ROGUE

Character:_____Race: _____

LEVEL 1:	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Advanced Lock Picking - The rogue has learned to manipulate the tumblers of a lock and may attempt to pick an Advanced Lock.

Flare - The rogue throws a small combustible pouch (spell packet) that causes a bright flash, blinding a single target for five (5) seconds. Blinded targets should act as if they are temporarily blinded, but they should keep eyes slightly open as a safety precaution. Packet must hit the front of the target. Blockable by shields. Usable four (4) times per day.

Slippery I - Rogues are able to identify and disarm snare traps. A rogue who opens a chest that is trapped with a snare trap, will automatically disarm the trap and take no effect from it.

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Dexterity - By using hidden lock picks or blades, the rogue is able to break free from any binding (such as ropes or manacles, not magic) over the course of 1 minute, even if guarded.

Poison Item - A rogue can apply an existing poison to any item, or poison a target with skin contact from a poisoned glove or gauntlet. A poisoned item is indicated by the application of a green sticker or ribbon. If an item is poisoned by a rogue, the poisoned player should roleplay having no knowledge of their item being poisoned even if they see a green sticker/ribbon. If the character did not see the item being poisoned, they would not know to avoid it. The sticker or ribbon must indicate the type of poison used.

Slippery II - Rogues are able to identify and disarm spike traps. A rogue who opens a chest that is trapped with a spike trap, will automatically disarm the trap and take no effects from it.

Magic: *Choose 1 spell.*   *4 uses available per Life*

Earth	Air	Fire	Water	Arcane	Shadow
Root	Stun	Scorch	Frost Armor	Shield	Bind

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Dodge - The rogue is able to dodge any single weapon hit or damaging spell. Players must call "Dodge" when struck. Usable two (2) times a day.

Slippery III - Rogues are able to identify and disarm poison traps. A rogue who opens a chest that is trapped with a poison trap, will automatically disarm the trap and take no effects from it.

Magic: *Choose 1 spell.*   *3 uses available per Life*

Earth	Air	Fire	Water	Arcane	Shadow
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Slippery IV - Rogues are able to identify and disarm magic traps. A rogue who opens a chest that is trapped with a magic trap, will automatically disarm the trap and take no effects from it.

Stealth Kill - This skill allows the character to instantly kill another. This skill is roleplayed out as one player getting close enough to another to place their blade at the throat (blade must be held 1-2 inches away while drawing the blade) or at the back of the target without engaging the target and calling "Stealth Kill." The attack bypasses all armor because the player finds a gap in the target's armor while sneaking and the target will quietly and instantly die. Stealth Kill may be blocked by defensive blocking magic such as Frost Armor, Shell of the Tortoise, Shield, and Physical Protection. Usable four (4) times per day.