

ILLUSORY ROGUE

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CASTING MODIFIER	SKILL POINTS	CLASS ABILITIES
1	25:24	9	2	Single	1S	+2		Detect Magic Mana Gain Utilise Illusion Utilise Illusory Cantrips Utilise Light Armour Utilise Light Weapons Utilise Shield Metal tolerance 1
2	27:25	10	4		2S	+1	1	
3	29:26	12	6	+1 Skill	2S	0	1	
4	31:27	13	8		3S	0	2	
5	33:28	15	10	+1 Skill	3S	-1	1	
6	35:29	16	12		3S	-2	2	
7	37:30	18	14	+1 Skill	3S	-3	1	Detect Illusion
8	39:31	19	16	Double Handed	4S/5D	-4	1	
9	41:32	21	18		4S/5D	-5	2	
10	43:33	22	20		5S/6D	-7	2	
11	46:35	25	23		6S/6D	-8	3	
12	49:37	27	26		7S/8D	-10	4	

* Choice Of: Ambidextrous, Thrown, Missile, Firearms

A Human Illusory Rogue Gains 25:2 Life Points

An Elven Illusory Rogue Gains 24:1 Life Points

Class Restrictions and Limitations

- Illusory Rogues are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- Illusory Rogues will lose any spiritual blessings and any other beneficial spiritual effects as soon as they cast mana as the two powers are mutually exclusive.
- If an Illusory Rogue is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.

Class Abilities

Detect Magic - By use of this ability an Illusory Rogue can feel the presence of Magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Rogue.

Mana Gain - This skill gives the Illusory Rogue their level squared in mana e.g. a 5th level Illusory Rogue would have 25 mana.

Utilise Illusion - This skill represents training in the arts of illusion, typically through the Illusory Rogues Guild (NPC Guild) who train Illusory Rogues and research their spells. At first level, an Illusory Rogue has a base Illusory casting modifier of +2, this decreases as the Illusory Rogue goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the Illusory Rogues casting factor or the level of the spell.

e.g. At level one, with a casting modifier of +2, an Illusory Rogue casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

Certain powerful Illusory spells put an additional strain on the caster's system. In addition to the mana and life point cost there is a cost in power equal to the level of the spell. These more strenuous spells are indicated in the lists below. *Despite the expending of power in the casting of these spells, they are still entirely Magical in nature.*

Utilise Illusory Cantrips - This allows the Illusory Rogue to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the Illusory cantrips list for details of which are accessible to Illusory Rogues.

Utilise Light Armour - this allows the Illusory Rogue to wear up to a maximum of 4 AC

Utilise Light Weapon - This allows the Illusory Rogue to be able to use any Light Weapon.

Utilise Shield - This allows the Illusory Rogue to use Shields of any size

Detect Illusion - By use of this ability an Illusory Rogue can feel the presence of illusion on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Rogue.

Illusory Rogue Skill Pick Tables

Table One		
Apprentice Alchemist	Discern Smell	Reflex 2
Apprentice Black Arts	Disguise	Repair
Backstab	Hone Edge	Resist Knockdown
Conceal Small Item	Leap	Subdue
Cut To Bleed	Make Concealed Weapon	Thrown Mastery 1
Dexterity	Metal Tolerance 1	Thrown Mastery 2
Discern Alchemy	Missile Mastery 1	Torture
Discern Black Arts	Read/Write Runes	Track
Discern Disease	Reflex 1	

Table Two		
Alchemist	Dodge	Resist Disarm
Arrow Cutting	Hone To Perfection	Snare
Backstab Mastery 1	Missile Mastery 2	Spiritual Enhancement

Black Arts	Missile Mastery 3	Thrown Mastery 3
Body Weaponry 1	Physical Deceive Perception	Weapon Mastery 1
Disarm Parry	Reflex 3	

Table Three		
Conceal Lie	Forearm Parry	Stamina 1
Deceive Perception	Hidden Strike	Strength 1
Enhance Casting Modifier	Perceive Lie	Sure Footedness
Enhance Mana Reserve	Shin Parry	Sure Handedness

Table Four		
Body Weaponry 2	General Weapon Mastery 1	Stamina 2
Enhanced Natural Healing	Master Alchemist	Strength 2
Frenzy	Master Black Arts	Weapon Mastery 2
Full Reflexive Defence	Make Mystic Item	

Skill Descriptions

Table 1

Apprentice Alchemist – This allows the Illusory Rogue to make potions - Refer to Makes rules handbook.

Apprentice Black Arts – This allows the Illusory Rogue to make poisons, acids, etc - Refer to Makes rules handbook.

Backstab – this skill allows the Illusory Rogue to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

Conceal Small Item – this allows the Illusory Rogue to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches.

Cut To Bleed – this skill allows the Illusory Rogue to inflict a cut upon a person in such a way as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Illusory Rogue may use this ability 1 per 4 levels per day.

Dexterity – this gives the Illusory Rogue 1 point of dexterity armour.

Discern Alchemy – this allows the Illusory Rogue to discern the various potions in the world - Refer to Makes rules handbook.

Discern Black Arts – this allows the Illusory Rogue to discern the various poisons, acids, etc in the world. - Refer to Makes rules handbook.

Discern Disease – This allows the Illusory Rogue to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier

Discern Smell – Allows the Illusory Rogue to recognise known smells and out of place smells! The Illusory Rogue may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card! NB Elven Illusory Rogues cannot gain this skill.

Disguise – this skill allows the Illusory Rogue to change their appearance (and smell if they have Discern Smell). This can include base race changes of approximately the same size and stature as the Illusory Rogue, hair colour etc.

Hone Edge – this allows the Illusory Rogue to sharpen a blade to do extra damage on the first blow - this is 6LPs extra damage and is above stress resistance – limited by systems max. The Illusory Rogue may hone 1 blade per level per weekend.

Leap – this allows the Illusory Rogue 1/4 levels/day to leap 30 foot horizontally or 10 foot vertically.

Make Concealed Weapon – this allows the Illusory Rogue to make weapons that can be broken down in to small parts or inconspicuous looking items. Weapons no greater than the size of a long sword may be made – the exception to this is a long bow. Refer to current make rules.

Metal Tolerance 1 - This gives the Illusory Rogue 3 additional metal points (6 total). This does not stack with the class ability if on the higher skill picks.

Missile Mastery 1 – this allows the Illusory Rogue to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

Read / Write Runes – this skill allows the Illusory Rogue to read the various runic scripts or at the very least have a basic understanding of such.

Reflex 1 – this gives the Illusory Rogue 1 point of dexterity armour.

Reflex 2 – this gives the Illusory Rogue 2 point of dexterity armour - must buy reflex 1 first (gives a total of 3 dexterity).

Repair – this allows the Illusory Rogue to maintain the equipment between mission. On missions it will allow the Illusory Rogue, should he have some suitable tools, to fix armour and equipment that has been damaged through rends. This takes 10 minutes per rend.

Resist Knockdown – this allows the Illusory Rogue to ignore the effects of a knockdown – whether it is from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

Subdue – this allows the Illusory Rogue to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. an Illusory Rogue does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Thrown Mastery 1 – this grants the Illusory Rogue +6LPs damage with thrown weapons.

Thrown Mastery 2 – this grants the Illusory Rogue further + 6LPs damage with thrown weapons. Must have Thrown Mastery 1.

Torture – this skill allows the Illusory Rogue to extract information from an unwilling subject by means of torture. They are able to extract either three one word answers to three closed questions, or it can be used to get one detailed answer to an open ended question. The question must be answered and the answers given must be the truth. The subject will die at the end of torture ordeal. NB the answers must be known by the subject.

Track - Allows the Illusory Rogue to track known prints/markings. Illusory Rogues may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow an Illusory Rogue to follow the trail of someone who has passed through - depending upon conditions (referee's discretion).

Table 2

Alchemist - this further enhances the Illusory Rogues potion making skills - Refer to Makes rules handbook.

Arrow Cutting - by use of this skill the Illusory Rogue can halve all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

Backstab Mastery 1 - this gives the Illusory Rogue +6LPs damage when using backstab must have Backstab.

Black Arts - this further enhances the Illusory Rogue's poison / acid etc making skills - Refer to Makes rules handbook.

Body Weaponry 1 - this allows the Illusory Rogue to inflict damage with hands and feet -6LPs damage - **NB** any one choosing this skill will be checked for safety in unarmed fighting.

Disarm Parry - this allows the Illusory Rogue to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

Dodge - this allows the Illusory Rogue to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Honed to Perfection- a Illusory Rogue already having the skill Hone Edge may take this skill which may be used in a few ways.

1) a blade (1 per level) may be honed so that the first blow does +12LPs damage and the second blow does +6LPs damage before the blade returns to normal

2) 1 blade per 4 levels to be honed for +6LPs damage for one encounter.

3) 1 blade can be enhanced for +12LPs damage for one encounter before returning to normal.

The Illusory Rogue must choose which way this skill is used each weekend of attendance.

Damage bonuses are above stress resistance, but systems max still applies.

Missile Mastery 2 - this allows the Illusory Rogue to inflict an additional 6LPs damage with a favoured missile weapon. Missile mastery 1 is required.

Missile Mastery 3 - this allows the Illusory Rogue to inflict an additional 6LPs damage with a favoured missile weapon. Missile mastery 2 is required.

Physical Deceive Perception -this skill allows the Illusory Rogue to foil Detect Lie, Detect Race (if suitably disguised) Detect Outlaw, Discern Wounds (from an enemy priest) etc. Remember all these are at the Refs Discretion as are any perceives or detects which may be foiled by this skill.

Reflex 3 - this gives the Illusory Rogue 3 points of dexterity AC - must buy reflex 2 first (gives a total of 6 dexterity).

Resist Disarm - this allows the Illusory Rogue to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

Snare - The Illusory Rogue may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of LPs damage equal to double the Illusory Rogues level at the time of setting the trap.

Spiritual Enhancement - This permanently grants the Illusory Rogue an additional 2 power. This skill may be purchased more than once..

Thrown Mastery 3 this grants the Illusory Rogue a further +6LPs damage with thrown weapons. Must have Thrown Mastery 2.

Weapon Mastery 1 – this skill gives the Illusory Rogue +6LPs damage with a type of weapon e.g. Daggers, Long swords etc.

Table 3

Conceal Lie – this skill allows the Illusory Rogue to physically confound physical or spiritual Detect or Perceive Lie.

Deceive Perception – an Illusory Rogue having already gained Physical Deceive Perception may now make use of this higher discipline. The effect is a mental discipline that has a spiritual and Psionic effect. Any attempt to directly scan or sense the Illusory Rogue that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Illusory Rogue is stood would not reveal the Illusory Rogue, a *Farsense* on the Illusory Rogue while they are *Invisible* will not pick them up, a *Farsee* at a party at some distance will not actually notice the Illusory Rogue, the sight of the undead will not pick up a Illusory Rogue should they so much as lean against a tree. This is the idea and some uses of the skill. Remember it does not work if someone knows you are there or can physically see you.

Enhance Casting Modifier - Purchase of this skill improves the Illusory Rogue's casting modifier by one level. This skill may take the casting modifier above their class level and may be purchased no more than twice ever

Enhance Mana Reserve - This skill permanently increases your mana reserve by a number of points equal to your current casting level. For example, if bought at the 6th rank, the skill would increase your mana reserve by +6 points.

Forearm Parry – if the Illusory Rogue successfully parries a physical blow between the tip of the elbow and the wrist then they will only suffer 1LP bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

Hidden Strike – this allows the Illusory Rogue to do double their damage with a back stab. This skill is usable at will and requires the Illusory Rogue to have Back Stab Mastery 1.

Perceive Lie – this skill allows the Illusory Rogue by reading body language and general posture while they talk to someone to tell if they are being lied too. The Conceal Lie skill of the likes of Anti- Paladins, Spies etc will foil this skill.

Shin Parry – this allows the Illusory Rogue to turn a physical blow aside and take only 1LP bruising damage, the area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Illusory Rogue can parry a trip from a weapon skill, but not from hands etc grabbing the Illusory Rogue's legs. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

Stamina 1 – this skill permanently raises the Illusory Rogue's total body by 3LPs.

Strength 1 – this skill permanently grants the Illusory Rogue +3 points of strength.

Sure Footed – this allows the Illusory Rogue who has already bought the skill Resist Knockdown to now be immune to the effects of trip, strike down, and knock down from gun or bow (referees discretion).

Sure Handed – this allows the Illusory Rogue who has already bought the skill Resist Disarm, to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Illusory Rogue. (Referees discretion).

Table 4

Body Weaponry 2 – this allows the Illusory Rogue to deal an additional 6LPs damage with body weaponry. Must have body weaponry 1.

Enhanced Natural Healing – this skill doubles the amount of natural healing the Illusory Rogue has.

Frenzy – this skill allows the Illusory Rogue for 1 encounter per 4 levels to enter a frenzied combat state. In this state, the Illusory Rogue takes only 2/3 of all physical damage. When in this raged state the Illusory Rogues Weapon Masteries and weapon skills can be used. This allows the Illusory Rogue to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 15 second wind down period to this skill.

Full Reflexive Defence – the Illusory Rogue by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity armour to Dodge blows one for one. Once initiated an Illusory Rogue should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Illusory Rogue has dodged X number of blows, X being the amount of Natural dexterity the Illusory Rogue has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity). Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (referees discretion) - it will work against the likes of Pole Axe, Crushing Blows, Mighty Blows etc.

General Weapon Mastery 1 – this skill gives the Illusory Rogue +6LPs damage with any weapon type (does not stack with weapon masteries)

Master Alchemist - this further enhances the Illusory Rogues potion making skills - Refer to Makes rules handbook.

Master Black Arts - this further enhances the Illusory Rogue's poison / acid etc making skills - Refer to Makes rules handbook.

Make Mystic Item – This allows the Illusory Rogue to make mystic items – Refer to Makes rules Handbook

Stamina 2 – this gives the Illusory Rogue an additional 6LPs total body, must have Stamina 1.

Strength 2 – this skill permanently gives the Illusory Rogue an additional 6 points strength. Requires *Strength 1*.

Weapon Mastery 2 - this skill gives the Illusory Rogue +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Illusory Rogue to have weapon mastery one in the same weapon type.