

PRIESTLY ROGUE

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27:25	10	4	Single	1S		Dagger Tolerance Discern nature of wounds Detect Spirits Utilise Light Armour Utilise Light Weapon Utilise Power For Miracles Utilise Priestly Cantrips Utilise Shield
2	29:26	12	8	Ambidex Thrown	2S	1	
3	31:27	15	12		2S	1	Meditation
4	33:28	17	16		3S	2	
5	35:29	20	20		3S	1	Remove Own Miracle
6	37:30	22	24	Missile	3S	1	
7	39:31	25	28		3S	2	
8	41:32	27	32	Double Handed	4S / 5D	3	
9	43:33	30	36		4S / 5D	2	
10	45:34	32	40		5S / 5D	3	
11	48:36	36	46		5S / 6D	4	
12	51:38	40	52		6S / 7D	4	

A Human Priestly Rogue Gains 27:2 Life Points

An Elven Priestly Rogue Gains 25:1 Life Points

Class Restrictions.

- All Priestly Rogues are limited to using blunt weapons, the only exception being daggers. Should a Priestly Rogue use any other bladed weapon without gaining full Blade Tolerance first then they will explode and be forever spiritually annihilated. This also opens a gateway to the hells and calls undead from there to be unleashed upon the mortal world. (Undead of types up to the Priestly Rogue's level and equal in number to the Priestly Rogue's level multiplied by their remaining power squared.)

Class Abilities

Dagger Tolerance – This ability allows Priestly Rogues to use daggers as their only bladed weapon.

Detect Spirit - By use of this ability a Priestly Rogue can feel the presence of spirit 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.

Discern Nature of Wounds – This allows the Priestly Rogue to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability

Utilise Light Armour – This allows the Priestly Rogue to be able to use armour of up to a maximum of 4 AC

Utilise Light Weapon – This allows the Priestly Rogue to be able to use any Light Weapon.

Utilise Power for Miracles - The Priestly Rogue devotion to their deity has been recognised to the extent that the Priestly Rogue is able to perform miracles on the deity's behalf. The miracles a Priestly Rogue can perform are based on their alignment. As a result of this a Priestly Rogue is one of the few classes where alignment **must** be chosen at first level.

Lawful Neutral and Chaotic Neutral rogues have the choice to take either good or evil miracles, which ever one they choose excludes them from picking the other alignment

At first level the Priestly Rogue receives a number of miracle points to spend on miracles (one point per level of miracle which must be spent at first level). The initial number of points available to a Priestly Rogue is 40 which can be used as the table below shows.

Alignment	Good Miracles	Neutral Miracles	Evil Miracles
Lawful Good	20 - 40	0- 20	0
Neutral Good	10 - 40	10 - 30	0
Chaotic Good	15 - 40	0 - 25	0
Lawful Neutral	10 - 20	15 - 40	10 - 20
Chaotic Neutral	10 - 20	15 - 40	10 - 20
Lawful Evil	0	0- 20	20 - 40
Neutral Evil	0	10 - 30	10 - 40
Chaotic Evil	0	0 - 25	15 - 40

In order for a Priestly Rogue to cast a miracle they must spend points of temporary power equal to the level of the miracle being cast. A Priestly Rogue may cast any miracle of a level up to their current casting rank (as long as the miracle is on their miracle list). E.g. an 8th rank Priestly Rogue may cast up to 8th level miracles. A Priestly Rogue may never cast their last point of power.

Utilise Priestly Cantrips – This allows the Priestly 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 Priestly cantrips list for details of which are accessible to Priestly Rogue.

Utilise Shield – This allows the Priestly Rogue to use Shields of any size.

Meditation – if the Priestly Rogue sits and meditates for 15 minutes they will regain one point of temporary spent power. During this time they may do nothing else. This will not take the Priestly Rogue above his maximum power limit.

Remove own miracle – This allows the Priestly Rogue to voluntarily cancel the effects of any durational effect miracles that they have cast some time in the past. No vocal is required and there is no range limitation.

Priestly Rogue Skill Tables

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

Table Two		
Alchemist	Enlightenment	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	Utilise Incense
Disarm Parry	Reflex 3	Weapon Mastery 1
Dodge		

Table Three		
Conceal Lie	Make Holy/Unholy Water	Strength 1
Deceive Perception	Perceive Lie	Sure Footedness
Forearm Parry	Shin Parry	Sure Handedness
Hidden Strike	Stamina 1	Testament Of Faith
Make Gods Charm	Statement Of Faith	

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

Skill Descriptions

Table 1

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

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

Backstab – this skill allows the Priestly 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.

Blade Tolerance – The Priestly Rogue may now safely use any bladed weapons against any foe.

Conceal Small Object – this allows the Priestly 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 Priestly Rogue to inflict a cut upon a person in such away 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 Priestly Rogue pmay use this ability 1 per 4 levels per day.

Dexterity – this gives the Priestly Rogue 1 point of Dexterity armour.

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

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

Discern Disease – This allows the Priestly 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 Possession – This allows the Priestly Rogue to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the possession it may be possible to recognise the type of possession in effect.

Discern Power – This allows the Priestly Rogue to discern the amount of Power in a person, object or spell effect. (E.g. How much power a target has remaining or the amount of power cast into a spiritual miracle.)

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

Discern Undead – The Priestly Rogue is able to discern undead, this also gives types and levels.

Disguise – this skill allows the Priestly 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 Priestly Rogue, hair colour etc.

Hone Edge – this allows the Priestly 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 Priestly Rogue may hone 1 blade per level per weekend.

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

Make Concealed Weapon – this allows the Priestly 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.

Missile Mastery 1 – this allows the Priestly 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 Priestly Rogue to read the various runic scripts or at the very least have a basic understanding of such.

Reflex 1 – this gives the Priestly Rogue 1 point of Dexterity armour.

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

Repair Skill – this allows the Priestly Rogue to maintain the equipment between mission. On missions it will allow the Priestly Rogue, should they 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 Priestly 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 Priestly 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. a Priestly 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 Priestly Rogue +6LPs damage with thrown weapons.

Thrown Mastery 2 – this grants the Priestly Rogue further +6LPs damage with thrown weapons for a total of +12LPs. Must have Thrown Mastery 1.

Torture – this skill allows the Priestly Rogue to extract information from an unwilling subject by mean 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 Priestly Rogue to track known prints/markings. Priestly Rogues may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Priestly Rogue to follow the trail of someone who has passed through – depending upon conditions (referee's discretion).

Table 2

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

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

Backstab Mastery 1 – this gives the Priestly Rogue +6LPs damage when using Backstab. Must have Backstab.

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

Body Weaponry 1 – this allows the Priestly 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 Priestly 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 Priestly Rogue to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Enlightenment – The priest's deity grants the priest a further 10 points to choose any miracles to which their alignment and deity grants them access. This skill may be purchased more than once.

Honed to Perfection- a Priestly 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 Priestly 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 Priestly Rogue to inflict an additional 6LPs damage with a favoured missile weapon for a total of +12LPs with the chosen weapon type. Missile Mastery 1 is required.

Missile Mastery 3 - this allows the Priestly Rogue to inflict an additional 6LPs damage with a favoured missile weapon for a total of +18LPs with the chosen weapon type. Missile Mastery 2 is required.

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

Reflex 3 – this gives the Priestly Rogue 3 points of Dexterity AC - must buy Reflex 2 first (gives a total of 6 Dexterity).

Resist Disarm – this allows the Priestly Rogue to resist a Disarm Parry from an opponent. This skill is usable 1 per 4 levels per day.

Snare - The Priestly 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 Priestly Rogues level at the time of setting the trap.

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

Thrown Mastery 3 this grants the Priestly Rogue a further +6LPs damage with thrown weapons for a total of +18LPs. Must have Thrown Mastery 1 and 2.

Utilise Incense - By burning specially prepared incense (which may be purchased from the armoury) the Priestly Rogue may now meditate in order to recover lost temporary power at a rate of one point per minute. The Priestly Rogue may only regain their power once per mission length in this way

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

Table 3

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

Deceive Perception - a Priestly 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 Priestly Rogue that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Priestly Rogue is stood would not reveal the Priestly Rogue, a *Farsense* on the Priestly Rogue while they are invisible will not pick them up, a *Farsee* at a party at some distance will not actually notice the Priestly Rogue, the sight of the undead will not pick up a Priestly 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.

Forearm Parry - if the Priestly 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 Priestly Rogue to do double their damage with a Backstab. This skill is usable at will and requires the Priestly Rogue to have Backstab Mastery 1.

Make Gods Charm- This allows the Priestly Rogue to manufacture Gods Charms, if they have a *Bless* or *Curse* miracle. (Either +1 dexterity or +1 strength.) They may only make Gods Charms of their own primary Patron, even if they are polytheistic. A maximum of 1 item per 2 levels per weekend can be made by the Priestly Rogue, in Gods Charms. There is no cost to make these items apart from the power cost of casting the spell. To make Gods Charms last longer than one weekend, the Priestly Rogue must be able to cast *Permanent Bless* or *Curse*.

Make Holy/Unholy Water - This allows the Priestly Rogue who has a *Bless* or *Curse* miracle to enchant 2 hits of Holy/Unholy water per level per weekend. The liquid detects as spiritual until used. There is no cost to make these items apart from the power cost of casting the spell. To make the water last longer than one weekend, the Priestly Rogue must be able to cast *Permanent Bless* or *Curse*.

Perceive Lie - this skill allows the Priestly 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 Priestly 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 Priestly Rogue can parry a Trip from a weapon skill, but not from hands etc grabbing the Priestly 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 Priestly Rogue's total body by 3LPs.

Statement of Faith - Once per four levels per day the Priestly Rogue can resist one evil priestly miracle up to two levels higher than them self. An appropriate religious phrase should be uttered. This skill may be purchased more than once.

This ability may only be purchased by Good Priestly Rogues.

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

Sure Footed – this allows the Priestly Rogue who has already bought the skill Resist Knockdown to now be immune to the effects of Trip, Strikedown, and Knockdown from gun or bow (referees discretion).

Sure Handed – this allows the Priestly 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 Priestly Rogue. (Referees discretion).

Testament of Faith - This ability may only be used once per lunar month.

The effects are as follows:

1. The Priestly Rogue is immune to the touch of evil spirits - no evil miracle or evil summoned creature may touch, damage or affect them.
2. The duration is 15 minutes (unless extended).
3. All summoned evil creatures will shy away from and refuse to look upon the caster. This will also include mindless undead. (zombies skeletons etc)
4. The Priestly Rogue remaining power is halved (rounding down). The Priestly Rogue must therefore be on at least 2 power in order to enact Testament of Faith.
5. The duration may be extended at a further cost of 2 power per minute.

This ability may only be purchased by Good Priestly Rogues.

Table 4

Additional Power Gain - The Priestly Rogue begins with a power gain of 2/ 3 points per level. Each time the Priestly Rogue buys this ability they gain an additional point of power per level. For example, if a Priestly Rogue purchases this ability twice they have a power gain of 4 / 5 power per level. A Priestly Rogue starting on 2d6 initial power may have a maximum power gain of 4 / 5 points per level. A Priestly Rogue starting on less than 2d6 initial power may have a maximum power gain of 3 / 4 points per level. When this is bought all power gains are backed dated to first level.

Body Weaponry 2 – this allows the Priestly 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 Priestly Rogue has.

Frenzy – this skill allows the Priestly Rogue for 1 encounter per 4 levels to enter a frenzied combat state. In this state, the Priestly Rogue takes only 2/3 of all physical damage. When in this raged state the Priestly Rogues Weapon masteries and weapon skills can be used. This allows the Priestly 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 Priestly 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 a Priestly Rogue should inform the ref by calling "FRD". This ability

must run its course and will end by midnight or when the Priestly Rogue has dodged X number of blows, X being the amount of Natural dexterity the Priestly 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 Priestly Rogue +6LPs damage with any weapon type (does not stack with weapon masteries)

Genuflexion - Once per lunar month the Priestly Rogue may evoke the power of this ability. For the following five minutes (one encounter) they may resist spiritual effects (miracles cast at them, undead effects etc.) with the following restrictions:

1. They may resist a total number of levels of effects equal to their class rank. E.g. a 6th rank character may resist 6 levels of effects.
2. Genuflexion may only resist effects up to fifth level.
3. All undead effects are considered to be the same level as the undead that is causing them.
4. Rituals count as twice their ritual level; e.g. an *Evil Eye* is a first sphere Necromantic ritual and hence counts as two levels for the purposes of Genuflexion.

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

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

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

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

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

Weapon Mastery 2 - this skill gives the Priestly 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 Priestly Rogue to have weapon mastery one in the same weapon type.