of The Legend: Legends are very hard to kill. A velvet glove who is close to death can draw upon the power of his own legendary status to grant him a few more moments of life. Twice per week, when he is reduced to 10 or fewer hit points but is still conscious, he may take a standard action (which does not provoke attacks of opportunity) to tap his legendary energy. This grants him 5d6 temporary hit points, which last for 10 minutes before dissipating. This is a supernatural ability.

THE WALKER IN DARKNESS

All rogues favour the dark, as it conceals their comings and goings and offers a shroud of secrecy under which they may carry out all manner of shady deeds. Some rogues have such an affinity with shadow that they begin to merge with it. The walker in darkness has become a creature of the shadows to such a degree that his body is partly made from shadow-stuff, allowing him to merge into darkness and replenish himself. As the transformation proceeds, he becomes more and more a shadow-being, gaining powers reminiscent of those possessed by undead shades, until finally he may make his body incorporeal for limited times.

Walkers in darkness enter upon this path by making a shadow pact, an obscure and rare ritual that requires them to spend a solid week in complete darkness, steadily bleeding themselves white. This is a punishing procedure and the rogue takes a month to recover from it; he finds light difficult to tolerate ever afterwards and his eyes have a smoky cast to them. Once the ritual is complete, he has begun to walk the shadow road and gain the powers of the dark.

Hit Die: d4.

Requirements

To qualify to become a walker in darkness, a character must fulfil all of the following criteria.

Class/Level: Rogue level 9+.

Alignment: Any non-good.

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Blind-Fight, Skill Focus (Hide).

Special: The rogue must gain access to a copy of the Shadow Pact and perform the ritual. The Shadow Pact drains the rogue of one point of Constitution permanently.

Class Skills

The walker in darkness class skills (and the key ability for each skill) are; Climb (Str), Concentration (Con), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 8 + Int modifier.



The Walker in Darkness

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Light vulnerability, shadow sympathy, darkvision, sneak attack +1d6
2 nd	+1	+0	+3	+3	Gloom
3 rd	+2	+1	+3	+3	Sneak attack +2d6,
4 th	+3	+1	+4	+4	Shadow recovery
5 th	+3	+1	+4	+4	Sneak attack +3d6, shadow slide
6 th	+4	+2	+5	+5	Draining touch
7 th	+5	+2	+5	+5	Sneak attack +4d6
8 th	+6	+2	+6	+6	Shadow regeneration
9 th	+6	+3	+6	+6	Sneak attack +5d6
10 th	+7	+3	+7	+7	Body of shade

Class Features

All of the following are class features of the walker in darkness prestige class.

Weapon and Armour Proficiency: The walker in darkness gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sneak Attack: At the levels indicated, the walker in darkness gains the ability to inflict additional damage when making a sneak attack in the usual manner. This extra damage stacks with any sneak attack damage that the walker in darkness is able to inflict from having levels in rogue and other classes with this ability.

Light Vulnerability: Daylight hurts the character. Indirect daylight is physically uncomfortable, inflicting a –1 circumstance penalty to all ability score checks, skill checks, attack rolls and saving throws. Full sunshine doubles this penalty and causes 1d4 points of damage per round of exposure. Walkers in darkness rarely go out of doors during the day.

Shadow Sympathy: The walker in darkness has some shadow ichor flowing in his veins instead of mortal blood. Whenever he performs a Hide skill check that involves concealing himself in shadow (as opposed to hiding behind an item of furniture or among brushwood) he may add a +6 circumstance bonus to the check. Undead shadows treat the character as if he were one of their own kind and will not attack him unless provoked. This is a supernatural ability.

Darkvision: The walker in darkness gains darkvision to a distance of 60 feet, if he did not already have this ability.

Gloom: The walker in darkness may steadily dim and extinguish a light source just by focusing his attention on it. As a standard action that provokes attacks of opportunity,

he may concentrate upon any natural or artificial light source within one hundred feet. This light source must be within his line of sight. After one round of concentration, the light becomes dim and only sheds light to half the radius it normally would. For example, a torch that had been dimmed would only shed bright light to a distance of 10 feet and shadowy illumination to a distance of 20 feet. A light source affected by the gloom ability does not appear to have anything unusual happening to it; it is not draped with a veil of supernatural darkness, it is merely burning more dimly than before. A torch affected in this way is easily mistaken for one that is about to burn out. If a dimmed light source is not then extinguished, it recovers and gives off light normally after 1d6x10 minutes.

A further round of concentration extinguishes the light source completely. A walker in darkness may attempt to extinguish magical lights by making an opposed level check against the caster level of the magical light's creator. The formula is: walker's level plus Charisma ability score modifier opposed by item caster level plus caster's spellcasting ability modifier. The walker in darkness receives a +4 insight bonus to this check. Magical lights that have been dimmed or extinguished recover after 1d6+10 minutes. This is a supernatural ability.

Shadow Recovery: Shadows have a beneficial effect upon the walker in darkness, helping his system to recover more rapidly. If he is ever diseased, then he receives a +4 circumstance bonus to his Fortitude saving throws to throw off the disease if he has spent the previous 24 hours immersed in complete darkness. By spending a round in complete darkness and taking no other action, he may recover completely from the following conditions, so long as their cause is no longer operative: *confused*, dazed, nauseated, shaken, sickened or stunned. If the cause is still operational, such as the gas from a *stinking cloud* being present in the area, he must make a saving throw as usual or immediately suffer the effect as if he had not recovered from it. This is a supernatural ability.



Shadow Slide: The fusion of mortal with shadow within the character's body takes a dramatic leap forward with this ability. He may become as two-dimensional as a shadow for a few seconds, sliding under doors and along walls. As a move action, the character may move up to 30 feet as if his body were completely flat. He must move along a surface from the start to finish of the move and may not detach himself and move through open space. He may do nothing at all in this state other than move and he may not continue the shadow state at all once the move is taken.

Although he is effectively two-dimensional for the duration of this movement, he is as tall and broad as usual, so although he may fit through the crack under a door, he may not pour himself through a keyhole or slip into a box. During this movement, he appears to be a shadow to all observers.

This ability may be used to slip past a creature without provoking attacks of opportunity, or to cross over a pit by gliding along the wall, as the character is weightless during the shadow slide. The walker in darkness may use this ability a number of times per day equal to his Intelligence ability score modifier. This is a supernatural ability.

Draining Touch: The cold shadows that lurk in the mortal body of the rogue can now be used to drain some of the life and vitality from others. In an attack horribly reminiscent of that practiced by the undead variety of shadow, the walker in darkness can attempt to drain strength from a victim. To do this, he must make an unarmed touch attack against the target. The attack inflicts no hit point damage but drains 1d3 points of temporary Strength. A character who is reduced to 0 Strength by this attack is rendered unconscious rather than killed. The rogue may use this ability three times per day. This is a supernatural ability.

Shadow Regeneration: The process that began with shadow recovery (see above) finds fuller development in this ability. The character is no longer simply resuscitated by shadows, they begin to have a healing effect upon him. If he is able to stand in a shadow and take no other action, the healing process begins. Webs of shadow close like clots upon his wounds and cool wisps of shade drain away the swelling from his bruises.

Every round the walker in darkness spends in shadow allows him to recover one hit point of damage, while every round he spends in complete darkness allows him to recover 1d4 hit points of damage. Alternately, whilst in complete darkness the walker in darkness may heal one point of temporary ability damage per minute. He must give this healing process his full attention. Utilising shadow regeneration is a full-round action that provokes attacks of opportunity; if the rogue is distracted, he must make a successful Concentration skill check or recover no hit points that round. If the darkness surrounding the

character is broken by light during any round on which he is attempting to regenerate himself, then his use of this ability is blocked. This is a supernatural ability.

Body of Shade: In the final stage of the character's transformation, he becomes one with the darkness in which he has walked for so long. He gains the ability to make himself and the items in his possession incorporeal for a limited duration, so that he resembles a roughly humanoid form fashioned from smoky translucent substance. See *Core Rulebook II* for the rules regarding incorporeal creatures.

This ability may be used up to three times a day, though it may only be used once during the daylight period of any given day. Each use of this ability lasts for one minute for every walker in darkness level the character possesses.

Epic Walker In Darkness

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The walker in darkness' sneak attack damage increases by 1d6 at 11th level, 13th level, 15th level, 17th level and 19th level.

Shadow Slide: The distance the character may shadowslide in a single move increases by 10 feet every other level, beginning at 11th.

Bonus Feats: The epic walker in darkness gains a bonus feat every three levels higher than 20th.

Shadow Snuff (Epic)

You may attempt a coup de grace against a helpless target without being close enough for a melee attack.

Prerequisite: Walker in darkness class level 10th, base attack +17 or higher.

The walker in darkness may take advantage of his affinity with shadow to transmit a potentially fatal blow to a helpless target. So long as the target is at least partially in shadow or in no brighter light than that of dusk, the walker in darkness may make the coup de grace attempt as if the target were adjacent to him. This ability has a maximum range of 30 feet. The walker in darkness must use a melee weapon to perform this coup de grace; he cannot use a ranged weapon. He must, as usual, take a full-round action to perform the coup de grace. Use of this feat counts as use of a supernatural ability, so it does not function in an *antimagic field*.

Normal: A coup de grace may only be made against an adjacent target.

The first time I felt it was in Farmer Bingham's orchard, when the girl next door had dared me to climb over the wall and bring her an apple, which she would exchange for a kiss. Damn my weakness for women; even at the age of six, it was beginning to get me into trouble. I never got the kiss, and the girl and the orchard are both long gone. She was carried away by cholera three years later, while Bingham's place was put to the torch when the lords of the manor decided that the farmer needed teaching a lesson. They have since learned a few lessons of their own, I am glad to say. I do not appreciate aristocrats setting fire to my childhood memories.

I remember it so very acutely. I was standing in a place where I had no right to be. I was taking something that was not mine to take. My shins were scraped and bloody but I couldn't feel a thing; I was too excited. The apple in my hand fought back, still attached to the bough, straining with elastic strength as I pulled at it. All at once, it came free with a delicious snap. It was mine. It was solid, real and stolen. I felt that any moment now, Bingham would leap out from behind the tree and skewer the scuffed little boy before him with a pitchfork.

That feeling never left me. It washes over me every time I lift the latch on a window, every time I slip a lock's bar out of the way and feel the warmth inside a stranger's house. The moment you cross the boundary, everything is different. You feel the otherness of the place, the privacy, the pleasant internal comfort and security that you, the interloper, were never meant to feel. You do not belong there, your presence is a violation, a terrible infidelity. The house cosies up to you, sharing its homely smells of hearth and kitchen, like a woman who does not realise the man she sleepily embraces is not her husband but some naked stranger with staring eyes who has crept unbidden into her bed.

Ah, do you see how I return to the theme of women? There is a reason for that. More details presently, I promise you.

That feeling is the joy of the trespasser. It is the thrill of the thief. It is the real reason behind what we do, beyond any crude material profit that we might earn. I felt it when I stole Bingham's apple. I felt it when I stood inside the manor house of Lord Monceux, breathing the leather of riding saddles and the cold clammy smell of quarry tiles and (with shaking hands) cocking the crossbow whose bolt would kill him in his sleep. I felt it rush through me like the effects of a narcotic when I lifted the glimmering crystal brain of Terpsechulio-Gamazin from its millennial receptacle, scarcely able to believe that I was still alive and that the only thing that stood in the way of committing the theft of the century was the question of how in the nine hells I was going to get it out of the crypt again. It is the best thing in the world, that feeling. I suppose in my own way, I was a slave to it, but it is not as if I regret anything.

Even her. I do not regret what she was to me, even with this parting gift she has given me. Already I begin to feel the sense leaving my fingers, so I must apologise if this account is less legible than it ought to be. I hope the jewels bring her happiness. I think that she admires them not for their beauty, but because they are cold and hard and have many faces, much like her.

I must explain why I write this. I have heard, from those who have been burgled, that the emotional reaction upon discovering that items are missing from your home is not a pleasant one. There is a profound sense of having been violated, or even desecrated. Some people move on to new homes, unable to go on living in a place where the memories are so painful. There is rage and hatred felt towards the person who did it; rage because one wants to tear them limb from limb and they are not there to attack. Hatred because the thief chose them, rather than their neighbours, or someone more deserving of burglary than the victim always feels himself to be.

To you, all of you, who felt thus, I say this: I am sorry. Not that I did you wrong, for I do not really care about that. I am sorry that you were such victims, not knowing the other side of the story. What do the likes of you know about the pleasures of theft? To me, it was always so exhilarating. Your pain was nothing to me. If I had been a better man, I would have stopped and thought about the cost; but I am not a good man, I am but a thief.

As an unrepentant rogue, then, I shall die, escaping justice (permit me a smirk here, for I never spent even so much as one night in jail for all my thefts) but brought low by a woman. A partner, a rogue, one of my own kind, the metaphorical heir of that girl who set me on my apple-filching path so many years ago. I do not believe that the gods are just but I cannot deny that they are, on occasion, apt in their choices of fate.



THE BEST THAT (OTHER PEOPLE'S) MONEY CAN BUY

All rogues learn respect for their equipment. 'Keep your lockpicks well and one day they'll keep you' is a phrase drummed into every rogue-in-training. With such a variety of skills to use, rogues have recourse to a broad and in most cases costly selection of equipment to help their performance. Inventiveness can substitute for the proper tools, but to any rogue on a difficult mission, a reliable tool is worth its weight in gold.

The issue of what equipment to invest in is always a troubling one for a rogue who is short of cash. Too much money spent on gear means that if the job does not go off properly and you are not paid, there is less money for the next job, leading to a downward spiral; too little money spent and you are likely to find yourself lacking the equipment you need.

GAS CAPSULES

Certain alchemists have been known to dabble in risky experiments whereby liquid reagents stored in separate chambers of a glass bulb which, when the bulb is smashed on a surface, mix together to release a gas. These experiments have been moderately successful; gases have indeed been produced, but in relatively weak concentration and they do not last long before dissipating. Such capsules are very expensive to manufacture and require a high degree of alchemical skill. They are much in demand among the more well-to-do rogues, as they enable a solitary rogue to emulate the effects of certain spells without having to learn magic.

Gas capsules have to be carried in a padded box. This special packaging means that it takes a full round action to ready one for use, during which time one is provoking attacks of opportunity. A rogue who is carrying gas capsules outside of their packaging is running a risk that they will shatter prematurely, unless he is carrying them in one of his hands. If the rogue suffers damage from any weapon or effect based upon impact (such as falling) then each gas capsule that is in his possession but not in its box or held in a hand has a 1 in 6 chance to break and release its gas.

To use a gas capsule, you toss it as a thrown weapon with a range increment of 10 feet and no nonproficiency

penalty. It may be aimed at a creature or at a section of floor, as per the rules for throwing flasks and other splash weapons. The capsule breaks on impact, releasing its gas in a spherical cloud with a 15-foot radius. The gas lasts for three rounds before dispersing. A strong wind disperses it in one round. Any creature of Medium size or smaller that is caught in the gas burst or moves through the cloud must make a Fortitude saving throw against the listed DC or suffer the effects of the gas.

A gas capsule may be tied to the end of a crossbow quarrel or arrow so that it may be shot further than it may be thrown. If this is done, the ranged attack with the missile is made at a -6 penalty to the attack roll, as the additional bulk and weight severely hampers the missile's flight. A person struck by a missile to which a capsule is attached suffers ordinary damage (albeit at a -2 penalty) as well as risking gas inhalation.

Acid Cloud: This bilious yellow gas cloud corrodes flesh and metal. Each round, it deals 1d6 points of acid damage to each creature and object within the area of effect. No Fortitude saving throw is permitted against this cloud's effect but characters who are affected may make a Reflex saving throw against the listed DC to escape the acid damage. Acid cloud capsules are useful for weakening barriers or scaring sentries away from an area.

Drowsiness: A character who fails his saving throw against this invisible gas is rendered dazed. He feels groggy, as if he had been drinking excessively or had stood up too quickly on a hot day and is unable to rally his senses to take purposeful action. He is unable to act normally and may take no actions, but does not suffer any penalty to armour class. This condition lasts for 1d3 rounds.

Nausea: The gas given off by this capsule is a thick, cloudy green. Those who fail to save against its effects are wracked with nausea and can do nothing but retch, gag and regurgitate their stomach contents whilst in the cloud. Nauseated characters are unable to attack, cast spells, concentrate on spells or do anything else that requires attention, though they may take one move action per round.

Fog: This capsule has no harmful effect. The gas it emits is a thick white vapour identical in all respects (save size) to that produced by a smokestick. Unlike a smokestick, it does not need to be lit before the smoke is produced. Dramatic rogues like to hurl a fog capsule to the ground when making an escape, so that a screen of fog is created under cover of which they can vanish. These items are especially beloved of the velvet glove prestige class, detailed in Chapter 4, The Legendary Rogue.

Poison: Though it is singularly difficult to achieve, a single dose of inhalant poison may be blended with an alchemical reagent and used to form a poison gas capsule. Most alchemists will refuse to produce such an item, not because they have a moral objection to it but because they lack the poison use character feature and are thus in danger of poisoning themselves by accident. A rogue in search of a poison gas capsule must of necessity seek out an alchemist who is utterly desperate for money, or an assassin who has a great many ranks in the Craft (alchemy) skill and does not mind taking commissions.

Sleep: Failure to save successfully against this gas effect causes the victim to pass out cold. The gas is a faint pink colour. If left undisturbed, he remains unconscious for 1d3 minutes. While asleep, he is helpless. Slapping or shaking him, or using other shocking methods such as a bucket of cold water causes him to wake up but ordinary noise does not. Sleep gas is not effective on creatures with 8 or more hit dice or experience levels.

Stench: This gas, a pale green in colour, creates an utterly foul aroma that turns the stomach of anyone who inhales it. Even when the gas has dissipated, the residue of the smell lingers for months. Failure to save against the effect causes the character to be sickened for 4d4 rounds. A sickened character can still act, but suffers a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks and ability score checks.

The cost of the poison gas capsule does not include the dose of inhalant poison. The cost listed only covers the alchemical ingredients used to convert the poison into a gas and the cost of the work itself. You must supply the poison yourself, or deal with someone who can make or obtain it. Poison-making rules are found in *The Quintessential Rogue* from Mongoose Publishing.

The Fortitude saving throw DC and the consequences of failure to make this are to be found by reference to the poisons section in *Core Rulebook II*. Inhaling the gas is considered the equivalent of inhaling a dose of the poison. A gas capsule is an economical way to use inhalant poison, as one capsule provides enough gas to toxify several targets.

Gas Capsules

Capsule Type	Saving Throw DC	Craft (alchemy) DC	Price
Drowsiness	20	20	600 gp
Sleep	17	22	800 gp
Stench	18	15	400 gp
Nausea	18	20	1,200 gp
Acid Cloud	15	24	1,000 gp
Fog	-	18	500 gp
Poison	As for the poison	28	1,800 gp*

*Add the price of a dose of inhalant poison to this base price.

THE CONTENTS OF A ROGUE'S COMPLETE TOOLKIT

Practically all rogue characters own a set of rogues' tools. One would be a fool not to. Those characters who can afford them even invest in masterwork tools. Yet, despite this universality of use, nobody has thought to examine in detail the contents of such a bundle. These tools are primarily for use in lock picking, but there is far more to them than that. If you know the tools that you are carrying around with you (and probably have been carrying for months without knowing it) then you can readily think up other uses for them. The following list details the contents of a box of rogues' tools as found in *Core Rulebook I*.



Lockpicks: The centrepiece of the collection, these slender items are somewhat reminiscent of dental instruments. Each one consists of a handle, a long shank and a specially fashioned tip. Regular sized lockpicks are between six and eight inches long and are difficult to conceal. These need to be long so that they can reach inside to the workings of the lock; they are adequate for working on a mortise lock but are too large for working on a padlock; a rogue using them for this purpose receives a -1 circumstance penalty to his Open Lock skill check.

Some craftsmen will make tiny lockpicks, designed so that they may be concealed inside the mouth or other convenient part of the body. Rogues are especially glad of these when they are thrown into prison, as it is possible to smuggle them in past the initial strip-search. Even if an imprisoned rogue did not get a chance to lay in some tiny lockpicks, a visiting friend can slip them across from mouth to mouth with a swift kiss. Tiny lockpicks are not too effective on mortise locks, incurring a -2 circumstance penalty to the Open Lock skill check, but they can open padlocks without penalty. Unless you have invested in tiny lockpicks, those found in your set of rogue's tools will be standard size.



Wire Saw: What a rogue cannot move to one side, he must perforce slice through. The wire saw is an invention of dwarven manufacture, consisting of a flexible wire impregnated with sharp shards of metal and secured at each end by a wooden grip. A wire saw can be used to cut through wood and through certain types of metal. The saw may only cut through metals with a lower hardness rating than the metal that has been used to impregnate the wire. The wire saw in your set of rogues' tools is steel unless you have specifically bought another one.

To use a wire saw, you must pass the wire around the object you intend to cut and pull the wire back and forth until it begins to make progress. Using a wire saw requires a Dexterity ability score check at a DC of 15 for every minute of use; failure means that no progress is made but a retry is possible, whereas an unmodified roll of 1 or 2 on this check causes the wire to snap, as wire saws are relatively fragile. A wire saw can cut through one inch of wood per minute and one inch of metal per ten minutes.

Hand Drill: The ability to drill holes is absolutely essential for the working rogue. If you are examining a chest that you feel may be trapped, you can sometimes safely bore a hole in its lid and have a better look at the internal workings of the trap. Boring holes in wooden beams too large to reach around and tie ropes to allows you to screw pitons into them without banging them in with a hammer and thus attracting attention, which is very useful when you have let yourself in to a building through an upper window and need to lower yourself to the floor. Drilling yourself an observation hole in the floor of an attic lets you spy on the people below, so you can wait until they have left the building before continuing with your burglary. In many ways, the drill is the rogue's second-best friend, after his lockpicks, of course.

Hand drills can create a hole one inch deep and half an inch across in wood or softer material in the space of a minute and require either a Craft (carpentry) skill check against a DC of 10 or a Strength ability score check at a DC of 15 to use. They cannot easily be used for boring through metal. If the rogue wishes to try to bore through a metal plate, he must make a Strength ability score check at a DC of 20 to drill out half an inch of depth, with an unmodified roll of 1 or 2 blunting or breaking the drill bit. Remember that if a drill is used to bore a hole in a wall or ceiling, there will be a fall of dust that observant eyes might notice. The maximum depth of hole that a hand drill can create is four inches.

Grabber: This is the set of tongs sometimes called a 'Lazy Susan'. It resembles a cross between an accordion and a pair of pincers. When the handles are squeezed, the grabber extends and the pincers close. A rogue can use a grabber to retrieve items

that have fallen down grates, pick up and move items that are out of his reach or even grab and withdraw an item in someone's hand. The grabber adds five feet to the rogue's effective reach for the purpose of picking things up and moving them. If he has time to concentrate, he may use it to carry out any Dexterity-based task involving manual manipulation, at a -10 circumstance penalty, though the rogue may not pick locks with the grabber.

Gimlet: A gimlet is a short spike used to make pilot holes for the rogue's hand drill. It does not have many other uses, though it can be used as an impromptu stabbing weapon; in this case, treat it as a Tiny dagger with which no character can ever be proficient.

Needle File: This is an abrasive file shaped like a narrow spindle. Needle files are small, easily portable and can cut through material at half the rate of a wire saw but without the risk of breakage. A rogue who is losing patience with repeated failures to pick a given lock can resort to a needle file, with which he may cut away part of the inside of the lock. He may make a Disable Device skill check at a DC 5 less than the DC of the lock. If he is successful, the lock's DC is lowered by 5 for all future Open Lock skill checks, but if he fails the lock is jammed with fragments of metal and all future attempts to pick it are made at a -10 circumstance penalty.

Mirror Probe: A small circular mirror at the end of a thin handle, this device allows the rogue to see into places where he otherwise would not. Its intended purpose is to aid in disabling traps but many rogues also use their mirror probes to check around corners and see if anyone is approaching or lying in wait for them. In a pinch, it may also be used to signal with.

Tinsnips: These metalworking tools are used to cut through sheet metal or wire. They resemble stubby bladed pincers with long handles for extra leverage. As many houses of the cheaper kind have wire grilles secured over the windows as protection, bolts are used to hold sheet metal roofs in place and thick nails fasten roofing tiles to the timbers below, tinsnips are extraordinarily useful when breaking into places from above. Using tinsnips to cut through a piece of metal or other material small enough to fit between the blades (no more than one quarter of an inch thick) requires a Strength ability score check with a DC equal to 5 plus the hardness of the item. Each use of the tinsnips cuts one inch of metal. Tinsnips are small enough to cut through nails, bolts, thin metal sheeting, metal armour, wire and rope. Members of crime families (and rogues working on their Intimidate skill) have also found that they are very good at cutting through fingers.

Flat Boy: This item is like a broad, thin spatula made from metal with a wooden handle. It is used for slipping in between the side of a door and the doorframe, so that you can lift a latch with it. Most knives, however sharp,

are too thick for the job and wire thin enough to fit through the gap has a tendency to bend out of shape, so the flat boy is ideal.

Flat boys can be used for other purposes, such as retrieving coins from crevices when you are down on your luck, or preventing a trapped chest from going off. Some hinged devices have traps that trigger when the lid is lifted, with a spring much like that of a mousetrap flicking open to set the device off; with a flat boy, you can hold the spring down while you open the chest. A flat boy adds a +1 circumstance bonus to any Disable Device check made to remove a trap from a chest or similar hinged device.

Jemmy: The jemmy is a small flat crowbar a foot long. To the rogue of poorer means who cannot afford lockpicks, it is his skeleton key. A jemmy may be used to add a +1 circumstance bonus to any Strength check that involves leverage. Unlike a full-sized crowbar, the jemmy may be hidden up a rogue's sleeve without attracting any notice. The most common use for a jemmy is to wrench a padlock off a door; the second most common use is to force a sliding window to lever up from the outside.

Some ingenious rogues use a jemmy to assist in climbing. If the little crowbar can be wedged firmly in the mortar between two bricks, or in the joint between two pieces of exterior woodwork, you can use it as a step up, making a wall easier to climb. In this instance, treat the first ten feet of a wall with a jemmy wedged in it as if it were a surface with adequate handholds and footholds.

Lock Nobbler: This substance is included in the rogues' tool set because the manufacturers know exactly what rogues are like and how their minds work. Only one dose is included in any one set of such tools. The Games Master may rule that a given set of tools had its dose of lock nobbler used up years ago; as it may be bought separately, this is not too much of a hindrance (it costs 25 gold pieces per dose). Lock nobbler is a waxy, yellowish substance made from resins and mineral dust, kept wrapped in oiled fabric. If it is exposed to air, it sets hard. A rogue who thumbs lock nobbler into a lock causes the internal workings to jam up solid, so that the lock cannot be turned again and keys will not fit into it. A Disable Device skill check at a DC of 10 is needed to achieve this simple task.

The point of lock nobbler may be unclear at first, other than perhaps as an invention used in pure spite, but a forward-thinking rogue knows the value of the stuff. When a lock is nobbled, the owner or occupier of the property has no way to let himself in or out of that door. If he was inside the building, he must let himself out by an alternative exit; if he was outside, he cannot get in without breaking in somehow. Either way, with the main entrance to the building unusable, the owner has to have it replaced. A building that is having its main door worked on is ripe for



burglary. The most audacious of rogues are those who will nobble a lock, wait for the owner of the building to arrive, disguise themselves as locksmiths, offer to help the poor fellow sort the mechanism out, fit a new lock (to which they own a duplicate key) and return on a subsequent evening to help themselves to the house's contents.

Lock nobbler may be used on interior doors, too. Using the Open Lock skill to lock a door that was previously unlocked and then stuffing the keyhole with lock nobbler is an efficient way to keep someone contained in a room.

Oil: No set of rogues' tools is complete without a small vial of lubricating oil. This is not only used to keep the tools proofed against rust, it is absolutely indispensable when working on locks or bolts that have not been used in a long time. This oil is an especially fine variety intended for this purpose alone; lubricating oil is not suitable for burning, nor is lamp oil suitable for loosening up a lock with. When used on a stiff or rusted lock (see Chapter 7, *Tricks of the Trade*), lubricating oil reduces the DC of the Strength ability score check needed to turn the lock by -4. Applied to rusted bolts, squeaky hinges and similar noisy objects that might give a rogue's presence away, it dampens down the noise, so that opening such items does not precipitate a Listen check on the part of anyone within hearing range as it normally would.

Glasscutter: A tricky item to use, the glasscutter is nonetheless standard issue for a set of rogue's tools. An eight-inch long rod with a sharp wheel in a special mount at the end, it is used to score a deep groove in glass that then becomes a fracture line. To put rest to a popular misconception, it does not cut through glass and out the other side.

As well as its more traditional application of cutting large pieces of glass into smaller sizes in the window-making industry, the glasscutter may be used to cut a square or circular hole in a piece of glass when it is already part of a window. To do this, a Dexterity ability score check is made at a DC of 20 – a Craft (glassworker) skill check may be substituted here at a DC of 10 but it is highly unlikely that a player will ever have this Craft skill. Failure at this skill check achieves nothing but an unpleasant screeching noise that is easy to overhear; anyone in auditory range receives a +2 circumstance bonus to their Listen skill check in order to detect it. Once the groove is successfully cut, the hole may be carefully pressed out with a second Dexterity ability score check at a DC of 15. Failure on this check causes the glass to fall and shatter.

Holes cut in glass are almost never used as the means whereby a rogue enters a building. They are much more likely to be cut as a means of gaining access to a nearby bolt, door handle, window catch or similar fastening. Using a glasscutter is much more quiet than breaking a window, so long as you know what you are doing.

Hand Saw: This is a slim little wood saw, the same size as an average file. It is intended for cutting wood only. With a successful Craft (carpenter) skill check at a DC of 10 or a successful Dexterity ability score check at a DC of 15, you can use it to cut through half an inch of wood per round.

SUPPLEMENTARY ROGUES' TOOLS

The tools listed above are adequate for the average working rogue but for the thief who likes to go one better, who really takes a pride in his work, certain more advanced options are available. These are primarily focused on the work of breaking and entering without making a large amount of noise. To the majority of rogues who steal for a living, the biggest challenge is to get inside the target building quickly and quietly. Any gadget that can help with that task has got to be worth the investment.

Lockpicker's Wrench: This is a device resembling a combination of a spanner and a clamp. It is used to exert constant rotational pressure on a lock while the rogue tries to pick it. It may only be used on a mortise lock as padlocks are too small to accept the clamp. Wrenches make the task of picking a mortise lock easier, as the rogue does not have to keep turning the key, fishing around inside the lock to push back the next internal pin in the sequence, then turning the key again. It takes one minute to set up a wrench on a lock. Once it is in place, it confers a +2 circumstance bonus to uses of the Open Lock skill on that lock.

Sucking Clamp: This is a sucker from a giant sea creature, such as a kraken, carefully preserved and turned into a device that can adhere to smooth surfaces. The sucker has a metal lever affixed to it that presses out the air, causing the rubbery disc to stick with vacuum suction. It can only be used on a surface that is perfectly smooth and dust-free, such as glass or polished marble. A sucking clamp grips a surface with an effective Strength of 18 when first placed. Therefore a character will not cause the clamp to unstick unless the weight he places on the sucker clamp exceeds 300 lbs. Owing to tiny amounts of air seeping in, the strength of this grip lowers by one point for every minute that the sucking clamp remains on the surface. When its effective Strength reaches 0, it falls off.

A sucking clamp has a ring attached to which a rope or string may be tied. If you place a sucking clamp on glass and then cut around it with a glasscutter, you may withdraw the cut section without any danger of it falling inwards and smashing noisily. This gives you a +4 circumstance bonus on the second Dexterity ability

score check involved in cutting a section from a piece of glass.

Horn-thumb: A device used by cutpurses in the real world and sadly neglected by their cousins in the realm of fantasy, the horn-thumb is a sharpened piece of animal horn that is worn on the thumb like a large claw. It is used to cut through purse-strings. The standard way for cutpurses to work is in pairs. One rogue distracts the intended victim, while the other, equipped with a horn-thumb severs his purse-strings and makes off with the loot.

Usually, a Sleight of Hand check alone cannot easily steal a money pouch from a person if it is tied securely to their belt. Untying knots is not

practical because of the time it would take, trying to tug it free would undoubtedly attract the attention of the owner and drawing a dagger to do the job is not something that can be done on a public thoroughfare without seeming like you are about to stab someone. Weapons of any kind are completely impractical for slitting purses as they are so obvious. By use of a horn-thumb, the purse may be cut free easily and discreetly.

In game terms, a horn-thumb adds a +2 circumstance bonus to Sleight of Hand skill checks made in order to steal a purse by cutting the purse strings.

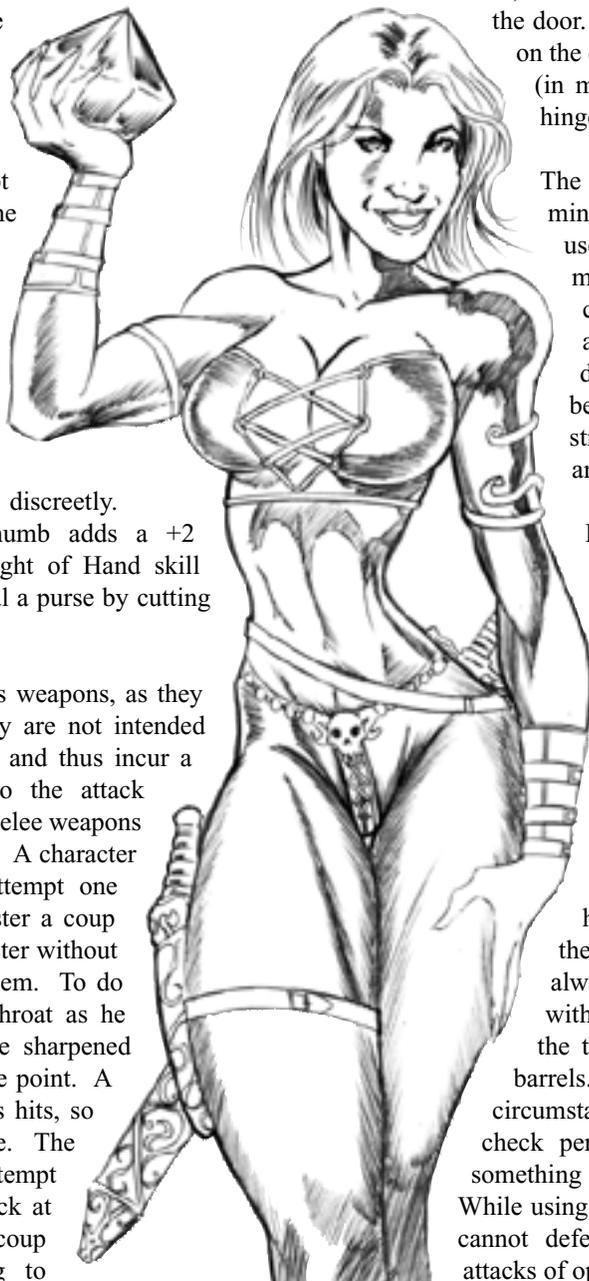
Horn-thumbs can be used as weapons, as they are razor sharp, though they are not intended to be used for this purpose and thus incur a -4 circumstance penalty to the attack roll. Horn-thumbs used as melee weapons inflict 1d2 points of damage. A character with a horn-thumb may attempt one grisly task; he may administer a coup de grace to a helpless character without seeming to have attacked them. To do this, he simply cuts their throat as he passes them by, or jabs the sharpened thorn into a vulnerable nerve point. A coup de grace attack always hits, so no attack roll need be made. The character must however attempt a Sleight of Hand skill check at a DC of 20 to inflict the coup de grace without seeming to

do anything untoward. If the victim dies, he does not show any obvious sign of being dead (appearing to be merely immobile until he is examined more closely) until 1d6+1 rounds have passed, at which point a trickle of blood from his mouth or some similar sign gives his condition away.

Door Breaker: This large, heavy contraption relies on cumulative pressure rather than impact to stave a door in. In shape it is like an iron cylinder of adjustable length with feet at each end and a second broad cylinder with a screw thread and a turning wheel set perpendicular to the first. To use it, the device is placed across a door and the feet extended until it fits tightly. Spikes in the feet hold the cylinder in place. When the wheel is turned, the second cylinder begins to press on the door. Every turn of the wheel presses on the door with more force until finally (in most cases) it is broken from its hinges.

The door breaker requires five minutes of activity to set up. When used, it enables the character to make a Strength ability score check to break open the door at a +4 circumstance bonus. If a door breaker fails, it is generally because the character was not strong enough to turn the wheel any further.

Listening Trumpet: A device that has been in use for centuries in the real world, this flared trumpet has very different uses in the hands of a rogue than in those of a deaf senior citizen. A rogue can set a listening trumpet to a door, window or wall and hear the sounds that are being made behind it with greater clarity. Those rogues who attempt the hardest lockpicking job of all, the cracking of combination locks, always bring a listening trumpet with them as it helps them to detect the tiny clicks made by the rotating barrels. A listening trumpet gives a +2 circumstance bonus to any Listen skill check performed as an attempt to hear something on the other side of a barrier. While using the trumpet to listen, the subject cannot defend himself and thus provokes attacks of opportunity.



The Magical Rogue

Rogues are used to taking advantage of anything that comes their way. As they often adventure alongside spellcasting characters, they need to learn which magical effects are most likely to help them in their work. To a rogue, magic is that extra little edge that complements his skills. No rogue would ever place his entire trust in magic alone but there is no sense in ignoring the benefits it can bring. Some rogues take a level or two in sorcerer or wizard, just so that they can *knock* a stubborn lock into opening or *spider climb* up a wall that would just take too much effort to climb by means of rope and grapnel. Those rogues who have developed their Use Magic Device skill to its limit have more potential versatility than any spellcaster, as they can commandeer items regardless of the class, race or alignment for which it was originally intended.

SPELLS AND ROGUERY

This section takes a look at some of the most useful low-level spells from a rogue's point of view, taking in the less obvious ways in which a rogue can benefit from them. Everyone knows how to use such spells as *silence*, *darkness*, *spider climb* and *cat's grace* to enhance a rogue's performance but the applications of *glitterdust* and *resist energy* are less self-evident.

0 Level Spells

Detect magic: When using this spell, watch out for moderate to strong auras of necromancy or enchantment magic in strategic locations, as these are likely to be *symbol* spells. *Glyphs of warding* show up as auras of abjuration magic. Although as a rogue you can find a *glyph of warding* with a Search skill check, it never hurts to have a fallback method of detection. Once you have found a *glyph* or *symbol*, you may use the Disable Device skill to disable it.

Read Magic: Having access to this spell allows you to skip the scroll deciphering stage of using a spell scroll, which would ordinarily necessitate a Use Magic Device skill check in its own right.

Dancing Lights: Use the glowing humanoid form variant of this spell to fake hauntings, so that you can scare people away from a treasure stash or gang hideout.

Flare: Use the bright flash of light given off by this spell as a signalling device or distress signal.

Ghost Sound: This spell is extremely useful for creating momentary distractions, causing a sentry to go and investigate while you slip past him.

Touch of Fatigue: Fatigued characters cannot charge or run, so this helpful little spell can prevent a person from pursuing you. When you are a rogue, it is often better to outrun an enemy than to attempt to outfight him. If you have a familiar, then this is a particularly good touch spell to transmit through your familiar to a target.

Mage Hand: The rogue's best friend, this cantrip lets you slide back a bolt on the other side of a door (so long as you can see the bolt), bring a key across the room from a bedside table, lift a precious item from a table or altar while nobody is watching or move a small rock into a potentially trapped area to see what happens.

Mending: By using this spell to fix a window that you broke in order to enter a house, you can baffle investigators, who will not be able to work out your means of entry.

Open/Close: This is the standard way in which a spellcasting rogue checks a chest that he believes may be trapped. If the lock has been bypassed and all that is left to do is the opening, then stand well back and use this spell. It is also useful for opening windows on upper floors; a windowsill makes a better anchor point for a grappling hook than a flat, closed window.

1st Level Spells

Alarm: When burgling a house, it is a good idea to use *alarm* to ward the area just inside the front door. If anyone returns home while you are relieving them of their possessions, you will have plenty of warning and will be able to slip out of an alternative exit before they find you.

Hold Portal: For the truly cautious rogue, a door through which you have just passed after picking a lock should be *held* with this spell, assuming you have neither the time nor the inclination to use your skills to lock the door again. Anyone checking to see if the door is fastened (a likely event, if someone suspects that there is an interloper in the building) is likely to try the handle to see if it feels locked and this spell conveys exactly that impression. If you need to come back through the *held* door, you can always dispel the spell.

Shield: A good spell to politely ask a wizard or sorcerer friend to cast on you, if he has not already used it on himself. Rogues should take every opportunity they can to bolster their armour class.

Grease: Use this spell on yourself when running away from pursuers, as it helps you to escape grapple attempts. Place it on a weapon knocked out of a foe's hands by a fighter comrade, so that when the foe tries to pick it up, he will have a harder time. A very rewarding use of this spell

is to cast it on a set of stairs, then jump down the stairs or over the banister. The *grease* does not last long but this use of the spell can be both hilarious and helpful if you are about to be caught in the act of burgling someone's abode.

Mage Armour: As with *shield*, take advantage of this spell whenever you can. For a low-level spell, it conveys a major boon to armour. It is intended for wizards and sorcerers to use but there is no reason why a hard working party rogue should not benefit from it as well.

Obscuring Mist: There are few better low-level spells for covering an escape than this. It works particularly well in city alleys, which are naturally sheltered from the wind or underground locations. It is also a useful spell for those occasions when you need to pick the front door lock of a building and cannot afford to be seen. So long as you are right up close to the door, you can see the lock perfectly well. It is only distance vision that is a problem in an *obscuring mist*.

Identify: The high material component cost (100 gp) makes this spell a risky one to use. It is recommended when you want to make quite sure that the item in your possession is the one that you have been looking for and not some piece of trumpery. In general, it is best to take what you can when you can and worry about identifying your haul later.

True Strike: When you really do not want to miss a sneak attack, then use this spell. It takes up a standard action that you could use for attacking but if the foe is a difficult one to hit, then *true strike* coupled with a sneak attack is a very good idea. A silent *true strike* spell (achieved by means of the Silent Spell feat) is a mugger's dream, as you can come right up close to a target without alerting them, cast *true strike* and be virtually assured of a successful sneak attack.

Disguise Self: When you really want to stack the odds in your favour, this is the spell to use. With a +10 bonus on your Disguise skill check, you can impersonate the captain of the guard or the lord of the manor you are trying to rob and stand a good chance of getting away with it. Help a friend to escape from prison by assuming his appearance and walking out of the front door, whistling, thus giving the impression that he has already escaped. See the section on confidence tricks in Chapter 11, Capers and Cons, for creative ways to use disguises.

Magic Aura: If you can persuade a spellcaster of suitably high level to cast this spell for you, you can make a tidy living selling ostensibly 'magical' items that are nothing of the kind. See Chapter 11, Capers and Cons, for more ideas along these lines.

Silent Image: By creating the illusion of flames inside a room, you can give those watching from the street the impression that the building is on fire. It can take a while to realise that there is no smell of burning, or indeed any heat generated. If you cast the spell at night, the lack of smoke is not immediately obvious either. The resulting ruckus should be useful for covering an escape attempt, or diverting attention away from the end of town where you are carrying out your nefarious deeds.

Animate Rope: This spell has many benefits for a rogue, not least of which is the ability to throw the rope up to a securing point and have it fix itself without the clangour of a grappling hook.

Erase: Use this spell to wipe out a wizard or sorcerer's *arcane mark* if you are worried about a stolen item being identified. If you find a *glyph of warding*, you can persuade the party wizard (or sorcerer, if he has this spell) that he has a much better chance of removing it with *erase* than you do by using Disable Device, whether or not this is true.

Feather Fall: This spell is one of the most beloved by rogues, as it has saved the lives of many of them. It is an excellent spell to have ready for emergency use, as it only takes a free action to cast; it is also splendid as a means of escape, as it is very difficult for pursuing foes to follow you if you jump off the roof. When performing this manoeuvre, make sure the foes chasing you don't have ranged weapons and plenty of light to shoot by, as your slow rate of descent may well result in a pin-cushion effect. Do not neglect the value of this spell when breaking into a house. If you drop anything or knock it over, a quick *feather fall* will slow its descent and prevent the noise of its landing from waking up the house's occupants.

Reduce Person: If you are already a small creature, such as a halfling, then you can become tiny by means of this spell, which creates magnificent housebreaking opportunities. Use this spell to squeeze between prison bars, to break into houses through the chimney or drains, or even to hide in places where searchers who have seen you would not expect you to be.

2nd Level Spells

Resist Energy: By using this spell to protect yourself against fire, you can use one of the most ingenious hiding places in the average mansion. Nobody searches for a thief inside the chimney while the fire is lit. Indeed, unless the searcher has some kind of magical resistance himself, it is remarkably difficult to search in such a place at all. Do make sure you can hold your breath for long enough, however, as *resist energy* will not protect the character from smoke inhalation...



Glitterdust: The true potential of this spell for a rogue is very rarely tapped. An area effect spell that causes blindness to its victims is manna from heaven for a rogue, as blinded creatures are unable to use their Dexterity bonus to armour class and move at half speed. He can therefore make ranged sneak attacks against any creature affected by the dust with relative safety, as he can easily keep at a 30 foot distance, while his targets would have to execute a double move (and thus lose their attack) to close with him. This is an especially good spell to use against groups of fighters, whose Will saving throws generally poor.

Detect Thoughts: Use this spell to ascertain whether a guard saw you or not. It is also a sneaky spell to use when you want to find out a piece of information, such as the combination of a safe or the command word that deactivates a magical trap. If you can hide yourself within range (which need not even be inside the building) and watch someone do either of these things, they are sure to think of the combination number or the command word as they use it. You might not be able to hear their words or see what their fingers are doing, but you have a good chance to read their thoughts.

Locate Object: To save yourself the bother of searching for hidden chests, doors and so forth, simply use *locate object* to find 'lock' as an item. This will lead you to anything in the area that has a lock as part of its construction.

Blindness/Deafness: As with *glitterdust*, this spell renders creatures susceptible to sneak attacks by blinding them. Although this spell is only targeted against one creature, whereas *glitterdust* targets an area, it is saved against with a Fortitude saving throw rather than Will, making it a better choice to use against spellcasters and other rogues.

FAMILIARS

Your familiar is your scout, your sentry and your secret weapon. It can enter areas you are too large to access, convey touch spells to a target for you and improves your chance of noticing important events by conferring Alertness upon you. Some rogues take a level in wizard or sorcerer for the familiar benefits alone, especially the aforementioned free feat. The following are some ways in which familiars can make the rogue's life easier.

- † **Nobody Suspects A Cat:** If your familiar is a type of animal that can induce a person to pet it simply by looking affectionate, then consider using it to convey such touch spells as *shocking grasp* or *touch of fatigue* to a target.
- † **Covert Scouting:** An empathic link with your familiar is more useful when you use it as a sentry than as a scout, as it can convey a feeling of consternation to you if anyone should approach its point of observation, while the contents of a room that it has explored cannot easily be described with emotion alone. If you achieve

a high enough level in the wizard or sorcerer class to speak with your familiar, its usefulness as a scout increases tenfold. Familiars that can fly, such as owls, bats and hawks, are the best scouts of all.

- † **Delivery of Assistance:** Enhancement spells such as *cat's grace* can be passed from a spellcaster to a friend by means of an intervening familiar. This is especially useful if the recipient is hard to reach. For example, use your rat familiar to deliver a *bull's strength* spell to a friend in jail so that he can bend the bars and escape, or use a bat familiar to deliver *cat's grace* to a rogue waiting on a rooftop and about to break into the building below. The charge of a touch spell can be held indefinitely, so it does not matter if your familiar has to make a long round trip. In this way, a spellcaster can sit in relative safety while his familiar is sent out to deliver enhancements to his rogue comrades.
- † **Subtle Messenger:** Familiars are intelligent enough to recognise team-mates and tell friends from foes. A familiar that can be persuaded to submit to the indignity of a collar with a message tube in it (or some similar means of storing written messages) can relay notes between multiple rogues engaged on a mission. This saves the rogues from having to use magic or more detectable means of communication such as light signals. A cat familiar could, for example, act as the runner between a sentry and the rogue inside a building, allowing the sentry to pen a hasty note giving warning if anyone is coming and details of what they are armed with.

MAGIC ITEMS

The following items are all designed with the rogue class in mind and assist with criminal work in various ways, from enabling silent break-ins to creating whole new egresses.

Sheath of Concealment: This device resembles the metal rim found at the top of a scabbard or dagger sheath. It has a loop so that it can be attached to a belt. The slot leads to a small sub-dimensional pocket very much like that found in a *portable hole*. When a weapon is slid into the *sheath of concealment*, its blade length vanishes into the dimensional pocket, leaving only the hilt protruding from the metal rim. By means of such a device, it is possible to smuggle large weapons past guards, as the bulge made by the hilt is relatively small. The weight of the weapon is not altered, only the amount of space it occupies. *Sheaths of concealment* are made in different sizes; a weapon of the wrong size will not fit into the *sheath*. It may only be used to carry swords (including rapiers) or daggers.

Moderate conjuration; CL 10th; Craft Wondrous Item, *secret chest*; Price 2,000 gp.

Portable Window: This device, which is not the most inconspicuous of magic items when carried around,

appears to be a perfectly normal wooden-framed window that has either been removed from a wall or not yet been set into one. It measures three feet square and has a glass pane. If it is placed in any nonmagical wall that is three feet or less thick, it grafts itself into place, creating a channel through the wall if necessary and using a *passwall* effect to achieve this. The window may be looked through in order to observe what is happening inside the building. It may also be opened from the inside or the outside. When placed, the window attempts to emulate the appearance of other windows in the same building so that it will seem inconspicuous, using an illusion effect to blend in with its surroundings. A Will saving throw may be made to resist the effects of the illusion if a character deliberately interacts with it.

Moderate transmutation; CL 12th; Craft Wondrous Item, *silent image*, *passwall*; Price 25,000 gp.

Silent Tool: On first inspection, these tools (all of which can be found in Chapter 5, The Best That Other People's Money Can Buy) seem to be masterwork items. When used, they make no noise at all, nor do the items on which they are used so long as they remain within 15 feet of the tool during the work. A *silent tool* file can be used to cut through the bars of a prison cell without alerting the guard on duty, while a *silent tool* hammer can be used to smash a window without making noise. *Silent tools* can only be used effectively on nonmagical, nonliving objects. A person hit with a *silent tool* hammer can cry out in pain. A tile dislodged by a *silent tool* crowbar would make no noise as it was removed, but if it fell from the roof and out of the 15 foot radius in which the tool is effective, it would smash loudly as it hit the ground.

Faint illusion; CL 3rd; Craft Wondrous Item, *silence*; Price 2,500 gp.

Lens of Revealing: This simple little tool is used to see magical auras. Unlike even a *detect magic* spell, it cannot determine the type of magic used, though it can determine the strength. It can detect and reveal an *arcane mark*, which is its primary purpose. Lenses of revealing are used by the proprietors of pawn shops to check items for magical marks of ownership.

Faint divination; CL 3rd; Craft Wondrous Item, *detect magic*; Price 3,500 gp.

Dust of Erasing: Rogues prize this substance because of its power to destroy *glyphs of warding*, *sepia snake sigils* and similar magical traps; it is also useful because you can remove an unwanted *arcane mark* with it. *Dust of Erasing* sprinkled over magical or mundane writing destroys it, according to the rules of the *erase* spell. A character who uses *dust of erasing* to remove *explosive runes* is entitled to a Reflex saving throw if the caster level check fails, while if the dust is used to erase a *glyph of warding* or a *sepia snake sigil*, the character receives a +2 circumstance bonus to his check as he is not in direct contact with the

magical text. The dust must be sprinkled on to the writing from three inches away or rubbed directly on to it; it may not be thrown, blown or otherwise transported there.

The description given here is for a single dose of *dust of erasing*.

Faint transmutation; CL 3rd; Craft Wondrous Item, *erase*; Price 600 gp.

Scarab of Lockpicking: This object resembles a mechanical beetle about the size of a human fist. When placed against a nonmagical lock, it clamps itself in place and extends delicate probes into the lock's internal works. It proceeds to attempt to bypass the lock as best it can. The *scarab* has an effective Open Lock skill of 10. On every round on which it is clamped to the lock, it attempts to open it. If it fails, it simply tries again. However, if it fails by more than 5 on any attempt it cannot pick the lock at all. Rogues use this rare and precious tool to save time bypassing locks that they could probably tackle themselves, had they the time to spare. The *scarab* can also be used to pick locks during a combat situation, freeing up the rogue to act as a combatant rather than keeping him occupied with the lock. The *scarab* cannot open a door held by an *arcane lock* unless a *knock* spell or other effect is used to suppress the *arcane lock*.

Moderate transmutation; CL 6th; Craft Wondrous Item, *knock*; Price 18,000 gp.



TRICKS OF THE TRADE

In this section, we look over the various aspects of a rogue's life on and off the streets. By using the rules and features presented here, the work of a rogue can achieve greater colour, realism and challenge than before. Rogues are far more than trap detectors, door-openers and sneak attackers; they have a part to play in the everyday world, a part that more often than not involves breaking the law, enjoying the benefits and doing one's best to get away scot-free.

THE ART OF FENCING

Although many of the rogue's typical criminal activities involve theft, very few thefts involve large amounts of money. Thefts from houses, which form the vast majority of robberies, involve the stealing of items. Some coin, gems and jewellery can occasionally be found but it is not really realistic for a householder to have bags of gold coins lying around. In the fantasy world as in the real one, people measure their wealth by their possessions and it is their possessions that a rogue seeks to steal.

Fencing is a process familiar to rogues, whereby their newly acquired goods are sold on. Although a rogue might occasionally steal something that he finds personally useful or attractive and decide to hold on to it, for the most part the valuables that a rogue steals are passed on in exchange for cash. The rogue neither receives nor expects the full market value for the item.

A Necessary Evil

The fencing of stolen goods is accepted in most societies as an inevitable consequence of roguery. Though it is of course illegal, it is nonetheless useful. Often, the only way a person can afford an item is to buy a stolen one. The currents of theft draw goods from the richer parts of town into the poorer parts, keeping shops in business and allowing those with very little money access to goods they could never otherwise obtain.

Adventurers are not always fussy about where their gear comes from. When you are down to your last cash reserves and you need to stock up on adventuring essentials, stolen goods can seem to be a godsend. They do, however, have two major potential flaws; prior owners and a no-returns policy. If you buy something 'on the cheap', you cannot take it back and complain if it proves to be flawed.

The Fence

Every rogue should make it his business to know at least one fence. These individuals act as middlemen between the rogues and the purchasers, buying cheap from the rogue who stole the item and selling it on at a vast profit to a retailer or private customer. They are almost always

retired rogues who gave up the profession due to a wish to pursue a less harrowing career. Some gave up roguery because of age, some due to a physical impediment, such as a severed limb.

Fences are a necessary part of the criminal ecosystem. It makes sense for a rogue to go through a fence, as he usually will not have a sufficiently broad network of contacts to sell a stolen item himself. Equally, though the fence has a lot of nerve and may even still do the occasional job himself, he is ultimately a businessman rather than a thief and prefers to make money by buying and selling rather than by stealing.

The buying price offered by a fence can sometimes be insultingly low. If the fence does not know you or believes that you do not know what it is you are selling, he will try to get away with as low a price as he can. The usual bottom line is 'take it or leave it'. He knows perfectly well that there are only a few people who would be willing to buy stolen goods from you at all. If you have a good working relationship with a fence, he is much less likely to attempt to beat you down on the price.

Fences usually set up temporary headquarters for a week or two and then move them once their location becomes known. They maintain a 'stash' of equipment that they need in order to ply their trade, consisting of artisan's tools, jeweller's lenses and other accoutrements necessary to maximising their chance of success at Appraise skill checks. They are extremely cautious where their own money is concerned, keeping it in a bank vault if possible or leaving it with a trusted relative or spouse if this option is unavailable.

Some fences groom their own stable of young rogues, training them up in the arts of thievery. This is a very popular thing to do in large cities with run-down areas, as a nest of rogues presided over by a fence can take over a whole building. Young rogues can often get away with more than older ones. Their shorter height places them closer to the purses of their targets, while playing on the fact of their youth can sometimes soften the heart of an outraged robbery victim who would otherwise have them thrown into prison. Items looted from the pockets of passers by are passed on to the fence at the end of the day's thieving and it then becomes his job to sell them on, using the cash to pay for food and clothing for the troupe. Many accomplished rogues began their careers as apprentice fences or members of a community of young rogues.

Some players may wish to try their hand at the fence's art. Players may take Profession (fence) as a skill but they are not often in the best of positions to do so. A good fence intimately knows an area and knows the various rogues

with whom he must deal, while players are usually far too prone to wandering from place to place. In a city-based campaign, where the players did not rove about quite so much, a player could make a good living as a fence. The profession is not without its hazards. As the skill description explains, a careless fence can find himself arrested for handling stolen property, a crime which merits a stiff sentence in most cultures.

Selling Goods To A Fence

To determine the price offered by a typical fence, first have the fence make an Appraise skill check to determine what he thinks the item is worth. Next, consult the Fencing Problem Rating table to determine the item's Problem Rating, which is a rough measure of how 'hot' the item is and how much trouble it is likely to cause. The Problem Rating then determines the percentage of the price that the fence is willing to offer, shown in the Percentage Offered by Fence table.

Fences like items that are easy to shift and difficult to trace. The more distinctive an item is, or the more specialist a collector would have to be to be interested in it at all, the more difficult the fence will find it to sell and the lower a price he will offer for it. All fences have a field of personal specialisation, so it pays to know what a given fence prefers to deal in.

New Skills

The following new skills have direct bearing on the fence's craft.

Profession (fence) (Int)

This skill covers the work of small-scale buying and selling in the field of stolen goods. A fence can only operate as such with any degree of efficiency within his own area, such as a city or a rural district. You may still make Profession (fence) skill checks outside your region but these are subject to a -4 circumstance penalty, as you do not have the usual contacts to draw upon.

When used to make a living, this skill brings in considerable wealth. It does however carry some measure of risk, which you can influence. Using the skill like an ordinary Profession skill to make a basic living is relatively safe. If you wish to play for higher stakes, you may decide before making your check to take three times the result of your weekly Profession (fence) skill check in gold pieces, representing the result of a week's trading in more valuable items than usual. If you roll a 1 on this check,

then you have run into trouble with the law or the item's original owner. The exact details of this are left to the Games Master, who may choose to roleplay the events of your arrest (thus giving you a chance to escape) or simply decide that you have been thrown into prison. If you choose to go for the increased income, you leave yourself open to the consequences as decided by the Games Master.

As well as making a Profession (fence) skill check to earn a living, you make make a Profession (fence) skill check at a DC of 20 to find a buyer for an item in your possession. The skill check only finds you a potentially interested party. It does not guarantee that the sale will go ahead.

Profession (minder)

Very few fences – only the toughest ones - work without a 'minder', a hired heavy whose presence ensures that nobody tries to take more from the fence than he is willing to give. The two-man team of opportunistic fence and

Fencing Problem Rating

Object Characteristic	Problem Rating Modifier
In fence's specific field of interest	-5
Object famous	+5
Object recently reported missing	+5
Object of generic make, no distinctive features	-5
Object distinctive	+1
Object personalised (e.g. engraved with family crest)	+3
Magic item	+2
Marked with <i>arcane mark</i>	+2
Item is not made of a precious substance and thus would only be of value to a collector	+5
Worth more than 100 gold pieces	+1
Worth more than 500 gold pieces	+3
Worth more than 1,000 gold pieces	+5

Percentage Offered By Fence

Problem Rating	Sum Offered (Percentage Of Perceived Value)
-10	50%
-8	45%
-6	40%
-4	35%
-2	30%
-1	25%
0-4	20%
5-9	15%
10-14	10%
15-19	5%
20+	Not interested in item



long-suffering bodyguard is a very familiar one to rogues who have built up a reputation as traders in stolen items. It is the minder's job to ensure that the fence is not interrupted while he is conducting business and to give a warning in plenty of time if the conference is likely to be disturbed by officers of the law. Minders are usually fighters; many of them are retired from an army, from security forces or from the underworld fighting circuit. Working as a minder for a fence is often interesting work, as it brings you into contact with all manner of dubious people. It can sometimes be dangerous, as you are expected to stand in-between the fence and the consequences of his criminal career if the law should ever come knocking. On the positive side, the fence always seems to have money to pay your wages with.

As well as making a Profession skill check to earn your living, you may make a Profession (minder) skill check at a DC of 20 to look up a criminal contact who specialises in any given field of underground activity, such as forgery, pickpocketing or vice.

Shops That Buy and Sell Stolen Goods Direct

Some shops in the poorer areas of a city or town do not balk at buying in goods that they have every reason to suspect are stolen. Such shops, commonly called shonky shops, are nominally for the sale of 'second-hand goods' but it is universally understood that the person who sells an item need not be the person who originally owned it. The range of goods on sale in such a shop is quite diverse and the level of security comparatively high. The goods are on display behind metal gratings and the customer has to point out what he wants; he never has a chance to handle the item until it is bought, at which point it is passed through a small aperture.

A shop of this kind will usually sell weapons, armour, equipment and jewellery. There is a conspicuous lack of anything too new or too valuable on the shelves behind the metal grilles. One can go into such a shop and sell any item of Medium size or smaller listed in *Core Rulebook I* for one fifth of the listed price. Items that are purchased are kept in a back room for several weeks before being put out on display, in case the former owner should happen to see them. In most societies, it is technically necessary for the vendor to sign a chit that affirms him as the owner of the item but in practice a shonky shop will either not bother to do this or will have a pile of forged chits that can be used instead.

Shonky shops do not like to deal with magical items, as they find them unpredictable. They most like to deal with the cheaper kind of jewellery, such as simple gold rings or neck-chains, as this can be sold on very easily, has intrinsic worth and is not especially distinctive. Shonky shops sell whatever goods they can get their hands on for less than

the listed price in *Core Rulebook I*. On average, prices in shonky shops are 80% of standard retail. A shonky shop is a good place to pick up a weapon in a hurry or to get rid of the less remarkable booty from a robbing expedition but you are very unlikely to find anything of exceptional interest there.

Shonky shops acquire most of their stock from 'goniffs' or professional shoplifters, who are expert at the art of stealing goods from a shop in one part of town and selling them on to other shops elsewhere. Some goniffs have a strategy worked out whereby they steal in one city and then sell in another, taking the opportunity to steal from the second city's shops too, and selling these goods to the shops at home.

SECURITY MEASURES

When you are dealing with stolen items, you have to be careful that the original owner has not taken precautions to protect them or make them uniquely identifiable. You cannot very well deny that an ornamental dagger set with jewels belongs to someone else if they are able to show you their name engraved upon the inside of the scabbard, where you did not think to check.

Engraving is the single most common means of identifying an item as uniquely your own. For example, it is common practice for sword blades to be engraved with the name of the bearer, or some similar device such as a coat of arms or family symbol. Richer families are able to have bespoke swords commissioned, with an identifying mark upon them. All masterwork weapons will have a small mark upon them that indicates who the manufacturer was and who the weapon was made for. As craftsmen tend to keep careful records of what they made and who they made it for, tracking down the owner of a masterwork weapon is easy. The poor must perforce rely on engraving, which is cheap and simple. Engraving a simple statement of up to 6 words on any metal item requires one hour of work and a successful Craft skill check appropriate to the item at DC 10.

Among wizards, the most common means of tagging an item as their personal property is to place an *arcane mark* upon it. This works well enough when common thieves are all one has to deal with. One can make one's mark visible by means of a simple *detect magic* spell, thus settling any question of ownership. Unfortunately, as soon as other spellcasters are involved, *arcane mark* used in a conventional way becomes next to useless. It takes only one first level spell to find the mark and another, *erase*, to get rid of it. Even if you have gone to the lengths of placing an *instant summons* spell upon your prized item so that it can be retrieved immediately if it should go missing, it only takes a first-level sorcerer to *erase* your *arcane mark* and the spell is useless! It is therefore advisable, if you can manage it, to cover up your *arcane mark* with

a thin sheet of lead and then cover that with some other material, so that *detect magic* will not pick it up.

Although there is a multitude of different ways of marking an item as yours, there are not many ways of keeping anyone but yourself from using it. Even magical items that have alignment are only unusable by a certain kind of person. Those who wish to make an item truly personal to them, so that nobody else could wield or benefit from it if it were stolen, have had to invest large amounts of gold and seek out the most accomplished craftsmen. In *Encyclopedia Arcane: Tomes and Libraries* from Mongoose Publishing, you can find some magical means whereby an item can be personalised. Here, we are concerned only with the mechanical.

Trapping and Locking Items

Although the delicate art of placing traps in items is costly and those who can manage it are few and far between, the rich would much rather invest in such devices than take the chance of anyone but themselves benefiting from their possessions. To a nobleman with a collection of fine swords, it is intensely satisfying to discover the body of a would-be thief mere yards from your home, with his stiff hand still clutching the hilt of your prized katana, its poisoned needles driven into his flesh because he did not know the correct way to draw it from its scabbard.

The only items that are locked or trapped as a matter of course are containers. Any rogue that encounters a chest with a keyhole is instantly suspicious of it and rightly so. The container forms part of the barrier between you and the item; the usual belief is that once you have bypassed the barrier, you can claim and use the item. Would-be thieves occasionally worry about items being cursed but they do not often expect an item to be trapped. These expectations can lead them to make serious and even fatal errors of judgement. As we shall see, more items than just containers can be locked and trapped.

Every trap described has a base Disable Device DC and Search (not Spot) DC of 25. Increase this base DC by the particular individual type of trap's DC Increase factor, unless an entirely different system is denoted within the listed trap's text. They also, at the Games Master's discretion, have a CR equal to their DC Increase.

Trapping and Locking Weapons

A weapon must be of masterwork quality in order to incorporate a trap or lock. These features may not be added to a weapon that has already been constructed. No person with less than 10 ranks in the appropriate Craft skill may even attempt to make a weapon with a locking device built into it, while no person with less than 15 ranks in the appropriate Craft skill may even attempt to build a weapon with a trap built into it.

Masterwork weapons that include locks or traps *may* be turned into magical weapons. In this instance, traps built into the weapon benefit from the same enhancement bonus to their attack and damage rolls as the weapon itself does. For example, a finger slicer trap built into a +3 *heavy crossbow* would make its attack at a total melee attack bonus of +13 and inflict 1d6+3 damage.

Each lock or trap detailed below has a cost and a DC increase listed. The weapon must be masterwork first, so remember to factor in the additional 300 gold pieces when making the weapon. All costs and DC increases are cumulative. You may not fit more than one lock or more than one trap to any one weapon.

Weapon Locks

The only weapons capable of incorporating locks are those that have sheaths or scabbards, such as swords and daggers and those that rely on moving parts, such as crossbows. Locks for bladed weapons always bond the weapon to its sheath, meaning that it cannot be drawn and used in combat, while locks for mechanical weapons jam the trigger in place so that the weapon cannot be fired.



Scabbard Plate Lock: A locked blade weapon may not be drawn from the sheath without the lock being disabled. The simplest form of scabbard lock involves a catch that must be depressed as the weapon is unsheathed. Once you know where the catch is, it is easy to draw the weapon. When this method is used, the craftsman takes care to conceal the catch, so that a thief will not find it immediately. Catches are worked into ornamental scrollwork, disguised as jewels or incorporated into metal fittings to make them harder to spot. Finding the catch requires a successful Search skill check at a DC of 20.

It is possible to wrench a locked blade from its scabbard with brute strength alone. With a successful Strength ability score check at a DC of 25, the lock can be destroyed and the sword pulled free. However, it will not return to the scabbard again and has a chance to snap as it is removed. Any weapon wrenched from its sheath will break on a roll of 1 on 1d6; magic weapons break with a roll of 1 on 1d10.

Cost: +150 gp; DC increase: +2.

Scabbard Key Lock: This form of lock is essentially similar to the plate lock but with the mechanism on the inside of the hilt. The bladed weapon cannot be freed from its sheath unless a long metal key is inserted into a hole at the end of the hilt and turned so that it clicks into place. This unlocks the mechanism and allows the sword to be drawn. While the key is in place, the weapon may be drawn and resheathed by anyone. If the key is removed, the weapon may be resheathed but the scabbard locks instantly when this is done. Key locks are much more secure than plate locks, as there is only one key, which the owner of the weapon can then carry around with him whether he has the weapon or not. He can unlock the weapon if he thinks he will need it. This device has the disadvantage of making the weapon impossible to draw quickly if you are taken by surprise but it is believed to be worth it for preventing or at least discouraging theft. Unlocking a key locked bladed weapon with its key is a full-round action that provokes attacks of opportunity.

A character may attempt to bypass the lock and draw the weapon from its sheath with a successful Open Lock skill check at a DC of 25. If the weapon is returned to its sheath it will lock again. To prevent this from happening, the character can jury-rig a substitute key from wire and fit it into place, which requires a successful Open Lock skill check at a DC of 30.

Cost: +200 gp; DC increase: +3.

Twisting Hilt Lock: The most complex of bladed weapon locks, this device relies on a series of tumblers inside the weapon's cylindrical hilt. It may only be fitted to Medium sized or larger bladed weapons, as the size of hilt needed is too large for anything the size of a dagger. The pommel

of the weapon and several other cylinders of metal close to the crossguard must both be turned to the correct point before the weapon can be drawn. As this is a combination lock, it cannot be picked by Dexterity-based skill alone. A character may attempt to pick it with a Open Lock skill check at a DC of 30 and a successful Listen check at a DC of 25. The character must succeed at both skill checks simultaneously to pick the twisting hilt lock. Once he has succeeded, he can memorise the correct setting and will not need to pick the lock again.

Cost: +300 gp; DC increase: +5.

Trigger Plate Lock: This locking mechanism disables the trigger for a crossbow or similar weapon. Although the weapon may be loaded, the trigger sticks in position and cannot be pulled unless a concealed plate is pressed. Light and hand crossbows have the plate near the grip, so that they can be pressed with the same hand. Heavy crossbows have them at the far end of the weapon, so that the off hand is needed both to steady the weapon and to press the release plate. The same Search skill check is needed to detect this trigger plate as is needed to find a scabbard plate lock, for which see above.

Cost: +150 gp; DC increase: +2.

Key Trigger Lock: This mechanism requires that a key be inserted into the crossbow's internal workings before the trigger can be pulled. The mechanism works in much the same way as a scabbard key lock (see above), requires the same skill checks to bypass and can be disabled in the same manner.

Cost: +200 gp; DC increase: +3.

Weapon Traps

Traps fitted into weapons work in the same way as locks do. You may therefore build a weapon that has a needle hilt trap and a twisting hilt mechanism, or a weapon that has an internal dart trap and a trigger plate mechanism. Instead of the mechanism releasing a catch and allowing the weapon to be drawn or fired at all, it disables the internal trap and allows the weapon to be drawn or fired safely.

A weapon may have a lock as well as a trap, which is the worst combination possible for a thief; not only does a tug at the weapon fail to free it, it causes painful and possibly fatal injury. In this case, the mechanism both opens the lock and disables the trap. For example, finding the correct combination for a sword locked and trapped with a twisting hilt mechanism and a needle hilt trap allows you to draw the sword and wield it safely. Picking the lock in this instance also disables the trap.

Failing to pick the lock of a trapped weapon by more than 5 on the Open Lock skill check triggers the trap.

Needle Hilt: This trap is fitted inside the hilt of a bladed weapon. Close examination and a successful Search check at DC 25 reveal multiple tiny holes in the hilt, concealed among the various designs. If the hilt is wound around with cloth as many tend to be, the holes cannot be seen unless the cloth is removed. If the weapon is drawn without the trap being deactivated, multiple metal needles thrust from the weapon's hilt. The person drawing the sword must make a Reflex saving throw at DC 25 or suffer 2d4+2 points of damage and a maimed hand. If nobody was holding the sword while it was drawn, the trap discharges harmlessly. If the person was wearing hand protection or had a natural armour bonus to armour class, they may deduct one point of damage per point of armour bonus conferred by either of these.

A hand that is maimed cannot be used to hold or fire a weapon and confers a -4 circumstance penalty to any ability score check or skill check involving manual dexterity. The needles may also be poisoned with a suitable injury-transmitted poison if the owner so chooses, which adds the additional complication of a Fortitude saving throw to resist the effects of poison.

Cost: +300 gp; DC increase: +5.

Internal Dart: This atrocious device, which may only be fitted to a crossbow, is only indicated by a tiny hole in the back of the weapon just below the groove where the bolt rests. This hole is very easy to overlook and requires a successful Search skill check at a DC of 30 to see. The hole is the end of an internal channel where a tiny barbed dart is concealed. If the weapon is fired without the trap being disabled, an internal mechanism uses the force of the shot to fire the dart backwards into the operator's body. It attacks with a ranged attack bonus of +10 and inflicts 1d3 damage, with a critical hit range of 17-20. As with the needle hilt trap, the dart is usually poisoned to boot.

These darts are intended to strike the operator of the weapon in the eye, though of course not everyone who uses a crossbow will sight down the bolt at the target. A dart that scores a critical hit is considered to have struck the operator in the eye unless there is reason to suppose that it would not have done, such as the operator specifically stating that he is holding the crossbow at waist height. An eye struck by a trap dart is blinded and the operator is agonised for 1d4 rounds, suffering a -4 circumstance penalty on all attack rolls, skill checks and ability checks. A creature that has only one functional eye suffers a -4 penalty to all Spot and Search checks and ranged attack rolls, a -1 penalty to all melee attack rolls and a -1 dodge penalty to armour class against attacks from his blind side. A character who is hit in the eye by a poisoned dart suffers a -2 circumstance penalty to his Fortitude saving throw, as the poison enters the system close to the brain.

As eye injuries can be so crippling for a character, there may be some debate as to whether the character was sighting down the crossbow at the time. As a rule of thumb, assume that any sneak attack with the crossbow necessarily involved sighting down the bolt, as sneak attacks need to be precise. The same applies to any attack that was carefully aimed. The Games Master has the final say on whether a dart strikes the operator in the eye or not.

Cost: +200 gp; DC increase: +3.

Finger Slicer: This trap is fitted to crossbows and other items that require triggers to be pulled. The crossbow's trigger has a tiny, almost invisible groove in which nestles a razor-sharp blade. To fire the crossbow safely, the operator must hold down the plate (if it has a trigger plate mechanism) or insert the key (if it has a key trigger mechanism). When the crossbow is loaded and fired, an internal mechanism either transfers the force of the shot to the crossbow bolt or to a lever that moves the blade. If the trap feature is active, the blade slices clean through the operator's trigger finger. It makes an attack at a melee attack bonus of +10 and inflicts 1d6 damage, severing the finger if even a single point of damage gets through. The operator may not use any armour or shield bonus other than that bestowed by natural armour unless he is wearing gloves, gauntlets or similar hand protection.

A character with a severed finger suffers a -3 penalty to any Dexterity-based skill check or ability score check involving manual manipulation of objects with that hand. He also suffers a -2 penalty to range attacks made with bows and a -3 penalty to ranged attacks made with crossbows.

Cost: +200 gp; DC increase: +4.

Locking and Trapping Books

Large books, referred to as 'tomes', often have heavy bindings made from wood or even from metal that can be locked shut with a padlock. Naturally, where there is a lock there can be a trap.

Tome Lock: A lock with a DC of up to 20 can be placed in the binding of a book. It is not possible to integrate a lock of a higher DC into the binding, as there is limited space to work with. Such a volume is essentially half book, half box; the bindings are as tough as those of a chest. A typical locked tome can be wrenched open with brute strength alone by means of a Strength ability score check at DC 22, at some risk of damaging the contents. If the Strength check succeeds by more than 1 point, then the character opening it damages the book as if he had made an unarmed attack upon it, with hardness (if any) being discounted.



If the owner wishes, he may hold the book shut with a padlock through the clasp instead. This has the advantage of letting the owner use locks of a higher DC than 20 but also makes the book slightly easier to open with force without damaging the pages. A character who forces open a book held shut with a padlock does not risk damage to the contents.

Cost: As for the lock, which must be made separately; *DC increase:* +2.

Fire Capsule: A common practice when the book contains sensitive information (such as, for example, blackmail letters or the economic records of a rogues' guild) is to rig a glass capsule full of alchemist's fire to break if the book is forced open, setting the contents on fire and destroying them in the course of a round. Such a trap causes only minimal damage to any character opening the book forcibly; they suffer one point of fire damage, with a Reflex save at DC 15 allowed to take no damage.

Cost: +50 gp; *DC increase:* +3.

Lethal Pages: An extremely subtle way to ensure that others do not read a book in your possession is to anoint the edges of the pages with a suitable contact poison – see

Core Rulebook II for more information on poisons. So long as you remember to wear gloves when you read the book yourself, you can browse it in safety. The poison will discolour the edges of the pages slightly but this is just as likely to be attributed to age by anyone examining it. A Spot skill check at DC 25 is needed to notice that the page discolouration is not the same as that which would result from age or exposure to dust or sunlight. A character with the use poison character feature or any ranks at all in Craft (poisons), for which see *The Quintessential Rogue* by Mongoose Publishing, benefits from a +2 synergy bonus to this Spot skill check.

Locking and Trapping Jewellery

The idea of placing a lock on a piece of jewellery may seem very strange, if not impossible. Who in their right mind would want to prevent a person from wearing or removing an item? There are in fact many possible takers for such a feature. Some cultures place locking jewellery on a young woman to indicate that she is destined for marriage, while others keep sets of ceremonial regalia that only the priests are allowed to wear; a locking device prevents anyone else from putting it on. Magical jewellery can be locked, making a sacred bracelet, armband or neckband almost impossible to wear without being unlocked and fitted on the appropriate body part. Some people who wear jewellery prefer their baubles to be secured to them as it makes it much more difficult for a thief to remove them with Sleight of Hand and pocket them. If you are mugged and your jewellery cannot be removed without a tiny key, then the thief has the choice of struggling with it for several rounds and possibly being overheard, breaking it off and ruining its value, or attempting to kill you and hack it intact from your body. Most thieves, confronted by such a dilemma, will cut their losses and run away.

Bangle or Choker Lock: A solid piece of jewellery such as a bangle or torc can be fitted with a simple lock. The DC to pick it can be no higher than 25, as the soft metals from which most jewellery is made do not lend themselves well to lock construction and there is not much of a thickness of material to work with.

Cost: +100 gp; *DC increase:* +2.

Choker Trap: This trap can only be fitted to a solid, ornate neckpiece with a large frontal ornament, such as a stone or a crest. Before the neckpiece can be worn safely, it must have a small toggle switch turned. This is nestled among the ornamentation on the item, needing a Spot skill check at DC 25 to detect. The back plate of the frontal piece is pressure-sensitive, so that when the item is put around the neck without the trap being disabled and the neckpiece locked, a short sharp blade stabs the wearer in the throat. The person donning the neckpiece may make a Reflex saving throw at a DC of 25 to avoid this. If this saving throw is failed, the blade automatically hits and



inflicts 1d6 damage. This attack counts as a coup de grace, as the subject is being stabbed directly in the neck, much as they would be if they were helpless on the battlefield. These blades are not often poisoned, as they do not need to be; a stab to the throat is often fatal enough.

Cost: +300 gp; DC increase: +5.

Ring Traps: Rings are the easiest of all pieces of jewellery to trap, as they have to be slid on to a finger and this sliding action can be used to drive a poisoned barb into the skin. Trapped rings are sometimes concealed among other collections of jewellery purely so that a rogue who finds it will be tempted to keep it for himself, try it on and poison himself in the process. Such rings are not intended to be worn at all and are nothing but traps for the unwary. One can always smear contact poison on the inside of a ring but such poisons are expensive and one can do more damage for less money with a venomous needle.

The envenomed needle is located on the inside of the ring. It does not jut down in a straight line but sticks out at a very shallow angle, meaning that it only digs into the flesh when it is moved in one direction. A thief may thus either stab himself when putting the ring on, or when taking it off. It is quite possible to put on a ring with a poisoned needle in it and fail to notice that you have done so; a Wisdom check at a DC of 15 is needed to feel the tiny barb. Should the needle be pushed into the wearer's flesh, it automatically deals one point of damage to the wearer. Damage reduction may of course reduce this to zero, preventing the transference of poison. A person who has put on a ring with a poisoned needle the 'safe' way and realised what he has done can find himself in a quandary as to how to remove it, as it cannot be pulled off the finger without causing venomous injury.

The costs given below do not include the cost of a dose of the poison, which must be paid for separately.

Cost: +50 gp; DC increase: +2.

Warmth Trap: What one might call an alchemical rather than a mechanical trap, this ingenious device relies on the body heat of the wearer to function. It is generally used as a crafty assassination method as its operation is remarkably difficult to detect. A large, rather chunky ring is used as the basis for the trap, with the usual venomous needle on the inside, except in this instance it is set into a tiny socket, so nothing is felt when the ring is put on. The wearers' body heat acts as a catalyst for the combination of chemicals stored in a minute reservoir which, after about an hour, will expand and drive the needle into the finger. This inflicts one point of damage and administers a dose of injury-transmitted poison. The needle pricks the wearer's finger after one hour has elapsed – in warm conditions, it takes half an hour; in cold conditions, two hours. The character may not even feel this happening. A Wisdom

ability score check at a DC of 10 is needed for them to feel the pinprick as it occurs.

When a character is killed by means of this trap, their dead body gradually cools down, as all cadavers do. The loss of body heat causes the chemicals to resume their normal state and the needle to withdraw back into the ring. There is thus no obvious sign of why the character died and the time lapse between their donning the ring and the poisoning itself is so large that the ring is unlikely to be suspected immediately as the cause of death.

Naturally, cold-blooded creatures such as lizard men or creatures that have no body heat, such as undead, have nothing to fear from this trap. Some sentient undead, such as vampires, will even incorporate the feature into their favourite rings, so that any mortal who tries to steal and wear them will be in for a nasty surprise.

DIVERSIONS AND DISTRACTIONS

Any rogue knows the value of a good distracting tactic. A few moments during which a guard looks the other way can make all the difference in the world. While he is stood there, firmly at attention with his weapon ready, he is aware of everything within his field of view. He is bound to notice someone trying to sneak by him. However, should something else take up his attention, such as a person talking to him or a strange event happening nearby, he is unlikely to have much attention to spare.

As a general rule, anyone whose attention is fixed on an interesting spectacle, or doing something which requires concentration, suffers a –4 circumstance penalty to Spot skill checks. That much is covered by the rules for the Spot skill. The question for a rogue is: what can one do that will distract a person without making him suspicious?

Most rogues work in tandem, with one distracting the attention of the person they need to bypass while the other sneaks past them, or does whatever needs to be done out of the person's gaze. This method can be used to get past a guard, make shoplifting easier or even open the way for an assassination attempt. There is an art to talking to someone or otherwise engaging their attention in such a way that they are distracted but do not question the legitimacy of what you are doing. It does not matter if a guard thinks you are a drunken nuisance and threatens to break your nose for you, so long as your performance was convincing enough for your comrade to sidle past and set to work.

This is not quite the same as the usual use of the Bluff skill. You are not trying to persuade the target of anything in particular, you are merely trying to engage his attention.



A Second Look at Surprise

As the current surprise rules stand, surprise is purely a matter of awareness. If you know that the other person is there and he knows that you are there, surprise is unachievable. While these rules are quite adequate to cover the majority of combat situations, they do not come anywhere near covering some of a rogue's favourite events. In particular, they do not cover the kind of surprise that results from someone doing something unexpected.

Rogues love being able to act in a surprise round. It means that their opponents are flat-footed and unable to apply their Dexterity bonuses to armour class, which means that sneak attacks can be carried out. As rogues often have high Dexterity and thus positive initiative modifiers, they have a good chance of getting one sneak attack in during the surprise round and another during the first round of combat, assuming they beat their opponents' initiative scores. It is therefore in a rogue's interest to look seriously into the question of surprise and how to achieve it.

Surprise rests on the assumption that it takes a creature a few moments to react to a sudden event. If you are attacked without warning by something you did not know was there, your system seizes up for a few critical seconds. Your reactions may not be delayed for long but while they are, a rogue can easily plant a heavy crossbow bolt in you from 30 feet away. One standard action can make a lot of difference if there is nothing you can do to defend yourself against it. Your reactions do not fully kick in until your initiative count is reached, until which point you are 'flat-footed', representing exactly the same kind of delayed reaction. We have already seen from the standard rules that one type of event can delay a person's response, namely an action (usually an attack) taken by a creature of which the person was unaware. It stands to reason that there should be other kinds of circumstance that can cause surprise.

It is not as if a person of whom you are aware is incapable of surprising you. For example, a shopkeeper could be aware of a person who came into his shop, made polite conversation and asked about several of the items on display. There is thus no question of surprise. However, if the customer suddenly pulled out a glowing magical wand and pointed it at the shopkeeper, demanding the contents of the till, the shopkeeper would certainly have a chance to be surprised or at least startled.

Similar situations suggest themselves. Any of the following could be considered surprising: an apparently harmless creature sprouting claws and fangs, a statue speaking words in a booming voice, a loud explosion in the street outside or the head suddenly being severed from the person one was talking to. In short, actions that *shock*

can also surprise, even when they come from something or someone of which one was already aware.

Awareness of a person who is unaware of you is also not the only way to gain the advantage of surprise over them. To continue the example from before, if the customer had had a friend with him who had known the wand was going to be pulled out, then the friend would also have a chance to act in any surprise round that ensued. If you are aware in advance that a shocking event is going to take place, then you can take advantage of the surprise that results from it.

Putting these diverse elements together, we can see a very familiar picture arising. A group of rogues who have decided to carry out a raid on a building (such as, for example, a tavern) will never simply burst in with crossbows ready or rapiers drawn. They will either go in wearing disguises and suddenly all draw their concealed weapons at once, or they will use some explosive device to cause panic and shock. Either way, rogues who are carrying out a raid would naturally seek to use shock tactics so as to catch people off guard. The following rules explain how this is done.

Shock

Whenever a dramatic event occurs in the presence of someone who was not expecting it and the action has not yet shifted to combat rounds, they have a chance to be startled. A startled person receives a -4 circumstance penalty on their Initiative check if combat begins immediately after the dramatic event.

Shock can be avoided by making a successful Reflex saving throw. The DC of the saving throw depends on the inherent strangeness and unpredictability of the incident. For example, a person pulling out a short sword and threatening you with it in a gruff voice is not shocking if the person is a scruffy-looking, scarred wastrel in leather armour but it is shocking if they are (or appear to be) a wispy-haired grandmother walking with the assistance of a cane. Even this event is less inherently shocking than an eight-foot demon suddenly manifesting in the middle of a garden party at a noble's estate. Refer to the following table for the DC of the Reflex saving throw necessary to avoid shock. Any character with the Combat Reflexes feat is entitled to a +2 synergy bonus to his Reflex saving throw, as he is used to making a quick response to a situation.

If several different events apply simultaneously, use the highest DC; only one saving throw against any shocking event may be made. For example, the customer pulling a wand on the shopkeeper while making threats defaults to 'production of a concealed weapon' rather than 'sudden verbal threats'.

Advance Warning

A character who is suspicious of another person may make a Sense Motive skill check to ‘read’ them and find out whether they are planning anything. For example, the shopkeeper could make a Sense Motive skill check to pick up on the customer’s intention to pull a wand on him. If the Sense Motive skill check is successful, the character is counted among those who are expecting a shocking event to occur and he is thus exempt from any shock effect. The DC of the Sense Motive check is 20. A Sense Motive check may only be made if the character is in the presence of someone who expects the shocking event to happen. It cannot be made if there is nobody around to ‘read’. For example, there is no way you could make a Sense Motive check to warn you against the sudden appearance of the aforementioned eight-foot demon.

At the Games Master’s discretion, other means of gaining advance warning of the shocking event might be found. For instance, the shopkeeper might have a chance to notice the bulge made by the wand in the customer’s pocket. If the customer was in disguise, the shopkeeper should certainly have a chance to see through the disguise with a Spot skill check.

The key point to remember is that there are only two categories of person when it comes to shock effects: those who are expecting *something* to happen and those who are not. One does not have to know exactly what is about to happen in order to be prepared for it. It is only necessary to know that ‘something is up’ or that ‘all is not as it should be’. When one is prepared, the adrenalin is racing,

Reflex Saving Throws To Avoid Shock

Example Shocking Event	Reflex Save DC
Sudden verbal threats from an unexpected source	5
Pulling a weapon on a person whose attitude was Friendly or Helpful	10
Loud, unusual noise nearby, such as a dragon’s roar or an explosion	10
Threatening acts (not words alone) performed towards a person whose attitude was Friendly or Helpful; production of a concealed weapon	15
Sudden and noisy destruction of an item, such as a window smashing	15
Appearance of a dangerous creature unusual in the area without any prior warning, such as a displacer beast bursting into a cake shop	20
Bizarre or unprecedented event involving very rare magic, such as the appearance of a demon without any warning	25

muscles are tensed and the system is ready to respond. When it comes, the shocking event is still startling but not to the degree that someone can get the advantage of surprise over you.

Teamwork and Shock

One of the most efficient ways to take advantage of shock is to have one person cause the shocking event while another group of people, duly forewarned, stand by to take advantage of it. For example, you might have one rogue outside a building ready to cause an explosion while two more rogues disguised as customers wait inside the shop you are intending to raid. When the explosion happens, those civilians on the inside of the building are likely to be shocked, allowing the rogues within to take advantage of their full initiative check without penalty in the ensuing round, as they were forewarned and thus cannot be startled by the explosion.

Having your opponent shocked when you are not is only a slight edge but it is an edge nonetheless. The circumstance penalty to their Initiative check means that you are much more likely to be able to act before them, which means that they will still be flat-footed and thus vulnerable to sneak attacks.

THROWING ITEMS TO A FRIEND

Rogues often have occasion to throw an item to a friend. The most common event of this kind is the infamous purse snatch. One rogue deftly removes the money pouch from a passer-by with a sneaky Sleight of Hand skill check, then either passes it to a comrade or throws it to him. The throwing method ensures that the pickpocket has nothing incriminating on him if he should be caught in the act. Even if somebody sees him throw the purse, the accomplice is positioned so that he can easily run off to a safe hideout, or throw the purse to yet another rogue who is in an even more inaccessible location, such as an upstairs window. Other characters can also benefit from being able to throw and catch items, such as when one character badly needs a potion and there is not time or opportunity for its bearer to cross the room and administer it in person, or when a crucial object needs to be delivered to safety and the only way to do this is to hurl it over the heads of those who are trying to take it from you.

There are plenty of extant rules for throwing an object *at* a person but none for throwing an object *to* a person. It is not a simple matter of the thrower’s accuracy, as the catcher has to have sufficient reflexes to snatch the item out of the air, nor is it entirely down to the catcher to do the whole job, as a badly thrown item can go out of his reach altogether.



To throw an item to a friend, both the thrower and the catcher must be aware of each other and able to see each other. The thrower makes a ranged touch attack with the item as if he were trying to hit his friend with it. He suffers from a -4 penalty to the attack roll, as the item is not a weapon and he therefore cannot be proficient with it. Thrown items have a default range increment of 10 feet. Aerodynamic items, such as a cricket ball, have a range increment of 20 feet. If the thrower misses, the item has been thrown out of the catcher's reach – refer to the splash weapons chart in *Core Rulebook I* to find out the direction and distance travelled by the item. If he scores a hit, the catcher may attempt to catch the item safely by making a Reflex saving throw against a DC of 10. If he fails the saving throw, the item has an even chance of striking him and falling to the ground or flying past him, in which case refer to the splash weapons chart.

THE CRAFT OF THE LOCKSMITH

Locksmiths and rogues have a love-hate relationship. If it were not for rogues and their thieving ways, the locksmith would be out of a job, because nobody would need to lock their possessions away. To the rogue, the locksmith is someone to pit his wits against. Each profession has a certain amount of respect for the other one.

Locks are not simple, straightforward devices. They vary enormously in design and complexity. This section of the book is intended to give rogues a better idea of the variety of locks they are likely to encounter while on a job and provide the Games Master with a more interesting and challenging set of obstacles for players to work through. Locks are too often a simple matter of merely whipping out the tools and making a skill check, a procedure that does not reflect the complexity of the process. A player who wants to get a feel for what lock picking is really like will find these rules lend an extra dimension of involvement to his career as a rogue.

New Skill:

Craft (locksmith) (Int)

Locksmiths do not like the fact to be known, but they study lock picking as an essential part of their trade. As their work frequently involves getting into locked buildings for quite legitimate reasons, they need to be able to bypass a lock, remove it and set up a new one of their own making in its place. Frequently, a locksmith will be called upon by the forces of law and order to open up a locked house where a felon is believed to be hiding or a stash of stolen loot is believed to be concealed. Landlords enlist locksmiths to break into properties that tenants have abandoned and change the locks; merchants who are taking over property are often paranoid about loss and insist that the locks are tested to ensure their quality; nobles who have been

spurned by their lovers call out the locksmith to change the locks, so that the errant paramour will no longer be able to let themselves in.

A locksmith's main employment is to make new locks from raw materials, which he does using the standard rules for making objects with the Craft skill, as found in *Core Rulebook II*. He may also carry out additional important tasks having to do with the maintenance and use of locks. If he is brought a key, he may make replicas of it. The DC of this task is 15. If the locksmith only has a wax or clay mould of the key instead of the original, he may still attempt to cut the key but the DC to do so is 18. The cost to cut a new key is 10% of the total price of the lock it is intended to fit, as the complexity of the key adds to the cost of the job. So, a replica key for a very simple lock would cost 2 gp, while a replica key for an amazing lock would cost 15 gp.

A locksmith may also upgrade an existing lock so that it will need a different key to open it, a process called 'changing the barrels'. This can be much less expensive than buying a whole new lock every time you need to upgrade your security. Changing the key for an existing lock is a task with a DC of 18 and costs 20% as much as the lock itself would cost to buy new. You cannot change the quality of a lock by this method. You may only alter the lock so that a new design of key is needed to open it.

As locksmiths work with small mechanical devices with lots of moving parts, they are also the most likely craftsmen (out of the currently available skill selection) to work with clocks. Not all campaigns find clockwork acceptable, as it is sometimes believed to be too high a level of technology for a fantasy campaign (consider the example of the water clock in *Core Rulebook I*) but it has to be said that advocates of a genre that produces mechanical devices as complicated as puzzle locks and has a mechanical plane of existence to boot should not really have too much of an objection to mere clocks and clockwork devices.

A locksmith receives a +2 synergy bonus to the Open Lock skill as long as he has 5 or more ranks in Craft (locksmith). Conversely, a character with 5 or more ranks in the Open Lock skill receives a +2 synergy bonus to all uses of the Craft (locksmith) skill.

Varieties of Lock

There are two basic classifications of lock, namely those that require a key or similar device and those that do not. Those in the former category include the majority of door and chest locks as well as more grandiose mechanisms like the crypt door that requires a certain talisman to be used as the key, while the latter includes combination locks, puzzle locks and even more simple fastenings like bolts and chains.

Bolts and Chains

Almost no sensible housekeeper or building owner relies on locks alone. The standard practice for exterior doors is to have a lock set into the centre of the door, with a bolt close to it. Doors that need extra security may even have two bolts, one at the top of the door and one at the bottom. Irrespective of how clever a lock picker a rogue may be, he is likely to be completely stumped by a bolt that he cannot reach and pull open. Usually, the only way to bypass a bolt is to smash the door open with brute force, a distinctly unsatisfactory answer if the idea was to sneak into the building. The typical DC to smash open a door held shut with a metal bolt is 24. Multiple bolts can add +1 to this DC for each bolt, to a maximum of +3.

A rogue with more time on his hands can use a little-known member of his toolkit: the wire saw. This is an abrasive metal cord that is held by a detachable wooden peg on each end. If the rogue can loop one end of the wire saw through the door, around the bolt and back out again, he can slowly and steadily saw through the bolt. This takes at least ten minutes per attempt and necessitates a successful Dexterity ability score check at a DC of 15 for every minute of use – failure means that no progress is made but a retry is possible, whereas an unmodified roll of 1 or 2 on this check causes the wire to snap. This is not a loud process but it does make a constant to-and-fro scraping noise that may be overheard by alert guards or passers by. This process will, of course, only work if there is a sliver of space between the door and the frame. If there is not, you will have to work out another plan.

Some careless householders have a window near their back door, or even include panes of glass in the door. In these cases, it is a simple matter to break the glass, reach around, pull back the bolt and let yourself in. If you have time to spare, you could even try boring a hole through the door, hooking the bolt and pulling it back that way. By far the easiest option is to get into a position where you can see the bolt and cast *mage hand* to slip it back. Of course, you need a level in wizard or sorcerer to gain access to this cantrip but as we have seen in Chapter 3, Multiclassing, this is a worthy investment.

Chains are used to hold a door so that it can be opened part-way, in case the person on the other side of the door cannot be trusted. A chain has one end affixed permanently to the door frame and the other end slotted in to a fixture on the door, from which it may be unhooked to open the door all the way. It is easier to smash open a door held shut by a chain alone, as you already have some leverage on the door; the DC of the Strength ability score required is 20. Chains are less secure than bolts. If you can open a door part way and the only thing still securing it is a chain, it is possible to unhook the chain from the inside of the door by using one of your rogues' tools or a similar probing rod. This requires a successful Dexterity ability score check at a DC of 20.

Latches

The familiar modern-day design of front door lock, in which a curved metal tongue slots into place when the door is closed allowing the door to be locked fast simply by closing it, is unknown in the fantasy game world. Instead, a device known as a latch is used. This is a slim metal bar on a pivot, which fits into a grooved piece of metal on the doorframe. Closing the door causes the latch to slot into place, following which it must be lifted from the inside to open the door. Some latches have levers on the other side of the door, allowing them to be lifted from either side. Latches are fairly easy for a rogue to bypass and are commonly found on very poor housing or on buildings that need to be kept shut but not locked fast, such as stables.

To trip a latch from the outside, make a Open Lock skill check at a DC of 15. You need a long, narrow item to do this, or a piece of wire. The latch is lifted by slipping the item round the doorjamb until it comes to rest under the latch, then raising it, so that the latch lever is lifted away from the slot and the door may be opened.



Simple Mortise Locks

A mortise lock is worked with a key and holds a door or container shut by extending a metal block, or tenon, into a reinforced socket or mortise. Mortise locks are the most common design employed in the fantasy game world. The locking system depends on the distinctive shape of the end of the key. In order to turn the barrel and withdraw the tenon, it must fit precisely into the grooved hollow cut for it when it is turned. There are only a limited number of shapes that may be cut in the space that a key can occupy, so it is a relatively simple matter to find the correct shape via trial and error. It does not matter if you do not get the shape exactly right, so long as your tool is able to fit enough of itself through the hole that it can turn the barrel through leverage.

Simple mortise locks are only ever of Very Simple or Average quality. As their works are so straightforward, it is easier to pick them with improvised tools. A character only receives a -1 circumstance penalty if attempting to pick them without a set of thieves' tools, rather than the usual circumstance penalty of -2 .

Advanced Mortise Locks

These bulky, forbidding locks are familiar to adventurers as being the typical kind found in dungeon doors. They are used wherever sturdiness and security are paramount and money is no object, such as in the front gates of manor houses, the main doors of chapels and the personal chambers of regal ladies. They work on the same basic principle as the simple lock but with the critical difference that the lock contains several 'pins' that are pushed into place by the key as it enters the lock. This makes the lock very hard to pick, as the barrel will only turn if *every* pin is in place.

Picking such a lock is, therefore, a matter of replicating the shape of the key from such lockpicks as you have in your possession. You use your flat lockpicks for this job. If you can sneak a glimpse of the key, you may add a $+2$ insight bonus to your Open Lock rolls when attempting to open locks on which that key works, as you already have an idea of what sort of shape you should be aiming for.

For example, let us assume that the affluent Baron Hogbit has locked up his fortified manor for the night, with a latch and an advanced mortise lock. Having spied on him earlier, you know that the key's shape is rather like a three-pronged crown. By fitting three of your flat lockpicks together, you create a rough reproduction of the key, which you then jiggle around in the lock until you feel the barrel turn. After that, it is only a matter of lifting the latch and then you are inside.

Deadbolt Locks: Some locks of Good or Amazing quality are fitted with a deadbolt feature. This simple device is the bane of many a rogue's life. A deadbolt is a lever that is worked from the inside only. Its function

is to fix the internal works of the lock in place, so that the lock cannot be opened with a key from within or without. This additional security measure is used when there is still someone inside the building, as it cannot be activated from outside. At night in a large estate, the last thing that is done when the house shuts its doors and sets the guard dogs out is the setting of the deadbolt levers.

A lock that has been fixed with a deadbolt cannot be picked once the lever has been set. Its works have been locked in place and it cannot be opened even with the proper key, let alone a set of thieves' tools. A rogue who is confronted by one of these infuriating devices has no choice but to break the entire door down or seek an alternative way into the building. There is one small consolation; if the deadbolt is set then you know that there must be someone inside to have done it, which might be information that you did not have before.

Deadbolt locks are exceedingly rare and hard to make. They cost 100 gold pieces more than the regular price for a lock of their quality and the DC to make one is increased by $+4$.

Padlocks

As padlocks are designed to be portable, there is only so much room on the inside for the works of a lock, so it is harder to make them complicated. Most padlocks have a fairly simple mechanism that relies on a set of barriers or 'wards' that simply obstruct anything that is not the approximate shape of the key. Accordingly, all you have to do to open one is to find a gap in the wards and use a right-angled tool to turn the barrel. As it is more challenging to build a more secure padlock, the DC for the Craft (locksmith) check for making a padlock is 2 higher than for a standard door or cabinet lock. Moreover, padlocks are not available at a quality of higher than Good.

Armouring Padlocks: As padlocks are not integral to the structure of what they are securing, being instead attached by their looped catch, they are exposed and vulnerable. The typical statistics for a padlock, irrespective of its quality, possess hardness 15 and 30 hit points. Crowbar boys in particular are more inclined to bash the lock right off than to attempt to pick it. To guard against this, padlocks may be made of stronger materials than usual and reinforced against physical assault. By increasing the price of a padlock by 50 gold pieces, its hardness may be increased to 18 and its hit points to 40.

Combination Locks

These are the most daunting of all mechanical locks. There is no keyhole into which a tool might be inserted, to probe around and see if anything can be moved. Instead, the combination lock consists of a handle and a set of rotating barrels. Each barrel has a set of symbols on it; these are usually numbers but sometimes letters are used

instead, or something as recondite as alchemical symbols or magical hieroglyphs.

The principle on which a combination lock works is in fact very simple. The handle is connected on the inside of a door to a large crossbar or tenon, which slides freely back and forth when the handle is moved and the barrels are set correctly. Each barrel is circular and has a groove cut into it at a given point on its circumference, while stubby blocks are set along the tenon at regular intervals. When the barrels are correctly aligned, all the grooves line up and the tenon may be withdrawn. If even a single barrel is out of place, the corresponding block on the tenon will catch against it and the handle will not turn.

Most combination locks have four barrels, each with ten possible settings. Locks with up to ten barrels are not unknown, though these are usually found on immense doors such as those used to store the gold bars in a bank vault or prevent access to a chamber in which a major demon is chained beneath a holy cathedral. The basic price for a four-barrel combination lock is 300 gold pieces for a Good lock and 500 gold pieces for an Amazing lock. The DC to make either is 20. Combination locks are not available in Very Simple or Average quality.

Each additional barrel adds 100 gold pieces to the price and +1 to the DC, to a maximum of ten barrels. These do not increase the difficulty of opening the lock but they do increase the time needed, as each barrel must be cracked separately.

On account of their complexity, combination locks must be fitted and worked into the door as it is installed. They cannot be made separately and then fixed to the door later on. This also means that they cannot be attacked. To bypass them with force, you would have to smash down the whole door.

There are three ways to bypass a combination lock. Firstly, you can attempt to guess the combination. This is more straightforward if the owner of the lock has used letters rather than numbers on the barrels, as most people choose a word that is significant to them to be their combination word. It is worthwhile checking any books nearby that have had sections underlined, as this is a common way of marking a combination word in case you forget it or in case you need to let someone else know about it in an emergency. The second method is to try each possible combination in turn, a remarkably dull process that is guaranteed to come up with the right answer eventually but which may take much longer than is practical to achieve a result.

The third method is the one favoured by most rogues, though only the most competent of them would think to try it. Only a masterclass rogue would even consider tackling a combination lock, as it is a challenge far above

the dabbings of lesser lockpickers – to have actually *cracked* a combination lock is the mark of a true master. By applying pressure to the handle and rotating the barrels one at a time, it is possible to discern what the correct position for each barrel is. No combination lock is made with perfect precision and it is the tiny flaws in the manufacture that give the game away. If you listen very hard and your fingertips are sensitive, as you rotate a given barrel you may detect a tiny ‘tick’ as the block on the tenon moves over the space of the groove, even if it cannot enter it all the way. This is the reason why rogues who are trying to crack a safe, which is often secured with a combination lock, are often depicted with one ear to the lock and the other pressing down on the handle.

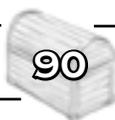
To crack a combination lock, you must make an Open Lock skill check and a Listen check simultaneously. This lets you attempt to find the correct setting for *one* of the barrels. The Open Lock skill check is made as a full-round action that provokes an attack of opportunity, while the Listen check is made as a free action. The DC of each skill check is that of the lock (30 for a Good lock and 40 for an Amazing lock) and you must succeed at *both* checks in order to find the correct setting for a given barrel. Failure at either check does not have any negative consequences other than that you fail to find the proper setting. To open the lock, you must find the setting for each barrel. This process is so difficult and time-consuming that some rogues have even been known to break into a building, spend most of the night cracking part of the combination for a lock and then leave again (carefully removing any evidence of their presence and re-locking doors behind them), returning on a subsequent occasion to finish the job.

Elves usually make the best safecrackers, as their naturally high Dexterity ability score coupled with their racial bonus to Listen skill checks gives them the best balance of abilities to tackle the job. Those not gifted with elven ears must perforce make do with the listening tube from their set of thieves’ tools (see Chapter 5, The Best That (Other People’s) Money Can Buy) to help them tackle a combination lock.

Time Locks

These unconventional devices guard against intrusion in a different manner to the standard kinds of lock. Instead of requiring a key to open, they automatically lock and unlock at different times of day. Rogues cannot access the lock to pick it, as it is on the other side of the door concerned. The only option is to wait until the lock opens of its own accord. These locks are used to seal important vaults, such as those of major merchant houses or banks. The philosophy is that nobody, not even the employees, needs to access the vault at night, so it should be completely closed and locked at these times.





The mechanism that governs a time lock is huge and complicated. It has to be wound every day, so after the vault is opened in the morning and before it is closed for the night, an employee has to wind the time lock. If there is a malfunction of any kind or the lock runs out of power during the night, it will automatically lock or unlock itself, according to the specifications of the owner when the lock was designed. Some vault owners would rather have the inconvenience of hiring a wizard to cast *passwall* spell to get into their vault rather than risk having the vault opened by thieves, so they will set it to stay locked in the case of malfunction or lack of winding. Others, usually those who have taken pains to make their vaults as magic-proof as they can, need their vaults to default to an unlocked setting in order to regain access without having to resort to a *miracle* or *limited wish*.

It is not only the banks and the merchants who have taken advantage of this curious kind of lock. Intelligent undead (the obvious example being the more ingenious vampires) who are vulnerable to sunlight, use time locks to prevent access to their crypts during the hours of daylight.

A time lock costs 3,000 gold pieces and has a DC of 25 to construct. If the rogue can gain access to the workings of the lock, such as by sneaking into the vault and hiding there before it closes and locks for the night, then he can cause it to unlock or lock with a successful Disable Device skill check at a DC of 20.

Odd-Shaped Keys

Sometimes a locksmith will be asked to produce a lock to receive an unconventional design of key. Typical locks of this kind are those in which an item issued only to the members of an organisation (such as the standardised holy symbol of a given cult) has to be placed into a depression in the door and rotated, or part of an object not normally associated with keys (such as the end of a sceptre) needs to be inserted into a receptacle.

Locks of this kind are usually commissioned by groups or individuals who want to have a significant door that only one object may open; this may be mere affectation, it may have symbolic value, or it may be done out of a wish to ensure that only the 'right' person would ever have the chance to pass through the door. For example, if a lock was crafted so that only the pommel of the king's own sword would open it, it would make sense for that lock to be found on the door of a secret royal treasury or even a tomb, as the sword would be the special property of the king and his eventual heir.

These locks are not only hard to pick, they are hard to construct in the first place. Locks with key objects of any shape up to Small size may be constructed at ten times the normal cost for a lock of the appropriate quality and at a DC of 25. Any attempt to pick such a lock is made at

a -2 circumstance penalty, as thieves' tools are intended to help open the conventional designs of lock; they can emulate the shape and function of a key without too much difficulty but they are not adequate to emulate the shape of the Effulgent Prism of Zarioch Bane, without which the Chamber of Uttermost Arcana may not be opened.

Rusted, Jammed or Heavy Locks

Sometimes, a rogue will need to pick a lock that has fallen into a dilapidated condition or that has been made with especially bulky components. In these cases, opening the lock is not simply a matter of tweaking the lockpicks in the right manner. The rogue must also have the necessary muscular strength to turn the lock. It is not the cracking of the mechanism that is the challenge so much as the reluctance of the inner workings of the lock to move. Even a simple lock can present problems to an accomplished lockpicker if its works are rusted in place or jammed up with glue.

The Games Master may assign a resistance level to any lock, based on the difficulty of turning the picks as opposed to the complexity of the lock. When attempting to open such a lock, the rogue must make a Strength ability score check in addition to his Open Lock skill check. This Strength check is made as a free action while the rogue makes his Open Lock check.

Problematic Locks

Lock Condition	Resistance Level
Base resistance level for a stiff lock	10
Exposed to elements for between one and five years without lubrication; mildly rusted	+3
Exposed to elements for between five and ten years without lubrication; badly rusted	+6
Exposed to elements for over ten years without lubrication; very badly rusted	+9
Damaged by a weapon but not broken	+4
Large, heavy lock, such as a padlock on an abandoned church door	+4
Huge and bulky lock, such as a giant might use	+6*
Frozen up	+8
Glue squirted into works	+8
Fragment of metal stuck inside, such as the tip of a lockpick	+10

* Such a lock has a maximum Open Lock DC of 20, as the large-scale moving parts are less intricate and easier to bypass.

The resistance level of the lock is the DC for the Strength ability score check. If both checks are successful, the lock opens. If the Open Lock skill check succeeds but the Strength ability score check does not, the lock does not open. The rogue no longer needs to make Open Lock skill checks but must succeed at his Strength ability score check to open the lock fully. If the Strength ability score succeeds but the Open Lock skill check does not, then the lock remains closed; moreover, if the result of the Strength ability score check exceeds the result of the Open Lock skill check, the lockpicks have a 1 in 4 chance of breaking. Masterwork lockpicks only have a 1 in 6 chance to break. Failure at both checks leaves the lock stuck shut.

Note that a lock with a resistance level is difficult to open even when you have the proper key. A person attempting to open such a lock with the key must succeed at a Strength ability score check against a DC equal to the lock's resistance level.

Oil is used to help lubricate jammed or rusted locks and make them easier to open, for which see Chapter 7, *The Best That (Other People's) Money Can Buy*. The resistance level of a lock frozen by low temperatures or ice can be reduced at the rate of one point per round if direct heat is applied to the lock. A *mending* spell might, at the Games Master's discretion, free up a jammed lock if the jamming was caused by violence.

At the Games Master's discretion, a jammed or rusted lock that has been successfully opened once may have its resistance level lowered by 2 in future, as a lock that has been recently opened is easier to use in the future.

Using Acid on a Lock

To a frustrated rogue, who has been tweaking around on the inside of a recalcitrant lock for ages while the rest of the party yawn and polish their nails, acid can sometimes seem like the best possible solution for getting through. The principle is simple enough in theory. Using strong acid, you corrode the works of a lock, then when there is nothing left of the wards or barrel to get in your way, you find the bar and pull it out of the mortise.

As with most simple solutions, acid is not such a universal panacea as it might appear. It is difficult to apply the acid to the parts that need to be dissolved, not least because the lock is usually vertical and acid tends to dribble downwards, away from the target area. Moreover, locks are usually large chunky affairs that require several doses of acid to corrode. If a rogue insists on trying to use acid to bypass a lock, the following rules are provided.

Each flask of acid applied to the internal works of a lock requires an Open Lock skill check against a DC of 20. This use of the Open Lock skill is a full-round action that provokes attacks of opportunity. Success inflicts

A Touch Of Authenticity

The rogues of the real world used a special 'cant' to conceal what they were up to from spies who were not part of the fraternity. Some select phrases are reproduced here, duly adjusted for context, for the Games Master or player who wishes to add colour to a campaign involving rogues.

Angler – one who uses a hook on a line to 'fish' other people's goods from open windows.

Artichoke – to have been hanged ('he had a hearty choke').

Betty – a crowbar.

Beggar-maker – an innkeeper.

Bertie – a cleric or religious person.

Bilk – to cheat a person.

Blade – a young sword-bearing man.

Buzman – a pickpocket.

Cove – a person, usually a man.

Dabs – fingers.

Diddle – to cheat.

Dodgy – unreliable, of uncertain provenance, stolen, ill-intentioned.

Douse the glim – put out the light.

Dob in – to 'dob someone in' is to inform on them.

Dub – a lockpicking tool.

Flash patter – the thieves' cant.

Gull – to deceive.

Hempen necktie – a hangman's noose.

Hempen jig – one who 'dances the hempen jig' is hanged.

Hooky – of an object, to be stolen goods.

Mark – the target of a confidence trick.

Mooncusser – one who takes advantage of the darkness.

Patsy – one who is set up to take the blame for another's actions.

Porridge – prison or time spent therein.

Resurrection men – those who dig up bodies and sell them to necromancers.

Rum – good, precious.

Rum culls – good friends.

Scapegrace – one who evades the punishment intended for him by law.

Screw – a prison warder.

Snitch – to inform on one's comrades in return for lighter treatment.

Squeal – to confess to a crime.

Star a glaze – to break a window.

Stitch up – to frame.

Sporting blubber – of a woman, to be wearing a very low-cut garment.

Suss – to think something through carefully; to solve.

Trip the jigger – open the door.

Twig – to come to a realisation, to understand something in a moment of clarity.

Whipjack – a thief with a maritime background.



1d6 points of acid damage upon the lock, ignoring its hardness rating, with failure inflicting only one point of acid damage. If the lock is reduced to 10 or fewer hit points, the rogue may attempt a Disable Device skill check (*not* an Open Lock skill check, as the mechanics of the lock have been destroyed) at a DC of 15 to open the lock. If this skill check is failed, it may not be attempted again, as the acid has fused the components in place. The Games Master may, however, rule that multiple further applications of acid could melt through the holding bolts entirely, however.

TREASURES OTHER THAN GOLD AND JEWELS

An unfortunately large number of rogues are utterly naïve about what they steal. If an item is not made of precious material or has a magical aura, then they are not interested. This is a loss that could well be avoided if rogues were more cognisant of what constitutes ‘treasure’. An item does not have to be made from valuable material to be worth something. Other factors can contribute to an item’s value, too, such as the reverence a group holds for it, its artistic quality or its historical significance. It is all a matter of knowing to whom an item can be sold. Gold and jewels have the advantage of being recognised universally as valuable, while more rare or collectable items only have value to a specialist or collector. For example, you could sell some rare books for over a hundred gold pieces to the right buyer, especially if they dealt with some obscure point of arcane science or planar theory, while in the hands of a peasant they would only be so much privy paper.

All of the following items have a value assigned that is essentially subjective. It is not the item’s material worth but its value to a collector that is listed. Rogues who know what to look for when robbing a house can come away with a great deal more than those who simply go looking for the family silver and the jewellery box.

Paintings: Paintings are a very common means of decoration and there are many artists churning out gimcrack artworks so that the homes of ordinary people may be a little brighter. Only rarely does a truly great artist arise in the course of history. A painting may be valuable because it is by a given artist or because it depicts something of which very few images exist. For example, paintings of a famous cathedral of legend that has long since been destroyed are likely to be of value, as are paintings of famous historical figures when few other images of their likeness were made. Collectable paintings usually range in value from 10 to 300 gold pieces, with a masterpiece fetching up to 1,000 and the rarest of all masterpieces being valued at 5,000.

Stealing paintings is sometimes a difficult job, as the frames are large and bulky. Rogues who specialise in

painting theft know enough to remove the frame, roll the canvas up into a cylinder and take it with them. Trying to leave a building with a six-foot framed portrait in your possession is not advised.

Statuary: Statues are more resilient than paintings, though they are harder to restore when damaged unless mending magic is used. As with paintings, they are likely to be valuable only if they are part of the work of a particular famous artist or if they commemorate a person or event that is not otherwise depicted. Some public statues depict heroes of old who are so revered by a nation’s populace that the statue acquires value, even if it is not an especially good piece of work; stealing such a statue would doubtless provoke public outcry and demands that the ransom be paid to return it. Quality statuary is worth at least 100 gold pieces, with the average being about 1,500 gold pieces for a life-size marble statue by a well-known artist of quality. Stealing a statue is a difficult challenge for a rogue and those that have managed it in the past have usually fallen back on magic to help them.

Icons and Religious Relics: The element of subjectivity is nowhere stronger than when the value of a religious relic is being assessed. Cults attach enormous value to items that have played a part in the religion’s founding story or in its history. To anyone else, the perfectly preserved toe of Saint Bertha the Imperturbable is nothing but a nasty wizened bit of flesh, but to a devotee it is a holy relic and a link with a revered figure of his religion. It is difficult to set a value on religious relics but if a religious group had an especially profound reverence for a given person, and an item pertaining to them appeared on the market or was stolen from their keeping, they would be willing to raise an average of 3,000 gold pieces in order to obtain or recover it. If the relic was of the founder of the religion, then a sum in the region of 5,000 gold pieces would not be excessive, assuming the cult had any way of raising such an amount.

Holy symbols and images of Gods are not usually valuable unless they have been fitted with precious metals, which treatment places them into the category of ordinary treasure. Some very rare symbols or images count as relics of the religion, because they were made or worn by people involved in founding or leading the religion in the past.

Sculptures: This term is used to define any carved or moulded object that is of Small size or smaller. Anything larger than this is likely to fall into the category of Statuary, for which see above.

Rare Books: As well as the obvious example of spellbooks, there are many antique tomes that would be worth a fortune in the hands of a collector. For more information on valuable books, consult *Encyclopaedia Arcane: Tomes and Libraries*.



Epettu Bamph, the self-styled thief-prince of old Kajleen, was convinced that he could smell the presence of gold. His fellow rogues would laugh at him for this, for they credited neither his claims to princedom nor his boasts of olfactory superiority, yet in spite of their laughter he continued to make his claims and to wear silk of royal yellow under his tunic where none could see it, in keeping with the custom peculiar to old Kajleen that only those of the royal blood may wear yellow.

It was asked of him once what gold smelled like and his response was that it was much like the smell of crocuses, or of a city street after the rain, or of the longing a man feels for lemons after he has tasted none for years and is abruptly reminded of them.

It was in the labyrinth of the atrocious sorcerer Mhal, which Epettu Bamph was quietly picking his way through in the hope of looting it, that the thief-prince of old Kajleen caught the strong and unmistakable scent of gold, and once again he felt the pang that is much like unto that of a man who has not tasted lemons for many a month, and suddenly hears talk of lemons.

The sorcerer Mhal was dead without a doubt, all of his evil burst like a fat fly on the walls of old Kajleen after a vengeful mob hurled him there, the spikes on the walls ripping wail after wail from his sinful corpulence until the ragged remains failed to stir. The execution carried out, the mob had marched to the featureless dome where it was known that Mhal kept his labyrinth, wherein he was suspected to practice his various atrocities. To that dome Epettu Bamph had also gone, borne mostly by the burgeoning mob and partly by a sense of creeping destiny.

The contrivances of Mhal, articulated things like men with the heads of vultures and glass eyes that blinked, Epettu Bamph had sidled past, knowing them for mere automata. The townsfolk gibbered in fear to see them blink so and would not enter. Thus it was that Epettu Bamph came into the derelict labyrinth of the sorcerer in advance of anyone else and was the first to see the atrocities, which caused him to shudder in spite of the other ghastly things he had seen, many of which he had done himself, for Epettu Bamph was not a pious man and paid no obeisance at any hour of the day, nor of the night.

It was after he had stepped over the evidence of a singularly unforgivable atrocity of Mhal's that he caught the odour of gold. Investigation revealed that it was emanating from behind a certain narrow portal of iron with neither lock nor handle. Epettu Bamph was however well versed in the ways of portals that had neither lock nor handle and the artifice was not one that impressed him. Prising and stealthy pressure in the most likely places caused the portal to give way with a little groan, like a man turning in his sleep.

Beyond the portal was a tunnel that was full of dusty smoulderings.

Epettu Bamph entered the tunnel that was full of dusty smoulderings and wondered what it was that caused the tunnel to smoulder so. Mhal had been one who had commered with beings made of fire, so it seemed to Epettu Bamph that this might have been the habitation of one of them, a guest chamber of sorts, where salamandrine pleasures might have been indulged.

The gold was undeniably closer now and the thought of it made Epettu Bamph salivate lightly. He decided that he would have Ogbrind the Jeweller fashion him a set of golden teeth to replace his rotting ones and smiled, until with a queasy start he remembered that Ogbrind was no longer numbered among the living, having offended Mhal previously on some matter of business.

At the end of the tunnel that smelled like molten solder was a hatchway in the roof, secured by a wheel of sturdy manufacture. Without wasting time, Bamph gripped the wheel, which was uncomfortably warm in a manner that did not suggest salamanders, and twisted it.

As is now well known, the resulting debacle produced a single sizzling shriek that echoed through all the windows of old Kaljeen and caused beggars' dogs to look up from their gnawed bones. Steam rose from the drains and the pious made pious mutterings to ward off evil.

Those who entered, hesitantly, once the automata had run down and fallen over, discovered that Epettu Bamph had been deluged with molten gold. His flesh had fallen to cinders but his naked bones remained upright, gleaming, in an attitude of comical surprise. The solid gold skeleton of Epettu Bamph may now be seen on the wall of the Sultan of old Kaljeen, where it is kept draped with yellow silk in mockery of his royal pretensions.



Gizmos

Every rogue needs a set of tools, that much is beyond debate. A considerable amount can be achieved with improvised tools, skill being the important factor, so it is not entirely correct to consider any rogue *dependent* upon his tools; nonetheless, a rogue without a toolkit is much like a fighter without weapons or armour; still dangerous but robbed of the ability to achieve his full potential.

After a certain point in the rogue's development, the ordinary tools begin to look shabby and inadequate, however well-kept they have been and however many challenging locks they may have helped to pick. If the rogue has put his tools to gainful use, he will be able to treat himself to something rare and delightful, namely a masterwork set of tools. With these gleaming prizes in hand he may set to work with renewed confidence, knowing that every cutting edge is honed, every probing tip is made from the hardest metals available and will not bend or break under pressure and every clamp will hold its position securely.

Even masterwork tools cannot however fulfil the typical rogue's desire to augment his native ability with mechanical assistance. There are just too many challenges that cannot be overcome with good tools alone. More to the point, those who design locks and defences for precious items are not stupid. They know perfectly well that a capable rogue can bypass an ordinary lock, so they engineer new ways of preventing rogues from entering an area. Magic is useful but expensive and moreover a magical trap is not self-maintaining; active guards and cunning mechanical traps are the order of the day. A rogue who is faced with obstacles that his tools cannot help him overcome has two choices. He can either recruit additional help, or he can invest in a different kind of tool altogether, the choice of the consummate professional, the Gizmo.

WHAT GIZMOS ARE

A Gizmo is the generic name given to a complicated mechanical device that may or may not involve magical elements in its construction. Most Gizmos involve magic but are not completely magical, blending magic with machinery in much the same way as some constructs or an Apparatus do. Most of them resemble small metal containers, from which various arms, wheels or probes may be extended. There is considerable variety between individual Gizmos in how they appear and what they can achieve.

A truly well-to-do master thief might have a belt from which five or six different Gizmos hung, each with its own special application, such as bypassing guards, triggering traps, opening windows from within and so forth. Gizmos are highly expensive but without one, a rogue can never

hope to be truly independent *and* score the best heists. With a selection of Gizmos at your disposal, you can dispense with the need for companions altogether, which means no bungling idiots to mess things up. Better still, if you rely on a well-crafted Gizmo instead of a fallible colleague, then one hundred per cent of the profits from any given caper are yours.

Gizmos are half way between living creatures and simple mechanical tools in terms of what they can achieve. They can either be controlled directly by the rogue using a remote device or given simple instructions. The simplest of them, those that are used once only, are essentially little metal grenades on wheels that can be set to trundle forwards a given distance and then explode. The most complex of Gizmos, which would cost a small fortune, would be able to climb up the inside of a wall, down a chimney and across to a table, where it would clamber up the table leg, extend an arm, flip open the window catch from the inside, secure itself firmly to an anchor point and spool down a cord to the rogue waiting below, who has been able to control the Gizmo telepathically all the while and watch through its tiny jewel eyes.

Gizmos have a size limit. They are designed to be portable, so they cannot weigh too much. No rogue wants to be burdened down with equipment when he is on a job. Too much weight plays havoc with your ability to climb and jump, among other things. Moreover, Gizmos are almost all intended to be introduced into places where the rogue cannot go, so they are not usually larger than a human fist. This size limit restricts the number of features that may be placed into any given Gizmo. One simply cannot have a single Gizmo able to do all the different jobs that a rogue might need done on a mission.

As there is a limit to how much can be packed into even the largest of Gizmos, the shadowy craftsmen who design and build them have come up with a set of 'classic packages' that are available for slightly less than the usual price that would be demanded for a Gizmo of that size with those features. A complete set of 'classic' Gizmos may even be purchased from certain retailers, complete with bulk-buy discount, oil for maintenance and deluxe carrying case. Such a collection is the hallmark of true status in the criminal underworld and there are few honours greater than receiving a complete set of classic Gizmos from one's guild.

GIZMO MANUFACTURE

The art of making Gizmos is known to very few, as only the very simplest of them may be built with mechanical know-how alone, such as a gnome might possess. Without magic, the only kind of Gizmo that may be made is a

large one with a few features in it, powered entirely by clockwork. Such limited Gizmos cannot do much more than trundle in a given direction, make a single turn and activate a feature, such as discharging a gas. On the positive side, they are not vulnerable to *dispel magic* or similar means whereby magical items may have their functions suppressed.

As the construction of Gizmos is so very distinctive and unlike other applications of either gnomish technology or magic, some have theorised that their design is not a product of the material plane at all but rather the result of some tremendous act of thievery from one of the most lawful of all planes. Certain dark legends speak of an incredibly talented thief who was able to raid the very mechanical plane itself, somehow fogging the calculating minds of its inhabitants and avoiding their near-omniscient gaze, so that he could bring back the secrets of Gizmo manufacture to the mortal realm. As the application of this hybrid of magical and mechanical expertise has been primarily in acts of thievery, which is customarily regarded as a chaotic act, the common belief among those who know the legend is that Gizmos are the thief's enduring joke at the expense of the mechanical overlords. There is certainly a profound irony in the thought of a lawful neutral plane supplying the means to perpetrate the most gloriously chaotic of acts.

The designs for a given kind of Gizmo are very complicated, involving several sheets of blueprints. Each potential feature has its own sub-design. For example, one schematic might detail the means whereby an extensible cord can be built into a Gizmo, while another would give the proper procedure for charging the chassis with electricity so that it could deliver a shock. These schematics are the equivalent of magical scrolls to the manufacturers of Gizmos. An individual genius can sometimes substitute an inventive solution for the blueprint of a reliable design, so that a crafter who does not have the proper plans can use his own ingenuity to make what is required. Makers of Gizmos far prefer an extensive library of plans to such improvisation. The more schematics a manufacturer has in his possession, the more possible features he is able to incorporate into his Gizmos.

A player with the Craft Gizmo feat is only able to craft Gizmos with the features for which he has schematics. If he wishes to draw up a schematic himself, he may attempt to do so. This is a process not unlike the designing of a new spell. Creation of a schematic requires a successful Intelligence check against a DC of 30. Two weeks of research, experimentation and tinkering are needed before the check is made. The player attempting to draw up the new schematic must, naturally, have access to a proper workshop and suitable tools. No design can be considered complete and workable until it has been used to construct a working feature, so a desk and sketch book alone are not sufficient for Gizmo component design. If the player

has access to a working Gizmo with the feature he is attempting to duplicate, he may dismantle the Gizmo in an attempt to reverse-engineer its features. This adds a +10 circumstance bonus to his Intelligence ability score check but destroys the Gizmo in the process. This procedure may only be done to extract the secrets of manufacturing one feature at a time, so if a Gizmo has two or more features that you would like to learn to make, you must choose which feature you are attempting to find out about. There is no way to learn about all of them from the same Gizmo.

Only the most ingenious of crafters have any chance of manufacturing a Gizmo. Their construction involves long hours of patient labour and concentration, with many tiny components being fixed in place. Although it is not necessary to have the Craft Wondrous Item feat in order to take the Craft Gizmo feat, no Gizmos that involve magic may be built without Craft Wondrous Item.

GIZMO MECHANICS

All Gizmos have a tough outer casing, with several oddly shaped holes through which the various limbs, wheels and similar components emerge. The casing protects the interior of the Gizmo from physical harm. Removing the casing is a tricky matter, requiring a successful Disable Device skill check at a DC of 20. Automatic Gizmos, which must be given 'commands' and cannot be operated remotely, also have a set of dials and switches on the underside that are used to give the Gizmo its instructions. For example, turning one dial and pressing the 'set' bulb might tell a given Gizmo to move straight ahead, while following this with a twist of another dial and a press of the 'set' bulb tells it to drop the capsule it is carrying when it stops moving.

The interior of a magical Gizmo is a bewildering array of cogs, springs, tiny pistons and glowing crystals the size of salt grains. It is not quite machinery and not quite magic, but some curious and intricate middle ground between the two, in which magic is used to give power to mechanisms. Gnomes adore Gizmos and often attempt to replicate them, taking them carefully to pieces to find out how they work. Some have even attempted to construct whole automata based on the same principles by which the Gizmos work; the success of these ambitious ventures is not recorded.

Those who have the Craft Gizmo feat may attempt to repair broken Gizmos, which is much cheaper than manufacturing them from scratch. Many Gizmos are discovered in a broken state, either because their former owners discarded them when they broke, or because their breaking while in use resulted in the death or capture of their former owners.

It is next to impossible to repair a broken Gizmo that uses magical components. If it has only been damaged, it may



New Feat:

Craft Gizmo

A character with this feat is able to craft mechanical Gizmos for which he has the schematics.

Prerequisite: Special. You must first own at least one schematic for a purely mechanical Gizmo feature; this supplies you with the basics of understanding Gizmo technology. A character who already has the Craft Wondrous Item feat when he selects this feat, or who acquires it later on, may manufacture magical Gizmos as well as mechanical ones.

be repaired with a successful Intelligence ability score check at a DC of 15 plus one for every hit point of damage the device has sustained. Failure inflicts a further hit point of damage. Every attempt to repair the Gizmo requires the investment of one hundred gold pieces per hit point that the crafter seeks repair.

Purely mechanical Gizmos that have no magical component, whether broken or merely damaged, may be repaired completely with a week's work, an investment of one third of the Gizmo's original cost in gold pieces and a successful Intelligence ability score check at a DC of 20.

GETTING HOLD OF GIZMOS

As Gizmos are, almost without exception, used for criminal activity, they are not sold straight from the manufacturer. Gizmo makers prefer to sell one or two items at a time to choice outlets that they can trust to keep quiet. Such places deal only with the very richest of rogues and always trade in some more innocuous line of merchandise as a cover; selling masterwork thieves' tools, phials of acid to corrode locks and suchlike merchandise under the counter. It is possible to place an order for a custom-made Gizmo through the proprietors of these establishments. The shopkeepers simply forward the details of the commission to the Gizmo maker and take a small cut of the selling price for themselves, as they brokered the deal. A customer who buys several bespoke Gizmos is likely to arouse the interest of the manufacturer, who may even arrange a face-to-face meeting with the person who has been buying so much of his work. Gizmo manufacturers value their anonymity but they also like to have their work admired and to receive feedback on its use, so they enjoy talking to those who have used their devices in the field. Those who are fortunate enough to have a contact who knows how to manufacture Gizmos can order them custom-made, with a selection of features according to the preference of the user.

If you cannot find anyone to sell you a Gizmo to your specifications, you will have to make do with those that you can acquire. To increase your Gizmo collection, the best place to look is in the collections of other rogues. Individual Gizmos are sometimes discovered in rogues' stashes, tucked away for use in a mission that was never started for some reason, or among the personal effects of rogues who have died. It is not unknown for well-established rogues' guilds to have a set of Gizmos that the higher-ranking members may borrow, though as they are expensive (if not impossible) to replace you will have to pay a sizeable deposit to use them, not to mention having to be a member of the guild in good standing in the first place. A typical deposit would be the whole cost of replacing the Gizmo, whether it could actually be replaced or not.

Very powerful rogues, such as the heads of the major rogues' guilds, frequently keep those who know the art of making Gizmos on as extremely well paid retainers. Some Gizmo makers are persuaded to stay because of the large sums of gold with which the rogues are able to supply them, and the opportunity to follow the use of their inventions in the field; others are given no choice in the matter and are kept as virtual prisoners, manufacturing Gizmos because the consequences of failing to do so would be exceedingly grim. One unfortunate scenario that plays out rather often is that of the inventor whose children are only alive because the inventor continues to make Gizmos for his captor. It is mutually understood that if the supply ever dried up, the rogues would not hesitate to punish the innocent.

Unlike most magical items, Gizmos do not need to be wielded by the owner in order to be used. They may be controlled from a distance, which makes them extremely dangerous. The owner of a Gizmo that is able to perform even a limited set of actions, such as climbing and releasing a gas, can carry out an assassination without even leaving his chambers. Of course, he must be within the requisite distance needed to send telepathic commands to the Gizmo, which itself must have the appropriate control mechanism, but it is remarkably straightforward.

More frustrating still for the forces of law and order is the complete impossibility of interrogating a device. Even if the Gizmo were discovered scurrying away from the scene, with the body of its victim still warm in his bed after choking on poison gas, it would be impossible to force it to tell any tales. Good rogues will only ever use Gizmos for distraction, incapacitation or bypassing security measures; evil ones have no such compunctions and will use them to kill without a second thought. To an evil rogue, a good Gizmo is the perfect instrument of murder, as it is stealthy, almost noiseless and able to deliver many different unpleasant payloads, from liquid poison to living flame.

Owing to the many different criminal ends that may be achieved by using them, the mere possession of a Gizmo is an illegal act in many societies. Where they are not illegal they are usually treated in the same way as thieves' tools, namely as a device whose possession is sufficient to indicate that the owner is likely to be of a criminal character. More primitive societies do not outlaw them simply because their officials would not recognise one if it were presented to them. The function of a Gizmo is not obvious if it has not been observed in action, so a cunning rogue might even be able to get away with a story that his mechanical window-opening device is in fact a novelty chocolate container or some similarly innocuous contraption.

OPERATING YOUR GIZMOS

Gizmos are either controlled directly by an operator or given a sequence of simple commands. Gizmos that are controlled directly are referred to as 'manual', while pre-programmed ones are 'automatic'. The majority of magical Gizmos are manual, while all mechanical Gizmos are automatic.

An automatic Gizmo may be given up to five commands, which are set into it by turning dials on its underside. Note that the Gizmo is not intelligent. These commands are really nothing more than settings, such as 'Go forward, turn left, and go forward again, then drop the capsule.' An automatic Gizmo is limited to the following commands:

- † Move. The Gizmo moves forwards at its ordinary speed.
- † Turn. The Gizmo turns to the left or right, with a maximum turn of ninety degrees.
- † Activate Feature. The Gizmo activates one of its features, such as discharging a gas, emitting a fluid, dropping a strong cord or blowing itself up.
- † Wait. This command is only usable on Gizmos that have the Timer feature. The Gizmo may wait up to 12 hours before proceeding to its next command.

Executing any one of these commands counts as an 'action' and the Gizmo may perform one action per round.

Automatic Gizmos must be wound before use. Winding a Gizmo is a full-round action that provokes attacks of opportunity. Every round of winding equates to a round of use, so a Gizmo that had been wound for three rounds could not move or use any of its features for more than three rounds before running out of power. Once a wound Gizmo is released, it runs down whether you have set it to do anything or not. It may not save up actions for later

use, though if it incorporates the Timer feature it can pause for a pre-set amount of time without running down, after which it can take other actions that it has been set to take. The default limit for a regular mechanical Gizmo is five rounds of winding, as the springs inside are not strong enough to bear more than this. Additional winding rounds are available as a feature for mechanical Gizmos.

Magical Gizmos have two modes, active and inactive. They are usually activated by use of a special key kept by the owner. More expensive versions have magical switches, in which case a command word is used to turn them 'on' and 'off'. Inactive Gizmos cannot use any of their features, nor can they be controlled remotely.

These Gizmos can only remain active for a total of two hours in any one day. An active Gizmo that shuts down withdraws all its limbs as a safety measure and retracts any extended items, such as spooled cord. It cannot be activated again until it has sat dormant for at least 24 hours. This may mean that the Gizmo drops from its location, or that an important escape route is no longer available, so it is essential to time the use of Gizmos carefully in advance.

Anyone examining a given Gizmo has a chance to work out what its various functions are, based on such things as the size of the apertures in the casing, the sounds made when the Gizmo is shaken, the marks left on the shell by previous use and so on. An Intelligence ability score check at a DC of 20 is needed to identify each feature, with failure meaning that that person cannot identify the feature. If the character conducting the examination is a gnome, he may add a +2 racial bonus to his Intelligence ability score check in this instance, as gnomes are mechanically inclined. A +2 synergy bonus may be added if the person examining the Gizmo has five or more ranks in the Disable Device skill.

A Gizmo in operation is hard to see and does not make much noise. These are, of course, the main reasons why master-rogues prefer to employ them rather than to enlist colleagues. A stationary Gizmo requires a Spot check at DC 20 to notice; against a blank background, this might be lowered to a DC of 15. A moving Gizmo is easier to detect, requiring only a Spot check of 15. Suitable circumstance modifiers may of course be applied if the Gizmo is moving in bright light or deep shadow. Gizmos are not able to hide but their operator may move them into dark areas or even use such devious tactics as sending them through mouse-holes and up the insides of walls.

The clicks, pings and whirs of a Gizmo as it stalks down a drainpipe or turns a door handle with a mechanical grab are faintly audible to the sharp-eared. A Gizmo within thirty feet of a person may be heard with a successful Listen skill check at DC 20, so long as it is moving or using one of its features to alter the environment. A static



Gizmo that is doing nothing but relaying information back to its operator does not make any sound at all. Gizmos may be customised to make them almost completely silent but this uses up one of their available feature slots and costs a substantial sum of money.

Gizmos are robust enough to be thrown a short distance, though they will be liable to take falling damage if they drop more than 10 feet. All Gizmos have an armour class and hardness rating based on the strength of the outer casing and a number of hit points based on the fragility of the inner workings.

A character may attack a Gizmo using the normal rules for attacking an object. Unless equipped with an explosive or flash device, or something more exotic like an electrical shock arc, Gizmos are not well able to defend themselves. Gizmos may be broken by being reduced to 0 hit points or by certain other kinds of damage, such as extreme heat or immersion in water, though one can have a Gizmo protected against some of these hazards. Any Gizmo that suffers any of the following is automatically disabled:

- † Falling into water, or being doused with at least a pint of water-like fluid.
- † Suffering electrical, sonic, fire or acid damage sufficient to bypass the Gizmo's hardness.
- † Magical Gizmos only: suffering sufficient damage to bypass the Gizmo's hardness while it has had its magical aspects suppressed by *dispel magic*, *antimagic field* or similar cause.
- † A character who does not have the Craft Gizmo feat adjusting the Gizmo's interior while the casing is open.
- † A successful Disable Device skill check at a DC of 15, made by a character who is actively trying to cripple the Gizmo. If the Gizmo is still operating its moving parts at the time, the check is made at a -2 circumstance penalty. A character who succeeds at a Disable Device skill check at a DC of 25 can shut the Gizmo down without damaging it.

When a Gizmo uses a feature, it does not do so other than by an apparently mechanical process. For example, a Gizmo that can fly does so by extending a small rotor from its shell, which it then spins at high velocity. Gizmos with *spider climbing* have multiple legs and crawl on walls in a similar fashion to spiders.

GIZMO ATTACKS

Some Gizmos are capable of inflicting damage with their features. A Gizmo that uses a feature that is the equivalent of a melee weapon, such as a projecting spike,

attacks with a melee combat modifier of +2. The abilities of the operator make no difference to the attack roll. If the intended target is handling the Gizmo at the time or carrying it close to his person, the attack roll is made with a +2 circumstance bonus. Gizmos cannot execute any other form of attack than a simple standard attack. They are unable, for example, to carry out sneak attacks, even if their operator is a rogue.

It is more common for a Gizmo to use a ranged attack, such as a dart, acid squirt or electrical arc. These are made with a ranged combat modifier of +0. The operator may however add his own ranged combat modifier to the Gizmo's ranged attack roll. A Gizmo cannot make an effective ranged attack unless the operator can see the target and aim the Gizmo's projectile accordingly. If the operator cannot see the Gizmo, or see through its eyes, then any target of its ranged attack is treated as having total concealment.

GIZMO SAVING THROWS

Purely mechanical Gizmos, or Gizmos that are not under the direct control of a character, always fail their saving throws. A Gizmo that is being operated by a character, whether this is by a remote operation tablet or a direct mental link, automatically fails Will and Fortitude saving throws but may make Reflex saving throws using the operator's saving throw modifier, applying a -2 circumstance penalty. This only applies if the operator can see the Gizmo or see through its sensors. Magical Gizmos are not any more robust than ordinary ones, as they have magical components rather than being 'magic items' as such. They thus do not receive any bonuses to saving throws.

GIZMO FEATURES

Features work like feats. All of the features described take up one feature slot in the Gizmo, unless stated otherwise. You can only select a limited number of them and some are dependent upon prerequisites. The number of features you may have in any given Gizmo is determined by the size of the chassis.

Air Bag: This feature can only be selected if the Gizmo is magical. This ingenious feature is a favourite of those rogues who need to enter a building through smooth shafts that are hard to climb. The Gizmo contains a bladder of tough material, usually made from the internal organs of a large reptile such as a young dragon. On activation of the feature, this bag fills with air, creating a soft cushion five feet across and three feet high. This is ideal for breaking the fall of a character, so long as he can land right on the bag and not miss it by a few feet to either side.

A rogue who drops on to such a cushion may treat the fall as if it were 20 feet shorter than it actually was, thus



making it possible to drop from a roof or down a wide chimney without suffering injury. This is not a foolproof device, however. The rogue must make a Jump check at a DC of 15 to land accurately on the air bag. On impact, the bag has a chance to burst. Roll 1d10: on a roll of 1, the bag splits when the rogue lands on it, causing him to take full falling damage. If a weight of more than 150 pounds lands on the bag, it has a 3 in 10 chance to burst. Once discharged, the air bag cannot be used again that day.

This feature takes up a lot of room inside the Gizmo. Accordingly, it uses up three feature slots rather than the usual one.

Faint evocation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *gust of wind*; Price 2,000 gp.

Arc: The Gizmo must first have the Shock feature before this feature can be selected. It can fire an arc of electricity at a target up to 10 feet away. This is resolved as a ranged attack with a ray, for which see the Gizmo Attacks rules above. The electrical arc inflicts 3d6 points of electrical damage and uses up 10 minutes of the Gizmo's active time.

Faint evocation; CL 5th; Craft Wondrous Item, Craft Gizmo, *lightning bolt*; Price 4,000 gp.

Armour: The Gizmo with this feature has thicker plating than usual. Its overall hit points and its weight are increased by 50% and its hardness rating is raised by one point.

Mechanical; Craft Gizmo; Price (Cost of chassis).

Blade: The Gizmo contains a sharp metal blade three inches long. As an action, it can spring this blade out from itself, making an attack against a creature that is holding it. The blade inflicts 1d4 points of piercing damage and may be envenomed.

Mechanical; Craft Gizmo; Price 400 gp.

Blink: This feature may only be used by magical Gizmos. The Gizmo with this feature incorporates the effects of a *blink* spell into its manufacture. It may activate a *blink* feature at any time, benefiting from the miss chance effects of that spell. However, every round in which it uses this feature uses up ten minutes of operating time, so no Gizmo may sustain a *blink* effect for longer than twelve rounds unless it has the Extra Charge feature.

Moderate transmutation; CL 5th; Craft Wondrous Item, Craft Gizmo, *blink*; Price 5,000 gp.

Capsule: The Gizmo can carry a small capsule within its casing and eject it as an action. When ejected, the capsule simply drops out of the bottom or the top of the

Gizmo. The capsule is cylindrical, about half the size of a scroll case and large enough to accommodate a potion, key, tightly wadded scroll or similar item. This feature is often used to deliver messages (or more useful items, such as keys) to people in prisons who cannot be reached by any other means.

Mechanical; Craft Gizmo; Price 250 gp.

Controls: This feature is only available for magical Gizmos. The Gizmo may be controlled remotely by means of a magical tablet. This is a metal slab the size of a large book, covered in dials with arcane hieroglyphs on them. A successful Intelligence ability score check with a DC of 15 is needed to work out how to use the controls; if you have an experienced operator demonstrating them for you, the DC is reduced to 10. By means of the control tablet, you may operate the Gizmo within a range of up to 90 feet. Beyond this range, the Gizmo no longer responds. You must be able to see the Gizmo in order to steer it around obstacles. Though you can activate its features without the Gizmo being in view, you cannot aim any of its projectiles or place a dropped item accurately, such as a capsule. Controlling a Gizmo by means of a tablet is a full-round action that provokes attacks of opportunity. The Gizmo takes its action on the initiative count of the operator, acting immediately after he does.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *whispering wind*; Price 3,000 gp.

Cord (extend): A Gizmo with this feature can spool out a silk rope as an action. The rope is 15 feet in length and as strong as an ordinary silk rope, for which see *Core Rulebook I*. Coiled rope takes up a lot of space, so this feature occupies two feature slots instead of one. The length of the rope may be doubled to 30 feet by taking this feature twice and using up four feature slots.

Mechanical; Craft Gizmo; Price 350 gp.

Cord (retract): The Gizmo must first have the Cord (extend) feature before this feature can be chosen. The Gizmo may reel in the rope that it has extended from itself. It does this with an effective Strength of 10. This feature may be used to lift items or creatures that have been secured to the end of the rope, or it may be used to pull the Gizmo along the rope into an area.

Mechanical; Craft Gizmo; Price 250 gp.

Darkvision: The Gizmo must have the See feature first before taking this feature. The Gizmo has darkvision to a range of 30 feet and may see clearly in the dark, even if its operator does not have this racial ability. This is especially useful if you need to navigate your Gizmo through rat tunnels, sewer systems, the spaces behind walls or unused attics.



Faint transmutation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *darkvision*; Price 2,000 gp.

Dart: The Gizmo is equipped with a single dart, which it may fire up to 15 feet as a ranged attack (see the Gizmo Attacks rules). This dart inflicts 1d2 points of damage and may be poisoned. Applying poison to a Gizmo dart counts as 'using' the poison, so the character doing so must check to see if he accidentally poisons himself unless he has the Use Poison ability.

Mechanical; Craft Gizmo; Price 300 gp.

Drill: This feature can only be applied to a Gizmo that already has the Manipulating Arm feature. Instead of a pincer, the arm is tipped with a rotating, conical drill bit. This can drill through wood or plaster at the rate of half an inch per round or through brick, stone or mortar at the rate of half an inch per five rounds. It is not strong enough to drill through metal. Remember that drilling creates a fall

of dust (brick dust or sawdust), which may be noticed by those below.

While the drill is operating, it makes a shrill whining noise that can easily be heard; those who are within audibility range receive a +4 circumstance bonus to their Listen checks to hear the Gizmo in operation. The hole drilled is one inch in diameter.

Faint conjuration; CL 3rd; Craft Wondrous Item, Craft Gizmo, *unseen servant*; Price 900 gp.

Electricity Resistant: The Gizmo with this feature is resistant to electrical damage and has energy resistance of 5 against electrical attacks and effects. It is not automatically disabled if it suffers sufficient electrical damage to overcome its hardness.

Mechanical; Craft Gizmo; Price (Cost of chassis).

Explode: The Gizmo is packed with explosive material and can detonate itself as an action. A Gizmo that explodes is completely destroyed and cannot possibly be repaired. An exploding Gizmo inflicts 4d6 points of damage on all creatures within a 30-foot diameter circle centred on the Gizmo, with a Reflex saving throw at DC 15 allowed for half damage.

Mechanical; Craft Gizmo; Price 1,000 gp.

Extra Charge: This feature may be used with magical Gizmos only. A Gizmo with Extra Charge can remain active for a longer time without needing to shut down. It remains active for three hours instead of the usual two.

Moderate transmutation; CL 5th; Craft Wondrous Item, Craft Gizmo, *bear's endurance*; Price 6,000 gp.

Fast: The Gizmo must have the Legs, Swim or Wheels features before this feature may be applied. The Gizmo is fitted with internal gears and acceleration devices that increase its mobility, increasing its standard speed by 10 additional feet. This feature may not be used to increase the air speed of a flying or hovering Gizmo.

Mechanical; Craft Gizmo; Price 450 gp.

File: This feature can only be applied to a Gizmo that already has the Manipulating Arm feature. Instead of a pincer, the arm is tipped with a rough metal file. This can cut through metal at the rate of half an inch per five rounds. Wood can be filed through at the same rate. This tool makes as much noise as a drill when in action, for which



see above. It is excellent for cutting through prison bars or metal chains.

Faint conjuration; CL 3rd; Craft Wondrous Item, Craft Gizmo, *unseen servant*; Price 900 gp.

Fire Resistant: The Gizmo with this feature is resistant to fire damage and has energy resistance of 5 against fiery attacks and effects. It is not automatically disabled if it suffers sufficient fire damage to overcome its hardness.

Mechanical; Craft Gizmo; Price (Cost of chassis).

Flame: The Gizmo may emit a flame that lasts for one round. If the Gizmo is mechanical, a chemical process similar to that used to make tindertwigs produces the flame. If it is magical, the same effect is achieved by a minor spell. Either way, the flame produced is equivalent to that of a candle and lasts for one round. Mechanical Gizmos must be recharged with a fresh tindertwig before they can use the feature again. Gizmos with this feature are used in the perpetration of arson, to ignite explosives from a distance and to set fire to furnishings such as curtains (usually as a distraction).

Magical version; Faint evocation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *burning hands*; Price 900 gp.
Mechanical version; Craft Gizmo; Price 300 gp.

Flash: Whether by combustible chemicals or magic, the Gizmo may emit a bright flash. It may only do this once in any active period. A mechanical Gizmo with this feature must be recharged with chemicals including sulphur and magnesium dust and costing a total of 20 gold pieces before it can use the feature again. This feature operates as the equivalent of a *flare* spell, with a DC of 12 for the necessary Fortitude saving throw. If the Gizmo is mechanical, this is not a magical effect. The Flash feature is usually used as a signal to other rogues, though it may also be a form of defence for the Gizmo.

Magical version: Faint evocation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *flare*; Price 1,000 gp.
Mechanical version; Craft Gizmo; Price 500 gp.

Fling: The Gizmo must first have the Capsule feature before this feature can be selected. The Gizmo is able to fire its capsule up to 20 feet. If it needs to fire the capsule at a target, such as a small opening, then this should be resolved as a ranged attack, (see the Gizmo attack rules).

Mechanical; Craft Gizmo; Price 400 gp.

Fluid: The Gizmo may hold as much fluid within itself as may be held by a typical potion vial. The fluid is stored in a reservoir and may be released as an action. When released, the fluid simply falls out of the bottom or the top of the Gizmo. If the Gizmo has the Squirt feature, the fluid

may be fired out to a limited distance. This feature is used for many purposes, such as placing slippery oil in the path of guards, dropping acid on the floor to eat a path through it by which a rogue can enter a closed area, or placing a dose of poison in an intended victim's drink or food. Placing liquid poison in a Gizmo's fluid reservoir counts as 'using' the poison, so unless they have the Use Poison ability the person doing so must check to see whether or not they have inadvertently poisoned themselves.

Mechanical; Craft Gizmo; Price 100 gp.

Fly: This feature may only be used by magical Gizmos. This Gizmo may fly, as if it were a spellcaster under the influence of a *fly* spell. It flies at a speed of 40 feet. It can carry a load, with an effective Strength ability score of 10. A Gizmo that is flying uses up its active time for the day at twice the usual rate, so it cannot stay aloft for more than one hour per day unless it has the Extra Charge feature.

Moderate transmutation; CL 5th; Craft Wondrous Item, Craft Gizmo, *fly*; Price 15,000 gp.

Gas: The Gizmo contains a small bladder or vial in which are liquids that mix together and create a gas. The Gizmo may emit its gas as an action. The gas emitted by a Gizmo covers a hemispherical area 30 feet wide and remains for 5 rounds, or 3 rounds in a ventilated area. Strong winds, such as those created by a *gust of wind* spell, blow the gas away in one round. Available gases are listed in Chapter 5. Recharging a Gizmo's gas emission feature costs the same as a gas bomb of the given type.

Mechanical; Craft Gizmo; Price 600 gp.

Hover: This feature may only be used by magical Gizmos. The Gizmo may raise or lower itself in the air as if under the influence of a *levitate* spell. It may move 20 feet up or down as an action and may carry loads of up to 300 lb. Rogues use hovering Gizmos to help move large, heavy obstacles out of the way, to lift the rogue up to a window and sometimes to carry heavy bags of loot. A Gizmo that is hovering uses up its active time for the day at twice the usual rate, so it cannot stay aloft for more than one hour per day unless it has the Extra Charge feature.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *levitate*; Price 5,000 gp.

Leap: The Gizmo must have the Legs or Wheels features before this feature may be applied. Gizmos cannot ordinarily jump, though a wheeled Gizmo that runs off a ramp or ledge can travel through the air for a short distance. A Gizmo with this feature can activate internal springs to make a rudimentary jumping action. Its effective Jump skill is 1 if it has wheels and 3 if it has legs. If an operator controls the Gizmo (whether by the Controls or Mental Controls feature) and the Gizmo is in view, or the operator



can see through its sensors, a +2 circumstance bonus may be added to the Jump skill checks it makes, as the operator is able to time the jump accurately.

Mechanical; Craft Gizmo; Price 400 gp.

Legs: A Gizmo with legs is limited to a speed of 10 feet, as legs are less efficient than wheels for rapid propulsion. However, Gizmos with legs may move across rough terrain without risking becoming stuck. They may also turn themselves the right way up if they are flipped over, which a wheeled Gizmo cannot do. Gizmos with legs can climb most stairs at half their normal speed, though if the individual steps are more than a foot high, a small-sized Gizmo will not be able to climb them.

Mechanical; Craft Gizmo; Price 400 gp.

Listen: The Gizmo must have the Mental Control feature before taking this feature. Set into the Gizmo's casing are two discs of paper-thin parchment that act as eardrums. It may, to a limited extent, hear what is going on around it. The Gizmo has an effective Listen skill of 3. The operator may not use his own Listen skill, as he is not using his own ears, though if he has more than 5 ranks in the Listen skill he may add a +2 synergy bonus to all uses of the Gizmo's Listen skill, as the art of listening is partly about paying attention and not entirely down to physical characteristics.

While the operator is listening with the Gizmo's ears, he cannot use his own and is effectively deaf. He may transfer his auditory perceptions to the Gizmo or back again as a free action.

Moderate divination; CL 5th; Craft Wondrous Item, Craft Gizmo, *clairaudience/clairvoyance*; Price 10,000 gp.

Manipulating Arm: This feature is only available to magical Gizmos, as it is simply too intricate for the mechanical variety. Furthermore, it is dependent upon an operator controlling the feature, and takes up a lot of room inside the Gizmo. Accordingly, it uses up two feature slots rather than the usual one.

A Gizmo with a manipulating arm can extend (as an action) and use a probe with a simple pincer on the end. The arm and pincer are one foot long. This may be used to pick up objects and move them around, as well as opening doors, turning handles, lifting latches or even unscrewing nuts from bolts. It is limited to simple tasks and cannot pick locks, disable devices or perform the kind of quick manual action that would require a Sleight of Hand check. It could, however, lift a bunch of keys from the belt of a guard who was unaware of its presence, or hold down a pressure pad. A Gizmo with the Manipulating Arm feature cannot lift or move anything heavier than itself with the

arm unless it is securely fixed in position, as this would cause it to unbalance.

To perform any simple action with the arm, the operator must be able to see the Gizmo or see through its sensors. A Dexterity ability score check at DC 15 is needed to operate the arm successfully. Especially difficult tasks, such as picking up a piece of chalk and writing a message, might (at the Games Master's discretion) require a higher DC. If the arm picks up an object, thus closing the pincer, it cannot pick up another object without letting go of the first one.

The manipulating arm, or any device attached to it (such as the drill) may not be used for making melee attacks – it is too slow and fragile. The only exception to this is if the Gizmo is attacking a helpless creature (and not one that is immune to critical hits). In this case it may make a coup de grace attack which deals 1d4 x 2 damage (with no modifiers) to the target, who must make the usual Fortitude save (with a +2 circumstance bonus due to the inaccuracy and clumsiness of the attack) to avoid instant death.

Faint conjuration; CL 5th; Craft Wondrous Item, Craft Gizmo, *unseen servant, bull's strength, cat's grace*; Price 15,000 gp.

Mental Control: The Gizmo must have the Controls feature first before this feature can be selected. Instead of a control tablet, an adjustable metal headband of a plain pewter colour is provided. This is then worn on the head, allowing the user to send mental commands to the Gizmo. The maximum control range is 90 feet, though this is increased by the operator's Charisma modifier (10ft per +1 bonus). Controlling a Gizmo mentally is a full-round action that provokes attacks of opportunity. The Gizmo takes its action on the initiative count of the operator, acting immediately after he does. If the operator is distracted or wounded while operating the Gizmo, he must make a Concentration skill check at a DC of 20. A failed check means that the Gizmo takes no actions that round, while a check that is failed by more than 5 means that the Gizmo activates one of its features, randomly determined.

Moderate divination; CL 5th; Craft Wondrous Item, Craft Gizmo, *detect thoughts, locate object*; Price 15,000 gp.

Quiet: This Gizmo incorporates mufflers and grease pads into its construction to ensure that it runs as smoothly and quietly as possible. They do not emit the mechanical clicks and twangs of an ordinary model. Gizmos with this feature can only be heard with a successful Listen skill check at DC 25, rather than the usual DC 20.

Mechanical; Craft Gizmo; Price (Cost of chassis).

Saw: This feature can only be applied to a Gizmo that already has the Manipulating Arm feature. Instead of a

pincer, the arm is tipped with a small circular saw. This can cut through wood to the depth of one inch and can create a cut six inches long in the space of one round. Cutting correctly with the saw is an extremely tricky task and requires a Dexterity ability score check at DC 20. Failure indicates that the cutting has gone awry, with the Games Master deciding in which direction it has gone; failure by more than 10 disables the saw. The saw can also cut through metal at the rate of half an inch per ten rounds but cannot cut through more than one inch in total before it becomes blunted and useless. While the saw is in action, it makes as much noise as a drill (see above) and may attract attention.

Faint conjuration; CL 3rd; Craft Wondrous Item, Craft Gizmo, *unseen servant*; Price 900 gp.

Secure Grip: The Gizmo must either have the Legs or Manipulating Arm feature before this feature can be selected. This feature allows the Gizmo to lock a limb or limbs in place around an object as an action, making it a secure fixture to which ropes and similar climbing aids can be safely attached. The Gizmo can be pulled from its moorings with a successful Strength ability score check against a DC of 22. Many advanced rogues with a Gizmo collection have a housebreaking routine that uses the following steps. Tie a silk rope to a Gizmo with spider climbing legs, send it scuttling up a wall to a point where it can secure itself, then use the rope to help them climb up the wall. This is much quieter than the usual method of throwing a grappling hook, as a guard can easily hear the clang of a metal hook against metal bars.

A Gizmo with the Manipulating Arm feature cannot lift or move anything heavier than itself with the arm unless it is securely fixed in position with secure grip, as this would cause it to unbalance.

Mechanical; Craft Gizmo; Price 600 gp.

See: The Gizmo must have the Mental Control feature first before taking this feature. A Gizmo with this feature has two jewel-like eyes set into the front of its casing. These relay visual information back to the operator. The Gizmo has an effective Spot skill of 3. The operator may not use his own Spot skill, as he is not using his own eyes, though if he has more than 5 ranks in the Spot skill he may add a +2 synergy bonus to all uses of the Gizmo's Spot skill, as the art of seeing is partly about paying attention and not entirely down to physical characteristics. The Gizmo cannot see if its eyes are covered up, nor may it see in darkness without a light source. A Gizmo has limited visual capacity and cannot see beyond a 60-foot range in daylight. The operator does not suffer the effects of gaze attacks made against the Gizmo, nor is the Gizmo itself susceptible to such attacks.

While the operator is seeing through the Gizmo's eyes, he cannot use his own and is effectively blind. He may transfer his visual perceptions to the Gizmo or back again as a free action.

Moderate divination; CL 5th; Craft Wondrous Item, Craft Gizmo, *clairaudience/clairvoyance*; Price 10,000 gp.

Shock: This feature is only available for magical Gizmos. The Gizmo may electrify small metal studs that protrude from its casing as an action. This causes 1d4+1 points of electrical damage to any creature that is in contact with it, or that is in contact with metal that is in turn in contact with the Gizmo. A Reflex saving throw may be made at DC 15 to avoid this damage. If a creature is holding the Gizmo when its casing becomes electrified, it cannot attempt a saving throw without dropping the Gizmo.

Faint evocation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *shocking grasp*; Price 1000 gp.

Siren: A Gizmo must have the Sound (magical) or Sound (mechanical) features first before this feature is selected. The Gizmo can emit a piercing shriek. This may be used for such purposes as signalling for help, luring guards away or warning a comrade of danger. The Siren is as loud as a human scream. Selecting the mechanical version produces the noise once; it lasts for a single round. A magical Gizmo may sound the siren repeatedly without using up any charge.

Faint evocation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *shatter*; Price 1,000 gp.
Mechanical; Craft Gizmo; Price 200 gp.

Sound (Magical): The Gizmo uses an illusion effect to produce a sound. It may be given this feature multiple times, with a different sound being available every time the feature is selected. As with the mechanical sound (see below), the volume is no louder than ordinary conversation. The Gizmo's creator may however set it to produce any sound that might be produced by a *ghost sound* spell, such as conversation, the bark of a dog, a shout for help, the sound of a knock at the door or the twang of a crossbow being fired.

Faint illusion; CL 3rd; Craft Wondrous Item, Craft Gizmo, *ghost sound*; Price 900 gp.

Sound (Mechanical): The Gizmo uses mechanical means to emit a simple sound. This feature may be selected multiple times, with a different sound being available for each feature. A mechanical Gizmo is limited to the following noises: bell, whistle, knock, bang and twang. The noise is as loud as ordinary conversation and cannot be made any louder.

Mechanical; Craft Gizmo; Price 200 gp.



Snipper: This feature can only be applied to a Gizmo that already has the Manipulating Arm feature. Instead of a pincer, the arm is tipped with a pair of stubby blades. These can be used to cut through organic objects such as rope, string, cloth and slim lengths of wood. Snippers can cut through wire, nails or bolts at the rate of one object per round, so long as the object is not more than one quarter of an inch thick. They can also cut through thin sheets of metal.

While the snipper is operating, it makes small, sharp noises that can be easily overheard; those who are within audibility range receive a +1 circumstance bonus to their Listen checks to hear the Gizmo in operation.

Faint conjuration; CL 3rd; Craft Wondrous Item, Craft Gizmo, *unseen servant*; Price 900 gp.

Strong Clockspring: This feature may be used on mechanical Gizmos only. A strong clockspring increases the amount of kinetic energy that the Gizmo may store up, enabling it to move further and perform more actions. A Gizmo with a strong clockspring has up to 10 rounds' worth of actions when fully wound, rather than the usual 5.

Mechanical; Craft Gizmo; Price 200 gp per extra round of actions.

Spider Climbing Legs: This feature may only be used by magical Gizmos. A Gizmo must first have the Legs feature before it can have Spider Climbing Legs.

Gizmos with this feature may climb upon vertical surfaces and cling upside-down to ceilings exactly as a wizard or sorcerer does when using the *spider climb* spell. When in operation, they resemble weird mechanical insects. Gizmos with this feature can cling to surfaces with magical strength (the equivalent of a Strength ability score of 12) making this feature a popular one to combine with an Extensible Cord or Manipulating Arm feature. A Gizmo that can scuttle up the wall and across the ceiling before lowering a manipulating arm is capable of stealing an item surrounded by pressure pads on the floor.

When combined, a Gizmo with Spider Climbing Legs that utilises the Secure Grip feature increases its effective Strength ability score to 14, as long as it remains still.

Faint transmutation; CL 3rd; Craft Wondrous Item, Craft Gizmo, *spider climb*; Price 8,000 gp.

Sizes of Gizmo Chassis

Chassis Size	Feature Slots	Weight	Hit Points	Base Cost (Magical)	Base Cost (Mechanical)
Small	3	1 lb.	3	800 gp	300 gp
Medium	5	3 lb.	6	1,200 gp	500 gp
Large	7	5 lb.	9	1,600 gp	800 gp

Squirt: The Gizmo may squirt the contents of its fluid reservoir up to 10 feet in any direction. If this is done as an attack, consult the rules for Gizmo Attacks above. Acid is the most common fluid to be squirted. Squinting is done to deliver the fluid to any surface that is not directly beneath the Gizmo, such as a door-lock.

Mechanical; Craft Gizmo; Price 300 gp.

Swim: The Gizmo must first have the Water Resistant feature before this feature can be selected. A Gizmo with the Swim feature has a tiny propeller on its rear end and small stabilizing fins on either side. It floats and can move through water at a speed of 10 feet.

Mechanical; Craft Gizmo; Price 300 gp.

Timer: A Timer may only be fitted to an automatic Gizmo. By fitting a Timer, you can cause a Gizmo to pause for a certain amount of time, during which time it will not run down. This is most useful when you are working on your own and need something to happen in an area too far away for you to reach; for instance you could set a Gizmo to cause a distraction in the lounge while you are in the study, thus drawing attention away from your activities. Gizmos with the Timer feature can use the Wait action as well as the other available actions.

Mechanical; Craft Gizmo; Price 600 gp.

Water Resistant: This Gizmo can operate in water without hindrance. It does not suffer from the usual Gizmo vulnerability of being automatically disabled by immersion in water.

Mechanical; Craft Gizmo; Price (Half cost of chassis).

Wheels: A Gizmo with wheels can move on smooth ground at a speed of 30 feet. It may travel forwards or backwards in a straight line as an action, or turn up to 90 degrees as an action. If it travels over rough ground, such as uneven stone or a grassy field, its speed is reduced to 20 feet and it has a 1 in 6 chance per 20 feet moved to become stuck and unable to move further until retrieved. A Gizmo with wheels that is knocked on to its back cannot use them for movement.

Mechanical; Craft Gizmo; Price 200 gp.

Gizmo Features, Prices and Prerequisites

Feature	Prerequisites	Price
Air Bag	Magical	2,000 gp
Arc	Shock	4,000 gp
Armour	—	Cost of chassis in gp
Blade	—	400 gp
Blink	Magical	5,000 gp
Capsule	—	250 gp
Controls	Magical	3,000 gp
Cord (extend)	—	350 gp
Cord (retract)	Cord (extend)	250 gp
Darkvision	See	2,000 gp
Dart	—	300 gp
Drill	Manipulating Arm	900 gp
Electricity Resistant	—	Cost of chassis in gp
Explode	—	1,000 gp
Extra Charge	Magical	6,000 gp
Fast	Wheels, Legs or Swim	450 gp
File	Manipulating Arm	900 gp
Fire Resistant	—	Cost of chassis in gp
Flame	—	300 gp mechanical, 900 gp magical
Flash	—	500 gp mechanical, 1000 gp magical
Fling	Capsule	400 gp
Fluid	—	100 gp
Fly	Magical	15,000 gp
Gas	—	600 gp
Hover	Magical	5,000 gp
Leap	Legs or Wheels	400 gp
Legs	—	400 gp
Listen	Mental Control	10,000 gp
Manipulating Arm	Controls or Mental Control	15,000 gp
Mental Control	Magical	15,000 gp
Quiet	—	Cost of chassis in gp
Saw	Manipulating Arm	900 gp
Secure Grip	Legs or Manipulating Arm	600 gp
See	Mental Control	10,000 gp
Shock	Magical	1,000 gp
Siren	Sound (mechanical) or Sound (magical)	200 gp (mechanical), 1,000 gp (magical)
Sound (Magical)	Magical	900 gp
Sound (Mechanical)	—	200 gp
Snipper	Manipulating Arm	900 gp
Strong Clockspring	Mechanical	200 gp per extra turn
Spider Climbing Legs	Magical and Legs	8,000 gp
Squirt	Fluid	300 gp
Swim	Water Resistant	300 gp
Timer	Automatic	600 gp
Water Resistant	—	Half cost of chassis in gp
Wheels	—	200 gp



CAPERS AND CONS

This chapter looks at the different money-making operations in which a rogue might be involved between adventures and to which he may turn for extra spending money in the course of a game.

RACKETS

Rackets are organised, unlawful activities that can be entered into by three or more rogues. They are not quite so far-reaching as the business of a rogue's guild (for which see *The Quintessential Rogue* from Mongoose Publishing) but they are a step up from what an individual can achieve on his own. Each racket is much like a profession, in that it is used to make money during downtime. Unlike most professions, however, rackets carry a large element of risk. Up to 20 rogues may be involved in any one racket. A racket takes two weeks to establish and only one of each kind may operate in any one town or district of a given city. For instance, the dockside area of a city can only have one vice racket at a time.

On any given week when the racket is operating, a rogue taking part in it may make a skill check, as detailed in the description of the racket. A rogue may not take part in a racket if he has no ranks in the appropriate skill, unless it may be used untrained. He earns a number of gold pieces determined by the Revenue column in the table below. The more rogues participating in the racket, the more effective it is at wringing money out of people. Some rackets require the members to pass all their earnings to the person in charge of the operation, who then pays each one as he sees fit, while others allow the members to keep what they earn. These decisions are down to the head of the racket to make.

A character does not have to be a rogue to participate in a racket, though the vast majority of participants are rogues because such work is entirely natural to them. A character with no levels as a rogue at all who participates in a racket has a risk threat range two higher than a rogue working the same racket, as he is lacking in certain essential core training and does not have the proper criminal mentality.

A racket may have an alignment restriction for its members; this is a guideline rather than a rule, as rogues tend to have an extremely flexible approach to morality, despite their alignment. It can be safely assumed that virtually all rackets are devoid of lawful good and lawful neutral members, but lawful evil members are often involved on the book-keeping or managerial sides of the racket.

A larger racket is more profitable, but it draws more attention. It is also more likely the individual members will be found out by the law or run into trouble with other

gangs who also want a piece of the action. If the die roll for the skill check falls within the risk range indicated before any modifiers are applied, a disaster threat occurs. This means that the rogue may have run into bad problems. To ascertain whether the disaster threat becomes a full-scale disaster, the rogue must make a Gather Information skill check at a DC of 20. Success means that he has received a tip-off and the disaster was thus avoided, while failure means that the disaster takes place. A roll of 1 on this Gather Information skill check is always a failure. The nature of this disaster depends on the type of racket being run, for which see the descriptions below.

One rogue (the 'managing rogue') must take responsibility for being in charge of the racket. He organises which members of the team pay visits to which victim, who is intimidated, who is blackmailed, who receives a punishment beating and whose premises are burned to the ground. This character must have at least three levels of rogue and makes his skill check every week that the racket operates; if he fails to do this, the racket does not earn any money for anyone involved. He must also set up a headquarters for the racket, within the area that it affects. The Games Master must approve this headquarters as viable before the racket can start business. For example, a private house or room above a casino would be viable, as these allow rogues to come and go and records to be kept, but a ghoulish tomb or fortified tower would not be practical.

The managing rogue must meet the prerequisites listed in the racket description. Only he needs to meet these prerequisites; the rogues working alongside or under him do not. They only need to be able to make the appropriate skill check every week.

If the rogue in charge of the whole operation rolls a disaster, then the effect is far worse. Irrespective of the type of racket being worked, a disaster on the part of the managing rogue results in the whole racket being busted. A force of city guards, hired mercenaries, rival rogues or other appropriate force (the Games Master chooses which) mounts an attack on the racket's headquarters. This operation-wide disaster will also occur if a number of rogues greater than the risk range fail their skill checks within one week. This disaster should be played out in-game. As well as this physical assault, the racket is cancelled from that point onwards and cannot be re-established for two weeks. If the rogue attempts to set up the same racket in the same part of town, the risk range for him (and any rogue involved in the previous racket) is increased by +4. If he attempts to set up any other racket in the same area in which he had a racket busted, the risk range is increased by +2. These risk increases stack.

Racket Revenues and Risks

Number of Rogues	Revenue	Risk Range
3-5	Check result	1
6-10	Check result +5	1-2
11-15	Double check result	1-3
16-20	Triple check result	1-4

TYPES OF RACKET

All of these rackets represent the typical activities of rogues in an urban area or medium-sized town. A rogue may be involved in up to three rackets at once but is subject to the risk threat of each one.

Begging Racket

Begging is, among rogues, a fine and honourable profession with its roots in deepest antiquity. Practically all beggars in the fantasy game world setting are not genuinely crippled. The begging racket consists of disguising yourself as a maimed, diseased, blind or otherwise disadvantaged person and sitting in the street pleading for charity from passers by. The managing rogue in this racket is sometimes called the 'beggar master' and his job is twofold: to ensure that the disguises are up to the proper standard and to allocate each beggar a 'patch' in which he may do his begging for the day. As some patches are more lucrative than others, a firm hand is needed to stop fights breaking out as to who gets to work which patch. For instance, it is far more profitable to beg outside the temple of a religion whose clerics have the Sun domain (as this is associated with benevolence and generosity) than it is to beg on the docks, where the dock workers have little money to spare and the passengers would rather get ashore without being pestered. Most beggar masters farm out the various patches in a strict rotation system, so everyone gets a chance to work the best areas.

Begging rackets only work in cities. Towns and villages usually have enough genuine charity cases to go around, and there is a distinct lack of the 'spare' money that allows charitable people to donate. The likeliest places to find beggars working are in uptown areas where the rich are likely to be found. A young nobleman taking his lady love for a stroll is the best of targets, as he will often be especially generous just so that he can appear magnanimous in her eyes. Some city councils forbid begging, though it is very difficult for them to prevent it from happening. A beggar in contravention of the city's ordinances is likely to be moved on rather than arrested; at worst, he will spend a night in jail.

Those working a begging racket use various disguises to make themselves appear truly wretched. Popular ones include the use of soap and vinegar to make the skin seem blistered or diseased, binding up a limb so that it will look like it has been severed, or even dribbling candle wax on to

the eyelids to seal them shut (a very dangerous practice) so that the rogue appears to be blind. Disguise and conviction are the keys to success as a beggar. As a member of a begging racket, you must choose what your ailment is. You cannot change this from day to day, as your income is dependent upon your appearing consistent.

Manager's Prerequisite: At least five ranks in Disguise; five ranks in Knowledge (local), Gather Information or Bluff.

Alignment Restriction: None.

Skill Check: Disguise. The more convincing your beggar's disguise is, the more likely it is that sympathetic patrons will give you money so that they can ease their consciences. A 'severed leg' that could easily have been achieved with rope or an unconvincing limp are not likely to fool anyone.

Disaster: A group of people attempts to beat you up. Either they have seen through your disguise and are outraged, or they are city watchmen intent on teaching you a lesson, or (depending on the area) they are simply heartless people who do not like seeing scruffy beggars littering the streets. The Games Master decides who your assailants are. If you react by breaking character so as to fight better, such as by revealing that you are not blind after all or by unbinding a tied leg so that you can run away, your risk chance is increased by +2 thereafter.

Blackmail Racket

Blackmail is the art of finding out information about someone that they do not wish to be made public and then demanding money from them in exchange for keeping this sensitive information secret. Blackmail is one of the hardest rackets to arrange, as it depends on having well-placed rogues with informants of their own who can gather sensitive information and relay it back to you. Only the most well-connected of rogues can contemplate starting up a blackmail racket. By way of compensation, it is one of the more lucrative rackets going. The revenue earned is multiplied by 1.5 for every skill check made.

There are an enormous number of secrets waiting to be found and exploited. There are very few people in any city who do not have a skeleton of some kind rattling around in one of their closets. A lord may wish to keep the existence of an illegitimate child quiet, his wife may wish to protect the identity of her lover, that lover may himself have killed a man while drunk and not yet confessed to the crime, while his mother may have an unfortunate habit of stealing from the church collection plate. However dire the consequences of the revelation of a given secret would actually be, people usually imagine them to be worse. Once they have started paying out blackmail money, it is a safe bet that they will continue to do so.



Unlike most other rackets, the rogues involved do not make Gather Information checks to stave off disaster when a threat occurs, as they are already in the business of gathering information. Blackmail works in a different way. Instead of being tipped off to an impending raid, you have to use your ingenuity to sense just how far you can push a person before you demand more money from him. Instead of a Gather Information skill check, you use your Sense Motive skill against the same DC. This forewarns you against disaster by helping you see the warning signs, so you can tell when one of your stable of blackmailed people is ready to cry ‘publish and be damned’ or hire professional help to rid himself of you.

Manager’s Prerequisite: At least nine ranks in Gather Information and nine ranks in Intimidate; at least five ranks in Diplomacy, Sense Motive or Bluff.

Alignment Restriction: May not be of good alignment.

Skill Check: Gather Information. All the rogues engaged in a blackmail racket share information, giving each other whatever juicy gossip they can find. The more you can find out, the more you can squeeze your victims for.

Disaster: There are two potential disasters involved in blackmail rackets. The Games Master is free to choose between them or decide with a random die roll. The first outcome is that one of the people who you have been blackmailing takes matters into his own hands. Reasoning that he is never going to be able to stop paying money to you, he decides that he might as well pay out large sums of money to have you killed. A hired assassin tails you from this point onwards. This assassin observes you on your rounds to collect your fees and will attempt to kill you at some point shortly afterwards. The Games Master should create the assassin as a Non-Player Character; his abilities and level will be in excess of that which the victim of blackmail considers necessary to have you killed, as it is essential that you are silenced. Depending on the nature of the assassins’ guild that was approached, he will either attempt to kill you three times before approaching you under a flag of truce and announcing that the contract is discharged, or he will hound you until either you or he is dead.

The second outcome is that the blackmail victim decides that his reputation will just have to be torn to shreds and goes to the authorities rather than continuing to pay you money. This results in your immediate arrest. We recommend that this be played out in-game. The arrest may take place at your home, immediately after your last meeting with the victim, or even while something else is happening during a game session. If it is impractical that the arrest should happen automatically, the Games Master may decide the character has had a warrant issued for his arrest.

Brewing Racket

In most civilized societies, unlicensed brewing is illegal. There is so much money to be made from making and selling alcohol that a government would be crazy not to capitalise upon it. It is therefore in the rogues’ interest to ensure that this money ends up in their pockets, rather than those of the excise man.

Brewing rackets are centred upon one brewing or distilling operation, which is based at the racket’s headquarters. In essence, the racket consists of making illicit beer, wine or spirits and selling this on to a network of contacts. It is also possible to make money by brewing types of liquor that are forbidden under the laws of the society in which the rogues live. For example, a society might permit individuals to brew their own wine but would not allow the brewing or the sale of Collostrium’s Old Carbuncular, a beverage that contains hallucinogenic roots and herbs and causes insanity if it is drunk in excess over a space of time. People being what they are, there would be a healthy underground market for Old Carbuncular if anyone had the courage and the resources to brew it.



Brewing rackets are considered to be less unpleasantly criminal than many of the other rackets, such as vice or fighting. Those who run illicit stills are often thought of as heroes in the eyes of the local population, as they can supply strong alcohol for a better price. It is not unusual for the locals to help the racketeer out by feeding him information about impending raids so that the racket can continue, or telling lies to the representatives of the ruling power when they come calling. All of this grass-roots support means that a rogue involved in this racket receives a +2 circumstance bonus to the Gather Information check he makes when a disaster threat has occurred and he is rolling to avoid a disaster.

At the Games Master's discretion, the rules mechanics for running a brewing racket could also be used to run a racket in which the rogues made and supplied any illegal item that could be made by using a Craft skill. The most obvious example is poison; for full details for the use of the Craft (poison) skill, consult *The Quintessential Rogue* by Mongoose Publishing. Other items that might be made illegally and sold through an underground market might include potions intended for use on other people (such as love philtres), items appertaining to evil cults, subversive or decadent literature, evil-aligned or dangerous magical items or tools intended for use in thievery.

Manager's Prerequisite: Five or more ranks in Craft (brewer); five or more ranks in Bluff.

Alignment Restriction: None.

Skill Check: Hide. The apparatus needed to brew illicit liquor has to be properly concealed, as do the barrels, bottles and kegs of moonshine and poteen that are produced. It only takes one careless rogue to forget to put the brushwood back over a stash or let himself be seen heading to or from the distillery site and the whole operation risks being shut down.

Disaster: One of your racket's stashes of home-brewed alcohol is found and confiscated. The next time anyone operating the racket makes a skill check to find out how much money they have earned, they only receive half the amount stated. This applies to all those involved in the racket, not just the rogue who rolled the disaster. If two rogues in the same brewing racket roll a disaster in the same week, then the local watch mount a raid on the racket's headquarters, which should be played out in-game at the Games Master's discretion.

Fighting Racket

You are involved in an underground fighting ring. These fights are always of an illegal nature, or else the racket could not exist. In a world where professional gladiators battle each other in public for the entertainment of the crowd, the idea of two men engaged in a bare-knuckle

fight is relatively tame; however, in some societies, fighting for money is banned and in many areas betting on the outcome of a fight other than through a licensed betting shop is illegal. This racket is thus similar to the gambling racket.

Underground fights are usually relatively small affairs, with an audience of no more than two hundred at most. The clientele is made up of various levels of society, including those from the streets who want to cheer their champion, the successful rogues and merchants who want to place money on a fighter (or take advantage of any unofficial 'tips' you have given them if the fight is rigged) and various decadent nobles who wish to stimulate their jaded palates with forbidden and gory thrills.

There are other motives to stage an illegal fight. In a society where the rights of sentient beings are respected, it would be against the law to arrange one-on-one fights between humans and sentient monsters. People will always pay to view what society does not want them to see. A human female wrestling a captive drow to the death would certainly draw the crowds in, as would the sight of a pair of half-orcs fighting each other with fist and tusk alone. The fight may also be illegal because of its lack of restraint and instances of killing and maiming. Outside of a chartered gladiatorial arena, killing another person usually counts as murder, so underground fights that end in death are both thrilling for the audience and dangerous to stage.

In this racket, you usually either make your money by taking bets on the fight's outcome, by charging people to see the spectacle, or both. Some fighting rackets offer prizes for newcomers who fancy their luck, promising them a reward if they can take down the reigning champion.

Manager's Prerequisite: Base Attack Bonus +5; minimum of 5 ranks in Intimidate.

Alignment Restriction: May not be of good alignment.

Skill Check: Knowledge (local). To be a successful fight organiser, you need to be able to find venues, make contacts, know who you can trust and who you cannot and be able to distribute notice of the coming event to those who need to know while avoiding tipping off the authorities.

Disaster: You end up in a confrontation with one of the fighters from your racket, who is furious with you because he does not feel he has been paid enough, because he believes you have betrayed him or because he is roaring drunk and something you have said or done has offended him. The fight should be played out in game, beginning from the point where the fighter turns nasty. The Games Master should either create the character from scratch or use one of the non-player character fighter templates



Passing The Costs On

The brewing, gambling and smuggling rackets all have disasters that indicate a drop in revenue due to a rogue's mistake. This represents the fact that it has become significantly harder to achieve the racket's normal revenue, probably due to reduced supplies or, in the gambling racket's case, a particularly good gambler fleecing the tables at the moment. Astute players will undoubtedly point out that canny rogues will simply increase the relative price of the products or odds on the tables, in order to offset this drop in revenue. In terms of the rules, this is already assumed to be the case. If a group of rogues running a racket decide for some reason *not* to pass the costs on to the customer, then they only receive one quarter of their normal revenue.

from *Core Rulebook II*. This fight starts as a one-on-one, though if the Games Master rules that you have comrades present, they may join in, as may any friends the fighter has with him.

Gambling Racket

There are many societies in which gambling is illegal. Societies with a strongly lawful alignment base disapprove of gambling and repress it, as it is pandering to chaos. By making their fortunes subject to the whim of a tumbling die or the turn of a card, citizens are throwing away the reverence for law that keeps the society strong. In more relaxed societies it is legal but controlled, with formal charters being issued to gambling houses, gaming dens and bookmakers. A gambling racket may be established in either of these societies. The appeal for the client of such an operation (other than the opportunity to gamble at all, if the society is lawful and oppressive) is in being invited to the really exclusive games.

The headquarters of a gambling racket is usually the place where the games are held, though there may be a 'floating' game that is held in various different locations for greater security. Gambling is not an especially dangerous racket to run as far as the clients are concerned but if the law finds out about your enterprise, there will be hell to pay. Unlicensed or illegal gambling usually carries a very severe prison sentence and in strictly lawful countries may even bear the death penalty.

Manager's Prerequisite: At least 8 ranks in both Diplomacy and Bluff.

Alignment Restriction: None.

Skill Check: Spot. Rogues who are involved in gambling rackets are more defensive in their approach than anything else, keeping a sharp lookout for the law on the outside of

the gambling den and for cheats and card sharps on the inside. A rogue who is helping with a gambling racket has to be quick on the uptake, as a single infiltrator can spell disaster for the whole operation, as can an opportunistic cheat who has a great many ranks in Sleight of Hand. As Spot is a skill that many rogues invest a great many ranks in (or used untrained), this racket is a very popular one among low-level rogues, who can make a good deal of money by practicing it.

Disaster: Either the forces of law and order bust an individual floating game, or someone manages to win more than they should by cheating or using magic and gets away with it. The next time anyone operating the racket makes a skill check to find out how much money they have earned, they may only receive half the amount stated. This applies to all those involved in the racket, not just the rogue who rolled the disaster. If two rogues in the same gambling racket roll a disaster in the same week, then the local watch mount a raid on the racket's headquarters, which should be played out in-game at the Games Master's discretion.

Mugging Racket

This is one of the less sophisticated rackets and requires very little organisation, though it still needs a headquarters and a manager in order to work. The racket functions as if its participants were a minor street gang. They follow people into areas where there is little light and nobody around to help, bash them over the back of a head with a cosh and loot their possessions. Sometimes, a bolder mugger will rob them at the point of a weapon and then make off with their goods, having first made sure that he has disguised himself to some degree, such as by tying a bandanna around his face.

Some mugging rackets employ a 'mooncusser', a lantern-bearer who offers to show travellers the way home after dark but leads them into a trap where the members of the mugging racket can rob them without being disturbed. Mooncussers are usually children. This makes it more likely that the targets of the racket will trust them.

As mugging is opportunistic and carried out on the spot without advance planning, it is much harder to guard against disasters occurring. Nobody can warn you against a situation that you have walked into on purpose. Instead of the usual Gather Information skill check to avoid disaster when a threat comes up, the rogue must make a Spot check at a DC of 30.

Manager's Prerequisite: Base attack bonus +1; at least 3 ranks in Disguise.

Alignment Restriction: May not be of good alignment.

Skill Check: Move Silently. Organized mugging is dependent upon the ability of the muggers to sneak up

behind their intended victims without giving them any warning. Areas where a mugging racket is operating quickly gain the reputation of being bad places to travel through, so potential victims are likely to be on the alert. Careful silence is the rogue's only recourse.

Disaster: At the Games Master's discretion, two possible disasters may befall a mugger; dice may be rolled to decide between them, or a suitable outcome may simply be chosen. The first disaster may or may not be the milder of the two, depending on how brutal the area is and how much regard there is for life. You hit your intended victim a little too hard and now he lies dead at your feet. The consequences of your accidental murder, the identity of the victim and the issue of witnesses are entirely down to the Games Master's invention; your character accepted the risks when the die was picked up. How you dispose of the body, or if you even attempt conceal it, is up to you. This episode should be played out in game.

The second disaster is that you accidentally pick a target who turns out to be much more daunting than you expected. Maybe the harmless-looking old man was in fact a redoubtable sorcerer, or the swaggering drunkard was the captain of the city guard giving a very good impression of being drunk just so that he could lure you into an alley, beat you senseless and drag you to jail. Whatever the circumstances may have been, you are now in a fight. The Games Master should determine the identity of your assailant, who should be at least one experience level higher than you. Common sense should be utilised here when assigning weapons and armour to the assailant, as no sane rogue would go after a person in full plate and carrying a double-handed sword, even if they were walking alone through the city at night.

Pickpocketing Racket

This is the familiar arrangement in which a master rogue, usually a fence, presides over a rookery of pickpockets. The thieves work the streets during the day, stealing whatever they can get and passing the loot on to the managing rogue, who sells it on and hands out the money as he chooses. It is customary for the rogues doing the pickpocketing work to be young, as they are less likely to be suspected and, if caught, may beg for clemency more convincingly than an older rogue.

Pickpocketing rackets are usually established near busy parts of town, such as main streets or city squares. When there is a hubbub of human traffic passing by all the time, with people jostling each other and apologising, a small act of theft is much less likely to be

noticed. Even if you did feel somebody making off with your money pouch, it would be hard to identify him in a throng of moving people. It is thus impossible to work a pickpocketing racket in a sparsely populated district.

Despite the racket's name, it is not all about the picking of pockets alone. The racket covers any small, opportunistic theft that can be carried out in a busy area without a person noticing that it has happened. Purse cutting, sobbing in the street to elicit sympathy, shoplifting and stealing from beggars are all likely activities of the participants in a pickpocketing racket.

Manager's Prerequisite: At least five ranks in both Sleight of Hand and Appraise.

Alignment Restriction: None.

Skill Check: Sleight of Hand. The success of the whole racket depends on a rogue being able to slip his hand into an unsuspecting victim's pocket or slit his purse open and get away with it.



Disaster: You are caught in the act. Your intended victim was sharper than you expected and he notices your attempt to rob him. The Games Master decides who it is that you have tried to rob. As this disaster is deemed to have taken place by default in a busy area during the hours of daylight, whatever you decide to do will attract notice. Whether you attempt to run away, fight your way out (which is not recommended) or talk your way out of the situation is up to you. Most societies are quite happy to jail pickpockets for petty theft.

Protection Racket

This operation involves intimidation and threats. The rogues are ostensibly providing protection to the people they take money from, so that they will not be beaten up or their shops burned down, but in actuality it is the rogues taking the money who would be administering the beatings or the arson if they were not paid. Protection rackets are commonly exercised on shopkeepers in relatively poor areas, as these people have money and are afraid of losing their livelihood. When you own a shop, you have a target and a rogue has something to threaten. The typical line used by a rogue announcing a protection racket is 'Lovely premises you have here. Be a great shame if it burned down'.

Manager's Prerequisite: Base attack bonus +4 and at least six ranks in Intimidate.

Alignment Restriction: May not be of good alignment.

Skill Check: Intimidate. This racket relies on the targets being too afraid to refuse payment.

Disaster: The rogue is ambushed by a group of hired thugs in the pay of the shopkeepers, or by militant shop owners who have had enough of paying protection money. At the Games Master's discretion, this may be played out as a full combat, which is the most satisfactory way to do it. Alternatively, the rogue may make a Reflex saving throw at a DC of 25 to avoid the 'accident' set up for him, which will usually be a crate full of bricks or some similar fatal cargo (such as a statue, a barrel or a drum full of burning coals) dropped off a building on to him. If the save is failed, the rogue takes 8d6 damage from falling debris; if it is made, he takes half damage.

Security Consultation Racket

This is rather like a glorified protection racket but with more subtlety and sophistication, hiding itself under the cover of legitimate business. It is worked on those who have large houses or shops. The rogues set themselves up as security experts, dressing in smart clothes and calling round to pay a friendly, no-obligation visit. Showing familiarity with the ways of local criminals and telling a few horror stories of what has happened to families who were not adequately prepared, they offer to perform a security overview of the premises, making 'tut-tut' noises at the state of the locks and bolts. Once the target has signed up to have the rogues take charge of their security, as many of the targets do, the rogues can then install locks and other security measures of their own. It is soon apparent that a customer who fails to pay the heavy monthly 'security' charge will have no protection against theft at all, as the rogues will use their own copies of the keys to send a team of burglars round. The repeated security consultation visits will have familiarised the rogues with the layout of the house and any major valuables that would be worth stealing, so burglary is far easier than it would have been before the 'security consultation' began.

Manager's Prerequisite: Base attack bonus +5; at least five ranks in two of the following; Disable Device, Open Lock or Profession (locksmith).

Alignment Restriction: None.

Skill Check: Knowledge (local) for the area where the racket will operate. In order to pick the right clients and impress them with your knowledge of regional matters, you must be familiar with the names, faces and properties of the region.

Disaster: Several of the people targeted by your racket pool their knowledge and their money and hire a professional assassin to do away with you. This assassin observes you on your rounds to collect your fees and will attempt to kill you at some point shortly afterwards. The Games Master should create the assassin as a Non-Player Character; his abilities and level will of course be sufficient to take you on,



as the victims of your racket would hardly have hired him otherwise. Depending on the nature of the assassins' guild that was approached, he will either attempt to kill you three times before approaching you under a flag of truce and announcing that the contract is discharged, or he will hound you until either you or he is dead.

Smuggling Racket

This racket may only be operated in coastal towns or cities. Smugglers seek to bring goods into a region without going through lawful channels. This may be because the goods would be taxed if they were brought into a port as legitimate cargo (many societies impose customs duty on luxury items as an easy way of increasing tax revenue) or because they are not legal in the area where they are heading. Anything may be smuggled if there is profit in it. For example, you could smuggle casks of rum if you wanted to be a traditionalist, avoiding tax and making your money from private sales; slaves into a country, or even out of it if you were philanthropic, for a fee; prohibited items such as poisons could be smuggled in from drow lands. A true entrepreneur could even consider smuggling in banned literature or risqué works of art to a strongly lawful and religious society.

Manager's Prerequisite: Base attack bonus +3; at least three ranks in Profession (sailor) or six ranks in Gather Information.

Alignment Restriction: None.

Skill Check: Hide. The art of smuggling involves concealing items, whether this is in secret compartments on a trading ship, in a cave on the beach that only you and your cronies know about, under the floorboards of a deserted farmhouse or packed underneath a more innocuous cargo. A smuggler who does not know how to conceal himself or his illicit wares will not last long.

Disaster: One of your racket's stashes of illicit cargo is found and confiscated. The next time each person involved in operating the racket makes a skill check to find out how much money they have earned, they only receive half the amount stated. This applies to all those involved in the racket, not just the rogue who rolled the disaster. If two rogues in the same smuggling racket roll a disaster in the same week, then the local watch mount a raid on the racket's headquarters, which should be played out in-game at the Games Master's discretion.

Vice Racket

This racket deals with the management of vice industries in an area, such as prostitution and the distribution of salacious material. Most of the money earned in a vice racket comes from charging brothels or individual harlots a protection fee. Unlike the usual protection racket, the rogues provide a measure of actual defence against

threats; if a customer turns nasty, they are expected to step in and sort it out. Vice rackets cannot be worked in regions where the attitude to these matters is already liberal. As with almost any racket, the vice trade relies on supplying customers with something that they want but cannot acquire legally. Those rogues operating vice rackets also recruit new people into the industry, plying them with promises about how much they will earn and how easy the work is and then proving brutal if they should attempt to get out of the profession.

Manager's Prerequisite: Base Attack Bonus +3; either a minimum Charisma ability score of 15 or 8 or more ranks in Knowledge (local).

Alignment Restriction: May not be of good alignment.

Skill Check: Diplomacy. Although some intimidation does come into it, the bulk of the vice trade is all about gentle persuasion; a pander, pimp or brothel-protector has much work to do soothing the fears of new recruits, persuading corrupt officials to accept bribes and brokering exotic services to customers in high society.

Disaster: You are attacked. Someone who has a personal vendetta against you because of your work decides to put an end to you. This may be one of the harlots who you 'protect', a rival rogue or a relative of someone whose life your vice racket has corrupted. This person does not necessarily have the wherewithal to kill you but they certainly intend to do so, even if this costs them their own life. The Games Master should create the character and the attack should be played out in game. Those who work in the vice industry are especially despised and thus have many enemies, as they ruin young lives, corrupt the innocent and contribute to the moral decay of society.

CONFIDENCE TRICKS

Confidence tricks are another way in which rogues habitually make a living at other people's expense. Unlike rackets, which can be sustained week after week, confidence tricks are played out in a single episode. More cerebral rogues prefer these methods of earning money, as they require more planning and co-ordination than crude robbery or racketeering and have a certain style and flair to them. Confidence tricksters are often oleaginous, charming people who prefer stealing from you with their words rather than with their fingers.

Confidence tricks work as follows. Every trick is based around three crucial skill checks, some of which may be opposed. If all of the skill checks succeed, then the confidence trick works and you reap the stated reward in cash. If any one of them fails, then the whole confidence trick fails. Depending on the circumstances under which this happens, this may land you in trouble. As all of the confidence tricks listed here depend upon two or more



participants, those taking part in the con need to be quite clear as to who is making the requisite skill checks.

In the listings below, a brief description of the con is given, so that the participants can roleplay it out, followed by the three crucial skill checks and their DCs. These are only to be used as a core to the roleplaying experience and the characters will have to flesh out the details themselves. The Games Master may require other skill checks as the confidence trick unfolds, particularly if the target is inherently suspicious.

The Business Proposal

This is very much an urban confidence trick and requires considerable outlay by the rogues performing it. The confidence tricksters rent and fit out an office in a salubrious part of town, posing as members of a new business consortium. They forge articles of association and other suitable documents, have them framed and hung on the walls, then proceed to invite certain select members of the merchants' guilds round for private meetings. Some extremely daring rogues break into the offices of long-established business and hold the meetings there, so as to appear even more impressive.

In these meetings, they claim to be the owners of some fantastic and secret thing, such as the formula for a new spell, the philosopher's stone that can transform base metals into gold, the deeds to a gold mine in a foreign country or an artefact that has the power to bring happiness to thousands and which they can charge people money to use. Some stunt to convince the target that the claim is genuine is always pulled off, such as a demonstration of the philosopher's stone in action, or the presentation of the deeds to the gold mine. The con artists confess that they are lacking only one thing, namely development capital. The merchant is encouraged to invest money in the company, in exchange for a promise of future returns at a healthy profit. If their demonstration has been convincing, the office is suitably well furnished and the merchant is sufficiently greedy, he is likely to make an investment.

Critical Skill Checks: Forgery skill check to produce the bona fides of the business opposed by the target's Forgery skill check; either a Forgery, Sleight of Hand or Bluff skill check (depending on what is being claimed) to pull off the demonstration, opposed by the target's Forgery, Spot or Sense Motive skill check; Diplomacy to persuade the target that investment is worthwhile, opposed by the target's Sense Motive skill check. The Games Master should bestow appropriate circumstance bonuses or penalties, depending on how much work has gone into the preparation of the scam and the furnishing of the office.

Cash Yield: 2d4x100 gold pieces or more at the Games Master's discretion.

The Foreign Dignitary

This is a multi-purpose confidence trick, sometimes played out purely for amusement, sometimes to lay the foundations for cons to come. It has more of a chance of success in smaller settlements such as rural villages and towns, as the inhabitants of these places are more likely to be impressed by ambassadorial visits, though it is likely to bring in larger sums of money in the city.

The con artist sets himself up as a visiting dignitary from a foreign nation who does not speak the local language. He is richly dressed and is clearly a man of considerable means. The second con artist poses as his interpreter, speaking back and forth to him in gibberish and pretending to translate. By promising future investment if they are pleased and at the same time acting as if they were dissatisfied with everything they see, the con artists attempt to be extended credit at taverns, provided with free accommodation and generally given the best of everything. They make outlandish financial commitments in order to impress those around them; for example, the 'dignitary' may announce that he likes the look of a house, following which the 'aide' will ask the house owner if it is for sale, offering thousands of gold pieces for it and producing an elaborate sealed document by way of a promissory note for the sum.

Those con artists who have the courage to attempt this scam in a larger town can even ingratiate themselves with the local nobility, many of whom will want to be on good terms with the seemingly rich and influential ambassador for a distant nation. If this is done successfully, the con artists can obtain invitations to diplomatic receptions, attend social functions and so on, which gives them an opportunity to rob their hosts.

Critical Skill Checks: Forgery skill check (which either the con artist or a contact can make) to draw up the dignitary's documents of authorisation, opposed by a target's Forgery skill check; Disguise skill check for the dignitary opposed by a target's Spot skill check; Bluff skill check for the aide's claims to have vast sums of money available opposed by a target's Sense Motive skill check.

Cash Yield: Up to 50 gold pieces in goods and services per day; actual cash as determined by the Games Master, based on what you ask for.

The Magic Item

This confidence trick is an updated version of the classic 'fiddle', from which the phrase 'on the fiddle' derives. Two people are required for this trick.

Procedure: The target is a person in a position to buy second-hand goods, such as a merchant or shopkeeper. He must on no account have any spellcasting ability. The first con artist approaches him, disguised as a wizard

who is down on his luck. He produces a strange and unidentifiable item whose function is unclear and asks if he can leave it in the charge of the merchant for him to have a look at, while he goes to get a bite to eat. After the first character has left, the second con artist enters, disguised as a prosperous wizard. He reacts with surprise to the item, asks to examine it, casts *detect magic* on it revealing an encouraging glow and exclaims that it is an artefact of a very rare kind, worth a fortune. He immediately offers to buy it for several thousand gold pieces; if the merchant tries to sell it to him (which he will almost certainly do, even if though it does not belong to him yet), the prosperous wizard goes off to fetch his money, as he does not have the sum on him at the time.

With the prosperous wizard gone, the shabby wizard comes back to reclaim his item. At this point, if the trick has been well played out, the merchant will almost always offer to buy the item. Some haggling then follows, as the shabby wizard explains that it is the only thing of value that he owns (and similar imprecations) but eventually he agrees to sell it for some suitable sum, such as a couple of hundred gold pieces. The merchant then sits and waits for the prosperous wizard to return, which of course he never does. The 'magic item' proves to be a piece of useless junk that had been treated with the *magic aura* spell.

Critical Skill Checks: First con artist's Disguise check to appear as a shabby sorcerer, opposed by target's Spot skill check; second con artist's Bluff check when describing the item as an artefact, opposed by target's Sense Motive skill check; first con artist's Bluff check to appear reluctant to part with the item, opposed by target's Sense Motive skill check.

Cash Yield: 1d6x100 gold pieces, or other appropriate sum as determined by the Games Master.

The Medicine Show

The con artist sets himself up with a stall selling potions, which he advertises as healing draughts that are twice as potent and half as cheap as any other on the market. While his audience mulls over his offer, the second con artist appears at the back of the crowd disguised as a cripple. Having expressed disbelief that the potion will help, he staggers to the potion stall, downs a potion and instantly seems to recover. While he whoops in delight, the first con artist begins his sales pitch again, at which point various members of the crowd usually start buying his potions. The usual method of helping this process along involves having a third planted rogue in the audience who is so impressed by the cripple's apparent recovery that he

immediately buys three potions. These potions are, of course, nothing but water with colouring in it.

Critical Skill Checks: Bluff skill check for the con artist selling the potions, to convince the audience that they are efficacious, opposed by the Sense Motive skill check of the crowd*; Disguise skill check for the con artist disguised as a cripple, opposed by the Spot check of the crowd*; Bluff skill check for the cripple when he makes his miraculous recovery, opposed by the Sense Motive skill check of the crowd*.

Cash Yield: 4d6 gold pieces for a crowd of up to 20 people and 6d6 gold pieces for a larger crowd.

* Games Masters will probably set a crowd's general skill bonus at +1 to +4, depending on how gullible or canny the populace generally is. Particularly suspicious crowds, who see such blarney shows on a regular basis, may have a bonus up to +10. Note that different races are harder to fool than others, and racial modifiers to Wisdom would apply to these skill checks.



BANKS

Surprisingly little attention is given to the role of the bank in most d20 fantasy campaign supplements. Treasure, it seems, is forever being discovered lying about in chambers in dungeon complexes or being slept on by dragons. Those who find it never seem to want to entrust it to a third party, such as a bank. Now, this is understandable where player characters are concerned. There is so much mistrust involved in the handling of large sums of money that most players seem to prefer to haul around their entire worldly wealth in a *bag of holding* or similar item. This is all well and good for adventurers, who are likely to have *bags of holding*, but ordinary people do not have access to such things.

When a person amasses gold, they have the choice of keeping it on their own premises or placing it in storage in a bank. Some opt for the former solution, especially if they are capable of guarding it themselves, or if they have a utility such as a domestic safe or strong room. Some even take the traditional route and bury it, making a map so that they can find their way back to it. In rural areas, it is common to keep your wealth hidden in your house, under a floorboard or in a mattress. Gems offer a certain middle ground, as a gem worth a thousand gold pieces takes up much less room than the equivalent amount of gold or silver coins. Gems, however, are easier to steal. If you invest five thousand gold pieces in a single diamond for ease of storage, you create a fortune that a rogue can pocket rather than one that he would need a mule to transport.

Taking all of these factors into account, dwellers in cities prefer the more civilised solution of banking. They can call into the bank at any time within opening hours and withdraw their wealth. Characters of good standing can even approach their bank for a loan. Having player characters keep their wealth in banks is a tidy solution to the problem of where all the money listed on a character sheet actually *is*. Many characters apparently own far more gold than they could realistically carry, yet give no thought to where it is being kept or what kind of risk of theft applies to it.

None of this is at all incompatible with the fantasy game environment and its atmosphere. Banking was a feature of the mediaeval world of Earth. The Knights Templar amassed their vast fortune by charging interest on loans, as did other religious bodies. A Games Master who has banks appear in his campaign need not fear that this is an inappropriate thing to find in a fantasy world. On the contrary; banks are entirely appropriate and as we shall see, rogues have particularly good reasons to be interested in them. Introducing banking into a campaign can open up new worlds of roleplaying challenge, both in terms of new concepts of 'treasure' and new targets for rogues to aim at.

Banks are only ever found in large cities. Only within a metropolis is there sufficient demand for what a bank can offer and enough day-to-day traffic to make it worthwhile. Those who live in cities traffic in coin more than other sectors of society and are more likely to have large amounts of money set aside, as city life is so much more expensive and potentially lucrative than life in the country.

WHY BANKS EXIST

Banks exist for two reasons. They are there to store other people's property securely and to make money from using it while they are not.

The security offered by a bank is the reason why the majority of its customers use it. Money is simply safer when it is kept within the thick walls of a bank than when it is hidden in the teapot or kept in a false drawer in the bedroom. If the customer has more than a few hundred gold pieces in coin, then storage is an issue. Cash is bulky and bulging sacks that are obviously filled with coins are a temptation to any rogue. It makes much more sense to keep enough money on one's person for day-to-day business and store the rest of it in a bank.

Banks are also the logical choice for merchants, business consortiums and other people who may have control over more money than they can easily guard, or over money that several people have a claim to. A business partnership is better off entrusting its money to a bank, who can then take responsibility for keeping it safe, than it would be keeping its money at the home of any one of the partners. When you are looking at the kind of money that you need to buy a large house or a merchant vessel, then keeping all the funds in a tin box under the bed is a desperately inadequate solution.

The existence of magic does add problems that the real world is not subjected to. When wizards and sorcerers can use *teleport*, *passwall* and such like spells to gain access to the inside of most buildings, banks do not seem very secure. To compensate for this, all banks have at least one magic specialist on the staff, whose job it is to ensure that the magical defences of the bank are up to standard. No bank can be made invulnerable but it is at least possible to make it so difficult to breach their security, even with magic, that thieves are dissuaded and people will entrust money to the organisation.

Opening An Account

In order to have an account with a bank, you need to be of the appropriate class of society. You must be an adventurer, a noble or a merchant. Peasants do not often use coins, not having sufficient wealth to merit them and

instead trade in goods such as bags of flour and chickens. You must also have a certain minimum level of wealth. A bank is not likely to allow you to become a customer unless you deposit at least one hundred gold pieces with them when you first start the account. Finally and most importantly, you must satisfy the bank that you are who you claim to be.

Issues of identity are of paramount importance to a bank. With a magic consultant on hand to cast *discern lie* spells and take any other magical precautions that may be necessary, the bank's representatives take several hours to ask you questions and establish who you are beyond doubt. This done, they take a copy of your signature, your *wizard mark* if you are an arcane spellcaster, have an artist make a sketch of you for their records and agree several security questions with you so that no impostor will be able to pass themselves off as you. These might be questions about former adversaries you had faced, the name of your mother or even something as banal as your favourite colour.

Once you have an account, you may use the bank's services. The only services available to you at first are the ability to deposit and withdraw funds and the use of a single safe deposit box. The bank charges you a monthly fee, usually no more than three gold pieces, for the maintenance of your account.

Making Deposits and Withdrawals

The approach taken by a bank to storing your goods depends on the kind of item you are leaving with them. If you are entrusting them with coins, then the total is simply added to your account and you are given a receipt to prove that you have made the payment in case of dispute. Gems, jewellery and other such items have to be stored in a safety deposit box, for which see the section below. These do not count towards your account, though a record is kept of them and you are given a receipt when they are left with the bank. The receipt does not mention their value, though it does give a very thorough description of the items. They are 'precious items' rather than 'money'. If you want to increase the total amount of money in your account by adding the value of gems and jewellery to it, then you must sell the items to a jeweller or merchant for cash or a promissory note and pay that note into your bank.

To withdraw your money, you must go to the bank's cashier and fill out an appropriate document. If the sum is a large one (more than one hundred gold pieces) you will have to prove your identity in a private interview before the money is released. You may not be able to withdraw all of your money at once, because banks do not keep sufficient cash on the premises for every customer to do this. They invest in gold and platinum bars and large gems instead of keeping their customers' wealth stored in the form of coin.

As a rule of thumb, no more than five thousand gold pieces may be withdrawn in coin form from a bank in any given day, unless an individual has arranged an exceptionally large withdrawal of cash in advance.

Banker's Drafts and Promissory Notes

An interesting effect banking has on the financial situation of a city is that money is no longer restricted to the form of precious or semiprecious materials. The concept of wealth on paper joins that of material riches. When you have money in the bank, you may have the bank make out a formal letter promising a certain quantity of that money to a person named by you. Such a letter is known as a banker's draft. That person may then present the letter at the bank, or at a second bank affiliated with the first. So long as they can prove to the clerk's satisfaction that they are the person named in the note, they can claim the money. This allows funds to be transferred between individuals without the danger of moving actual bags of cash overland every time such a transaction takes place.

This is of course not a foolproof system. Rogues being endlessly inventive, they spend long hours forging promissory notes made out to themselves or disguising themselves as the people named in intercepted promissory notes. Banks expect this and have a system of personnel and procedures in place to prevent it – see the Security section below.

Banker's drafts may be left open, which is the fantasy world equivalent of our present-day blank cheque. This is useful when you do not know the name of the person who you wish to pay, or he does not want to be identified other than by an alias. Open banker's drafts are a popular way of paying for illegal work, such as assassination contracts.

As an open banker's draft is not made out to any one person and has its cash sum promised to 'the bearer', you do not have to worry about impersonating anyone if you come across one and you wish to claim the money. Open banker's drafts are thus a rogue's dream come true. Given the choice between stealing five thousand actual gold pieces, with all their bulky mass to contend with and stealing a formal letter worth the same amount, most rogues would steal the draft.

THE STAFF

A bank has numerous different members of staff, all of whom contribute to the security and smooth operation of the institution. From the rogue's point of view, any one of these people represents a potential chink in the bank's armour. The possibility of befriending, seducing, *charming* or otherwise influencing a member of the bank's staff should not be overlooked by any rogue who is planning a major heist. It is even possible that a rogue could become



an employee of a bank himself, though he would have to find a way to trick his way through the magically assisted security interrogation that all employees must undergo.

Manager: The senior member of a bank's staff is the manager, who has the ultimate responsibility for all financial decisions. The manager always has all the necessary security code words, lock combinations and keys in his possession.

Magical Advisor: This crucially important individual is always a wizard or sorcerer of at least 12th level. His job is to place a daily quota of protective spells upon the bank and its various staff members. During the day, he is ready to help if any security threats should occur.

Interviewer: This person has to be able to cast divine magic spells, as their ability to cast *discern lies* is crucial to the procedure whereby employees are vetted and customers identified. They assist the magical advisor by adding divine magic spells to the available protections. Depending on the type of golem that the bank uses, either he or the magical advisor takes responsibility for golem maintenance.

Head of Security: This individual is always of a martial background usually a fighter. He is in overall command of the bank's security personnel, receiving their reports and investigating any suspicious occurrences. He receives his

orders directly from the bank manager and often acts as his bodyguard when the daily work is being done. He has the same access codes and keys as the manager does, except for the combination to the vault.

Cashiers: Those who work behind the various tills are the cashiers. They are expected to be completely trustworthy, honest and ethical. Their duty is to handle money, keep records and serve the customers. Cashiers are not entrusted with security information and only have keys to their individual cash lockers under their desks, where relatively small amounts of money (up to 200 gold pieces in assorted coinage) are stored.

Security

The level of security in a bank is extremely high. An institution that handles thousands of gold pieces on a daily basis can afford to invest in the best protection possible.

Guards: It is standard practice to have both living and artificial guards on watch in case trouble should break out. Golems are the preferred security constructs, with clay or stone golems being used in preference to flesh ones as they are less frightening for the customers. A main city bank will have at least two golems in its service, one to watch the main concourse and another to carry out a security patrol through the building. All guards are recruited from the most reputable mercenary agencies available, or are employed directly by the bank at a comparatively good rate of pay. Every guard is required to submit to magical interrogation on a monthly basis, to ensure that he has not stolen anything or helped another person to do so.

During the day, regular guard and golem patrols are carried out. At night, the golems take over the majority of the work, as they are not susceptible to fatigue. A small contingent of guards stays behind to form a night watch team.

Traps: The only traps within a bank are found in the areas leading up to the vault and other high-security regions. They are not found in the main foyer, as there is too much of a chance of a customer or cashier setting one off accidentally. The traps found in a bank are intended to hold or incapacitate the intruder rather than to kill him. They will drop bars down over the exits, sound alarms or pump gas with a *sleep* effect into the area. This is done so that those responsible for breaking in to the bank can be tried with due process rather than killed like vermin. Many banks would not mind if those who attempted to rob them were executed but they would rather not be the ones to do the killing themselves, as it is not especially good for their trading reputation.



Doctoring Bank Documents

Some rogues who are accomplished in forgery attempt to alter bank documents or forge them outright. This is one of the most daunting tasks a forger can face. Altering an existing bank document is the easier task of the two, though not by much. Adjusting a digit and the corresponding sentence so that it seems to say something different is at least using the bank's official stationery, while forging a document from scratch requires the forger to reproduce the bank's documents and official seal from a standing start.

Doctoring an existing document, such as by adding an extra zero to a bank draft made out to yourself for four hundred gold pieces, applies a -4 circumstance penalty to your forgery check, while forging a wholly new document that purports to be authorized by the bank applies a -8 circumstance penalty. If you are fortunate enough to have access to an unused document of the type that would be used, you receive a +2 circumstance bonus to your Forgery check; if you have a copy of the bank's official seal, you receive a +2 circumstance bonus to your Forgery check. Any document that you intend the bank to act upon must bear the signature of the person whose account it is or that of the bank's chief cashier, so any forgery of this kind must always include at least one reproduction of another person's signature. Note that a bank will catch on quite quickly if forged documents start to circulate, and will change or improve their security measures respectively.

Loans and Investments

If you have been a customer at the bank for at least a year and have at least five hundred gold pieces invested with them, then you may attempt to apply for a loan. Banks both like and dislike loaning their money out. They stand to make a profit on the arrangement, as you are charged interest on the repayments but they are also taking a risk, as they may never see the money again.

A bank will require security for any loan of more than 500 gold pieces. This means that you must own or have the rights to an item or property worth as much as you are borrowing, which the bank can claim from you if you should fail to make your repayments. A typical example of loan security is a house. You may take out a loan against the value of your house, so long as you bring the deeds with you to prove that the house is yours. You must sign a binding contract with the bank that gives them the rights to your property in the event that the money loaned to you is not repaid by the agreed date. The bank may require that the item be independently valued before it will agree to the loan.

Taking out an unsecured loan is much more problematic, as the issue is then purely one of trust and the bank has few fallbacks if you should default. You may attempt a Diplomacy skill check at a DC of 25 to persuade your

bank to loan you money without security. If you are successful, then the amount you can borrow is equal to one fifth of your typical character wealth as determined by level (see *Core Rulebook II*). You may attempt to borrow more than this, but each increment of one fifth that you add to the total amount you want to borrow adds +3 to the DC of your Diplomacy skill check, so borrowing the total wealth for your character level would have a DC of 37. A character may not borrow beyond the limits of their character level.

Deposit Boxes

A deposit box is a container where you may leave an item or items of value in the care of a bank. A standard deposit box measures two feet long by one foot wide and is eight inches deep, easily enough for small items such as a scroll, wand, dagger or gem but inadequate to hold anything larger than that, such as a breastplate or a bastard sword. Items too large to go in a safety deposit box will be stored in the bank's vault for you instead.

When you take out a deposit box service, you are given a box number and a unique key to the box. You may visit the bank at any time and ask to be given your box, which you may unlock and add items to or take items from as you wish. Some banks require records to be kept of items deposited in a box, while others do not. The general consensus is that customers may leave what they like in their safety deposit boxes, so long as the bank itself and its contents are not endangered due to the deposited items. Each box is made from steel and the lock is of Good quality. A bank will allow you to have multiple safety deposit boxes in your name, with a monthly fee of two gold pieces for each one.

SAFES AND HOW THEY WORK

Safes are metal boxes with thick walls and a strong lock on the front of at least Good quality. The lock on a safe is usually of Amazing quality and is fitted with a tamper-proofing plate (adding 15 to the DC of any attempt to pick it). The best of all safes have combination locks, making it next to impossible for ordinary rogues to find their way into them. A safe works on the supposition that no thief would attempt to make off with it, solely because it is so heavy.

The standard thickness for a safe wall is two inches. Most safes are made from iron or steel, with a few rare specimens being made from mithral. They are used in banks for short-term storage, such as to store the coinage that is used to pay customers who are making withdrawals, or to keep monies deposited by customers before the coin is converted into bullion and stored in the vault.



New Magic Item:

Safe of Secure Containment: This magical container is a cube five feet on each side. It is made from adamantium that is five inches thick and has an Amazing quality combination lock as the opening mechanism. This is subjected to a magical *silence* effect to prevent safecracking attempts; the barrels make no noise as they rotate, making it impossible to crack the safe unless the effect is somehow suppressed. The safe has a hardness rating of 20 and the walls can take 200 hit points of damage before they are breached. In addition to its natural hardness, it has damage reduction of 15/adamantine. The safe is lined with a thin layer of lead, making detection of its contents impossible. It receives a +10 resistance bonus to saving throws against any spell or spell-like ability that threatens its structural integrity, such as *disintegrate* or *shatter*.

Moderate abjuration; CL 11th, Craft Wondrous Item, *globe of invulnerability*, *silence*; Price 235,000 gold pieces.

THE VAULT

The vault is the heart of the bank, its fortified central chamber. Within the vault are the most precious items the bank keeps, including the gold bars it retains as sureties against its clients' accounts. Any precious items given over by clients of the bank for storage will be kept here if they are too large to fit inside a deposit box. A typical vault resembles the treasury of a prosperous king, containing several racks of gold bars, chests full to the brim with loose coin, assorted armour and weapons with tags attached showing to whom they belong, historical relics too precious to be kept anywhere else in case they are broken and several stacks of parchments and papers, being deeds to various properties and lands held as securities.

It is standard practice to fortify a vault with magic. Rather than give a description of a vault's defences here, which players could read and come up with possible ways to circumvent, we suggest that the Games Master design each vault individually. Some typical features of a vault are given below:

- † Time Lock: see the section on locks in the Tricks of the Trade chapter. It is commonplace for a bank's vault to be sealed from within by an automatic lock outside of business hours.
- † The vault should be defended by a permanent *dimensional anchor* spell (if the Games Master allows this spell to be made permanent) or by a regularly refreshed *dimensional lock* spell cast by the highest-level wizard or sorcerer that the bank can afford. This ensures that astral, ethereal and *teleporting* characters cannot find their way into the vault.

- † The inner and outer walls of the vault should be lined with lead, thus preventing detection spells and *passwall* spells from working.
- † A regularly refreshed *screen* spell should be maintained in the vault to defeat attempts to scry the contents.
- † Walls may be magically reinforced to proof them against assault or against destructive magic. See *Core Rulebook II* for information on magic walls and *The Book of Strongholds and Dynasties* from Mongoose Publishing for additional ideas.

New Skill:

Profession (banker) (Int)

You are trained in the banking business, with special attention focus on the security routines and procedures that a bank uses. You know how to keep accounts, how to assess whether a given investment is likely to lead to a profit or a loss and how to handle a customer who is trying to wheedle a loan out of you. Some former bankers turn to the rogue's ways, drawing upon their intimate knowledge of how banks work to defraud the profession for whom they once worked.

Synergy: A character with five or more ranks in Profession (banker) receives a +2 synergy bonus to all Forgery checks when attempting to forge documents concerned with banking or to detect forgeries of such documents.



DESIGNER'S NOTES

The rogue class has always been a firm favourite of mine. The most extensive campaign I have run to date has been set in a fantasy version of New Orleans, called Crescent City. All the players are rogues of some kind or another, most of them multiclassed. Since I have spent the last few years becoming familiar with more of the ways and wiles of rogues than I ever expected to, I was utterly delighted to have the chance to write this book.

I have done my best to bring a touch of realism and consistency to the rogue without undermining the essential fantasy premise on which he is based. There are simply too many accounts of roguery in the real world for me *not* to have drawn upon them. The observant will recognise elements of all sorts of different genres, cooked together in a thieves' kitchen. The gov'nor, for example, is straight out of the British crime tradition, while the velvet glove is a figure inspired by images of elegant Victorian thieves. I am sure you will not find it hard to trace my sources, to be quite honest, I have not appropriated them with any great subtlety or skill. The chapter on Gizmos may horrify some people, as being too close to 20th century spy technology for comfort. My justification is that a society that can produce gnomish levels of engineering is *bound* to have experimented with ways in which magic and mechanisms can be combined. Gizmos just seemed to be a perfect piece of equipment for a rogue – technical rather than mystical, yet still having a touch of the supernatural and fantastic about them. When it comes right down to it, I simply could not shake the image of a rogue controlling a spidery metal device that clambered around a room until it was upside down and then dropped a mechanical grabber from its body. Everything else followed from that image.

Different Games Masters assign different levels of priority to realism and plausibility in the game and rightly so; you play the campaign that suits you. However, if there is one kind of adventure for which I would urge the Games Master to concentrate on atmosphere, detail and situational (as opposed to statistical) challenge, it is the rogue campaign. The best of such adventures, in my experience, are those in which the realism is cranked up to the highest possible degree. Make the players feel like they are breaking the law with every step they take. Force them to acknowledge the results of their actions. Do not let violence or destructive behaviour go by unnoticed. If a player is caught, imprisoned and executed, the resulting change of mood can make for fantastic roleplaying sessions. As those who have watched recent crime films will know, the real thrills (and comic moments) happen when everything goes wrong.

Once again, I have been forced to leave out a good deal of material, which hopefully will see publication in some other Mongoose book or magazine. Owing to the

limitations of space, the chapter on 'prisons in the fantasy game world' that I had hoped to bring you will have to wait for another day. How exactly *do* the authorities deal with powerful wizards? How are they contained? Are vampires, as sentient beings, entitled to a trial? Can a lycanthrope be held responsible for actions committed while under the influence of lunar radiation?

As a closing note, I would like to dedicate this book to the memory of one of the best rogues who ever lived, one Jack Sheppard of London, whose true story is an inspiration to any rogue. One hundred years after his death, city officials were complaining that although every child in London had heard of Jack Sheppard, fewer than half of them knew who the Queen was.

Jack was a burglar who earned his fame by escaping from Highgate prison, an absolute fortress of a place, no fewer than four times. In the course of his final escape, he picked his handcuffs with a loose nail, pulled free the bar that blocked off the chimney and climbed up the inside. He then used the same bar to wrench off a lock but was temporarily halted by a door that had been bolted from the other side. Undaunted, he used his bar to smash a hole through the frame, reached through and drew the bolt back. The next door he came to was fastened by a large lock; if that was not enough, he was now working in the dark, as night had fallen. He successfully prised the lock off, only to come into another room whose door was bolted, barred and locked. Working like a maniac, he was able to rip the fillet (bar) from the door, taking the box and staples with it. He was thus able to step out on the roof – at which point he realised that he had forgotten to bring his blankets with him and had no way to climb down.

So, he went *all the way back*, climbed down the chimney into his cell, fetched the blanket, climbed back up and used it to descend to freedom. Now *that*, ladies and gentlemen, is a masterclass rogue.

Adrian Bott



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The Advanced Quintessential Rogue



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 PATRON DIETY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

ARMOUR CLASS = 10 + []

ARMOUR WORN	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAY DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2)

	CROSS CLASS	KEY ABILITY	MODIFIERS
			TOTAL ABILITY RANKS
APPRAISE ✓	Y / N	INT	[]
BALANCE ✓★	Y / N	DEX	[]
BLUFF ✓	Y / N	CHA	[]
CLIMB ✓★	Y / N	STR	[]
CONCENTRATION ✓	Y / N	CON	[]
CRAFT ✓ ()	Y / N	INT	[]
CRAFT ✓ ()	Y / N	INT	[]
CRAFT ✓ ()	Y / N	INT	[]
DECIPHER SCRIPT	Y / N	INT	[]
DIPLOMACY ✓	Y / N	CHA	[]
DISABLE DEVICE	Y / N	INT	[]
DISGUISE ✓ Y / N	CHA		[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]
FORGERY ✓ Y / N	INT		[]
GATHER INFORMATION ✓	Y / N	CHA	[]
HANDLE ANIMAL	Y / N	CHA	[]
HEAL ✓	Y / N	WIS	[]
HIDE ✓★	Y / N	DEX	[]
INTIMIDATE ✓	Y / N	CHA	[]
JUMP ✓★	Y / N	STR	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
KNOWLEDGE ()	Y / N	INT	[]
LISTEN ✓	Y / N	WIS	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]
OPEN LOCK Y / N	DEX		[]
PERFORM ✓ ()	Y / N	CHA	[]
PERFORM ✓ ()	Y / N	CHA	[]
PICK POCKET	Y / N	DEX	[]
PROFESSION ()	Y / N	WIS	[]
PROFESSION ()	Y / N	WIS	[]
RIDE ✓	Y / N	DEX	[]
SEARCH ✓	Y / N	INT	[]
SENSE MOTIVE ✓	Y / N	WIS	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]
SPEAK LANGUAGE	Y / N	NONE	[]
SPELLCRAFT	Y / N	INT	[]
SPOT ✓	Y / N	WIS	[]
SURVIVAL ✓ Y / N	WIS		[]
SWIM ✓★★	Y / N	STR	[]
TUMBLE ★	Y / N	DEX	[]
USE MAGIC DEVICE	Y / N	CHA	[]
USE ROPE ✓ Y / N	DEX		[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

SPELLS KNOWN

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

SPECIAL TECHNIQUES / COMBAT ABILITIES

**SNEAK
ATTACKS**

DIE TYPE:

NUMBER OF DICE:

SPECIAL EFFECT?:

MAGIC ITEMS & GIZMOS

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

RACKET

TYPE:
MANAGER:
ALIGNMENT RESTRICTION:
NUMBER OF ROGUES:
SKILL CHECK:
INCOME TO DATE:
HISTORY:

RACKET

TYPE:
MANAGER:
ALIGNMENT RESTRICTION:
NUMBER OF ROGUES:
SKILL CHECK:
INCOME TO DATE:
HISTORY:

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES

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THE QUINTESSENTIAL ROGUE II Advanced Tactics

Ironically, for a character class that includes so much versatility, rogues are all too often pigeonholed into very narrow set roles. For some, the path of the rogue is not just a way to make easy money by taking what is not yours, or a path to the respect of your peers, who learn not to turn their back on you for fear of what you might do. The true master rogue takes pride in his work, determined to make more of himself than just another corpse in cheap leather armour, and achieving heights of prestige to which no other class can reach. The ideal rogue chooses his fields of study carefully and practices meticulously, making sure that his abilities complement one another.

With the help of this sourcebook, any character choosing the rogue class will find many alternatives and options for expanding his range of abilities. With career paths, rogues can customise their advancement with their chosen branch of training; legendary classes offer an expansion of their character features that elevate them to epic levels and beyond. Multiclassing gives advice on to how best integrate two classes, while superior tools ensure that his performance is unparalleled. Insights are given into the use of easily overlooked spells and additional magical items are described, while the Gizmo is introduced as the last word in rogue equipment, along with rules and expansions on criminal rackets, confidence tricks and bank robbery.

Inside You Will Find:

- | | |
|--------------------------|----------------------------------|
| Career Paths | The Rogue's Complete Toolkit |
| Multiclassing Variants | Magical Items and Gizmo Creation |
| Prestige Classes | Tricks of the Trade |
| Expanded Traps and Locks | Rules on Capers, Cons and Banks |

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