

SORCEROUS ROGUE

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CASTING MODIFIER	SKILL POINTS	CLASS ABILITIES
1	27:25	8	2	Single	1S	+2		Detect Magic Mana Gain Utilise Buckler Utilise Light Armour Utilise Light Weapon Utilise Sorcerous Cantrips Utilise Sorcery
2	29:26	9	4		2S	+1	1	
3	31:27	10	6	+1 Skill	2S	0	1	
4	33:28	11	8		3S	-1	2	
5	35:29	12	10	+1 Skill	3S	-2	1	Discern Magic Master Other Element
6	37:30	13	12		3S	-3	1	
7	39:31	14	14	+1 Skill	3S	-4	2	
8	41:32	15	16	Double Handed	4S / 5D	-5	2	
9	43:33	16	18		4S / 5D	-6	3	
10	45:34	17	20		5S / 6D	-8	3	
11	48:36	19	23		6S / 6D	-10	4	
12	51:38	21	26		7S / 8D	-10	4	

* Choice Of: Ambidextrous, Thrown, Missile, Firearms,

A Human Sorcerous Rogue Gains 27:2 Life Points

An Elven Sorcerous Rogue Gains 25:1 Life Points

Class Restrictions and Limitations

- Sorcerous 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.
- Sorcerous Rogues will lose any Spiritual *Blesses* as soon as they cast a Sorcerous spell as the two powers are mutually exclusive.
- If a Sorcerous 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.
- Sorcerous Rogues may not use a shield, unless they purchase the Utilise Shield skill.
- Sorcerous Rogues Natural Healing is transferable

Class Abilities

Detect Magic - By use of this ability a Sorcerous 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 user their level squared in mana e.g. a 5th level Sorcerous Rogue would have 25 mana. The mana is shown in the class table above.

Utilise Buckler - this allows the Sorcerous Rogue to use bucklers and small shields

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

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

Utilise sorcerous Cantrips - This allows the Sorcerous 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 Sorcerous Cantrips list for details of which are accessible to Sorcerous Rogues.

Utilise Sorcery - This skill represents training in the arts of elemental magic, typically through the School of Magic who train Sorcerous Rogues and research their spells. A Sorcerous Rogue is initially able to access spells that are 'Grey' (no specific element) and of one chosen element (Fire, Water, Light, Darkness, Earth or Air).

At first level, a Sorcerous Rogue has a base sorcerous casting modifier of +2, this decreases as the Sorcerous 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.

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

Discern Magic - By concentrating on one item at a time, the Sorcerous Rogue may greater understand the nature of a magical object or spell. This will work on one person, item or effect to a maximum range of 1" per level from the rogue.

Under normal circumstances the level and element of enchantment may be discerned (ref's discretion)

Master Other Element - this gives the Sorcerous Rogues access to an additional element of magic. This skill represents the Sorcerous Rogues continuing their studies at adventurers' college. They must still pay for the sygla to be inscribed. The adventurers' college will not teach any Sorcerous Rogues elements opposing those they already know. There are other ways for a Sorcerous Rogues to learn additional elements without returning to their studies and purchasing this skill, but they are uncommon and often come with caveats or disadvantages.

Sorcerous Rogue Skill Pick Tables

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

Table Two		
Alchemist	Enhance Casting Modifier	Reflex 3
Arrow Cutting	Enhance Mana Reserve	Resist Disarm
Backstab Mastery 1	Hone To Perfection	Snare
Black Arts	Master Other Element	Thrown Mastery 3
Body Weaponry 1	Missile Mastery 2	Utilise Shield
Disarm Parry	Missile Mastery 3	Weapon Mastery 1
Dodge	Physical Deceive Perception	

Table Three		
Conceal Lie	Perceive Lie	Strength 1
Deceive Perception	Shin Parry	Sure Footedness
Forearm Parry	Spiritual Enhancement	Sure Handedness
Hidden Strike	Stamina 1	

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

Table 1

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

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

Backstab – this skill allows the Sorcerous 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 Object – this allows the Sorcerous 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 Sorcerous 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 Sorcerous Rogue may use this ability 1 per 4 levels per day.

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

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

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

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

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

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

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

Make Concealed Weapon – this allows the Sorcerous 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 Sorcerous Rogue 3 additional metal points (6 total)

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

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

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

Repair – this allows the Sorcerous Rogue to maintain the equipment between mission. On missions it will allow the Sorcerous 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 Sorcerous 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 Sorcerous 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 Sorcerous 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 Sorcerous Rogue +6LPs damage with thrown weapons.

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

Torture – this skill allows the Sorcerous 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 Sorcerous Rogue to track known prints/markings. Sorcerous 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 Sorcerous Rogue to follow the trail of someone who has passed through – depending upon conditions (referee's discretion).

Table 2

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

Arrow Cutting – by use of this skill the Sorcerous 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 Sorcerous Rogue +6LPs damage when using backstab, must have Backstab.

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

Body Weaponry 1 – this allows the Sorcerous 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 Sorcerous Rogue to disarm an opponent's weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

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

Enhance Casting Modifier - Purchase of this skill improves the Sorcerous 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

Honed to Perfection- a Sorcerous 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 Sorcerous Rogue must choose which way this skill is used each weekend of attendance.

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

Master Other Element – this gives the Sorcerous Rogue access to an additional element of magic. Buying this skill represents the Sorcerous Rogue continuing their studies at adventurers' college. They must still pay for the sygla to be inscribed. The adventurers' college will not teach any Sorcerous Rogue elements opposing those they already know. There are other ways for a Sorcerous Rogue to learn additional elements without returning to their studies and purchasing this skill, but they are uncommon and often come with caveats or disadvantages.

Missile Mastery 2 - this allows the Sorcerous Rogue to inflict an additional 6LPs damage for a total of +12LPs with a favoured missile weapon . Missile mastery 1 is required.

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

Physical Deceive Perception – this skill allows the Sorcerous 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 Sorcerous Rogue 3 points of Dexterity AC - must buy Reflex 1 and 2 first (gives a total of 6 dexterity).

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

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

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

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

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

Table 3

Conceal Lie – this skill allows the Sorcerous Rogue to physically confound physical or spiritual detect or perceive lie.

Deceive Perception – a Sorcerous 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 Sorcerous Rogue that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Sorcerous Rogue is stood would not reveal the Sorcerous Rogue, a *Farsense* on the Sorcerous Rogue while they are invisible will not pick them up, a *Farsee* at a party at some distance will not actually notice the Sorcerous Rogue, the sight of the undead will not pick up a Sorcerous 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 Sorcerous 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 Sorcerous Rogue to do double their damage with a Backstab. This skill is usable at will and requires the Sorcerous Rogue to have Backstab Mastery 1.

Perceive Lie – this skill allows the Sorcerous 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 Sorcerous 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 Sorcerous Rogue can parry a Trip from a weapon skill, but not from hands etc grabbing the Sorcerous Rogue's legs. This will include absolute effects such as Crushing Blow/Location Out, Poleaxe, Decapitation/Location Off and Cut To Bleed.

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

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

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

Sure Footed – this allows the Sorcerous 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 Sorcerous 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 Sorcerous Rogue. (Referees discretion).

Table 4

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

Frenzy – this skill allows the Sorcerous Rogue for 1 encounter per 4 levels to enter a frenzied combat state. In this state, the Sorcerous Rogue takes only 2/3 of all physical damage. When in this raged state the Sorcerous Rogues Weapon masteries and weapon skills can be used. This allows the Sorcerous 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 Sorcerous 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 Sorcerous Rogue should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Sorcerous Rogue has dodged X number of blows, X being the amount of Natural dexterity the Sorcerous 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 Sorcerous Rogue +6LPs damage with any weapon type (does not stack with weapon masteries)

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

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

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

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

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

Talk to Primary Element – This permanent ability allows the Sorcerous Rogue to talk to his primary element at will. They will gain variable answers depending on the size or mystical strength of the elemental source they are talking to. (Referee's discretion.)

Weapon Mastery 2 - this skill gives the Sorcerous 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 Sorcerous Rogue to have Weapon Mastery 1 in the same weapon type.