

ROGUE

Rogues are mortal assaulters who establish their careers in everything from commerce and tradecraft to thieving and spying. In combat, they favor hit-and-run tactics, comfortable up close but preferring to strike from a distance.

- Sneaker rogues wear common armor, bear inferior shields and carry common weapons—featured specimen: cloth armor, no shield, paired medium held weapons, single light hurled (missile) weapon.
- Slinker rogues wear superior armor, bear common shields and carry common weapons—featured specimen: cloth armor, no shield, single great held weapon, single medium hurled (missile) weapon.
- Skulker rogues wear exceptional armor, bear superior shields and carry superior weapons (+1 d-step)—featured specimen: cloth armor, no shield, single great held weapon, single light heaved weapon.
- Stalker rogues wear exceptional armor, bear exceptional shields and carry superior weapons (+2 d-steps)—featured specimen: cloth armor, no shield, paired heavy held weapons, single light heaved weapon.
 - No entwined magic objects are assigned to featured specimens, but available entwinement slots are listed.

ROGUE TRAITS
Class: mortal
Origin: Midgard
Sapience: moral-agent
Lifeworlds: any
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 1×1×1 to Crowning 1×1×1
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 2 • <i>Specific:</i> <i>nighlore</i> (imp) DR 7
Roottrait Points: per mortal level progression
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Smt • <i>Magical Strikes/Harm:</i> —
Augmentations/Lifeskills: Nml +3, Ftl +1, Mfl +2 [aelf]; Nml +2, Ftl +3, Mfl +1 [dweorg]; Nml +4, Ftl +2 [faun]; Nml +3, Ftl +3 [oerc]; Nml +3, Ftl +2, Mfl +1 [scealc]; hasten, physical strikes, physical harm, magical strikes, magical harm—per powers; lifeskills—per folk and powers + Smt
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 5 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 15
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> modest • <i>Magical:</i> sparse

SNEAKER ROGUE
Tier: Beginning (5 th Level)
Languages: Common + Folkish Tongue + 3 Others
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 7 [aelf]; walk 4 [dweorg]; walk 8 [faun]; walk 5 [oerc]; walk 6 [scealc]
Roottraits: Brw 1; Lth 3; Smt 3; Wis 1; Glt 1
Hasten: +1
Defenses: <ul style="list-style-type: none"> • <i>Aelf:</i> Nml 22; Ftl 15; Mfl 16 • <i>Dweorg:</i> Nml 21; Ftl 17; Mfl 15 • <i>Faun:</i> Nml 23; Ftl 16; Mfl 14 • <i>Oerc:</i> Nml 22; Ftl 17; Mfl 14 • <i>Scealc:</i> Nml 22; Ftl 16; Mfl 15
Grit: 24 [aelf]; 27 [dweorg]; 23 [faun]; 26 [oerc]; 25 [scealc]
Pneuma: 8
Entwine: 10
Harm Yields: per folk/kindred plus resistant <i>wreck</i> 0 (armor +1)
Condition Adaptations: none
Lifeskills: <i>barter</i> +3 (sta); <i>clout</i> +2 (sta); <i>cook</i> +1 (sta); <i>dive</i> +2 (sta); <i>heed</i> +1 (sta); <i>landfare</i> +1 (sta); <i>look</i> +1 (sta); <i>lurk</i> +5 (imp); <i>mingle</i> +2 (sta); <i>nighlore</i> +3 (sta); <i>search</i> +3 (sta); <i>smith</i> +3 (sta); <i>toil</i> +1 (sta); <i>trick</i> +5 (imp); <i>tumble</i> +5 (imp); <i>wile</i> +1 (sta); <i>writ</i> +5 (sta) <ul style="list-style-type: none"> • <i>Aelf:</i> <i>farlore</i> +2 (sta), <i>taw</i> +1 (sta); +1 bonus to <i>look</i>, <i>tumble</i> • <i>Dweorg:</i> <i>deepfare</i> +1 (sta), <i>mash</i> +2 (sta); +1 bonus to <i>heed</i>, <i>search</i> • <i>Faun:</i> <i>chip</i> +4 (sta), <i>flaunt</i> +2 (sta); +1 bonus to <i>flaunt</i>, <i>lurk</i> • <i>Oerc:</i> <i>brew</i> +3 (sta), <i>weave</i> +2 (sta); +1 bonus to <i>trick</i>, <i>wile</i> • <i>Scealc:</i> <i>herd</i> +1 (sta), <i>seafare</i> +1 (sta); +1 bonus to <i>mingle</i>, <i>writ</i>
ATTACKS AND POWERS
2 Shortswords (Transitive Stance)—2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +4; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+2
1 Shortsword (Defensive Stance)—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +4; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+3
1 Bladestar (Elusive Stance)—1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 5/10/15; strike +4; <i>wreck</i> (<i>stab</i>) harm 1d8+3
Monster and Mortal Powers: <i>grappling</i> —standard; <i>close ranks</i> ; <i>honed anticipation</i> ; <i>lethal execution</i> ; <i>stabbing gore</i> ; <i>way of the skirmisher</i> [+1 to strike melee/barrage; +1 to Nml]; <i>weapon finesse</i> [attacks—Lth/Smt; +1 to <i>lurk</i> , <i>trick</i> , <i>writ</i>]; <i>wounding debilitation</i> ; <i>yoked musculature</i> <ul style="list-style-type: none"> • <i>Aelf:</i> <i>ancient grace</i> • <i>Dweorg:</i> <i>hardy fortitude</i> • <i>Faun:</i> <i>leaps and bounds</i> • <i>Oerc:</i> <i>tough chassis</i> • <i>Scealc:</i> <i>heightened awareness</i>
Ascension-Point Value: 13

ALPENGARD | MONSTER STATISTICS

SLINKER ROGUE
Tier: Surging (11 th Level)
Languages: Common + Folkish Tongue + 5 Others
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 9 [aelf]; walk 6 [dweorg]; walk 10 [faun]; walk 7 [oerc]; walk 8 [scealc]
Roottraits: Brw 2; Lth 5; Smt 5; Wis 2; Glt 2
Hasten: +2
Defenses:
• <i>Aelf:</i> Nml 28; Ftl 22; Mfl 23
• <i>Dweorg:</i> Nml 27; Ftl 24; Mfl 22
• <i>Faun:</i> Nml 29; Ftl 23; Mfl 21
• <i>Oerc:</i> Nml 28; Ftl 24; Mfl 21
• <i>Scealc:</i> Nml 28; Ftl 23; Mfl 22
Grit: 34 [aelf]; 37 [dweorg]; 33 [faun]; 36 [oerc]; 35 [scealc]
Pneuma: 17
Entwine: 15
Harm Yields: per folk/kindred plus resistant <i>wreck</i> 0 (armor +1), <i>whelm</i> 0 (armor +1)
Condition Adaptations: none
Lifeskills: <i>barter</i> +6 (sta); <i>brew</i> +6 (sta); <i>cook</i> +3 (sta); <i>clout</i> +4 (sta); <i>deepfare</i> +3 (sta); <i>dive</i> +4 (sta); <i>heed</i> +3 (sta); <i>landfare</i> +3 (sta); <i>look</i> +4 (imp); <i>lurk</i> +8 (imp); <i>mend</i> +7 (sta); <i>mingle</i> +4 (sta); <i>nighlore</i> +6 (sta); <i>seafare</i> +3 (sta); <i>search</i> +7 (imp); <i>smith</i> +6 (sta); <i>toil</i> +3 (sta); <i>trick</i> +8 (imp); <i>tumble</i> +8 (imp); <i>wile</i> +4 (imp); <i>writ</i> +9 (imp)
• <i>Aelf:</i> <i>farlore</i> +4 (sta), <i>taw</i> +2 (sta); +1 bonus to <i>look</i> , <i>tumble</i>
• <i>Dweorg:</i> <i>deepfare</i> +3 (imp), <i>hew</i> +5 (sta); +1 bonus to <i>heed</i> , <i>search</i>
• <i>Faun:</i> <i>chip</i> +7 (sta), <i>flaunt</i> +5 (sta); +1 bonus to <i>flaunt</i> , <i>lurk</i>
• <i>Oerc:</i> <i>brew</i> +7 (imp), <i>weave</i> +4 (sta); +1 bonus to <i>trick</i> , <i>wile</i>
• <i>Scealc:</i> <i>dive</i> +5 (imp), <i>seafare</i> +3 (imp); +1 bonus to <i>mingle</i> , <i>writ</i>
ATTACKS AND POWERS
1 Greatsword (Aggressive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1; strike +7; <i>wreck</i> (rend-stab) harm 2d8+5
*Bonus 1 strike (weapon cyclone): inflict ½×[harm] (↑)
1 Greatsword (Offensive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1; strike +7; <i>wreck</i> (rend-stab) harm 1d8+1d6+5
*Bonus 1 strike (weapon cyclone): inflict ½×[harm] (↑)
1 Snapsling (Defensive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1 or barrage 10/20/30; strike +6; <i>wreck</i> (beat-stab) harm 1d10+5
*Bonus 1 strike (weapon cyclone): inflict ½×[harm] (↑)
Monster and Mortal Powers: <i>grappling</i> — standard; <i>close ranks</i> ; <i>honed anticipation</i> ; <i>lethal execution</i> ; <i>quicksur</i> ; <i>skill surge</i> ; <i>stabbing gore</i> ; <i>stabbing poke and pierce</i> ; <i>way of the skirmisher</i> [+1 to strike melee/barrage; +1 to Nml]; <i>weapon acumen</i> [+1 to strike melee]; <i>weapon cyclone</i> ; <i>weapon finesse</i> [attacks — Lth/Smt; +1 to <i>lurk</i> , <i>trick</i> , <i>writ</i>]; <i>weapon savvy</i> [+1 to harm melee]; <i>wounding debilitation</i> ; <i>yoked musculature</i>
• <i>Aelf:</i> <i>ancient grace</i>
• <i>Dweorg:</i> <i>hardy fortitude</i>
• <i>Faun:</i> <i>leaps and bounds</i>
• <i>Oerc:</i> <i>tough chassis</i>
• <i>Scealc:</i> <i>heightened awareness</i>
Ascension-Point Value: 18

SKULKER ROGUE
Tier: Helming (17 th Level)
Languages: Common + Folkish Tongue + 6 Others
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 11 [aelf]; walk 8 [dweorg]; walk 12 [faun]; walk 9 [oerc]; walk 10 [scealc]
Roottraits: Brw 2; Lth 7; Smt 6; Wis 3; Glt 4
Hasten: +3
Defenses:
• <i>Aelf:</i> Nml 34; Ftl 26; Mfl 28
• <i>Dweorg:</i> Nml 33; Ftl 28; Mfl 27
• <i>Faun:</i> Nml 35; Ftl 27; Mfl 26
• <i>Oerc:</i> Nml 34; Ftl 28; Mfl 26
• <i>Scealc:</i> Nml 34; Ftl 27; Mfl 27
Grit: 41 [aelf]; 44 [dweorg]; 40 [faun]; 43 [oerc]; 42 [scealc]
Pneuma: 27
Entwine: 20
Harm Yields: per folk/kindred plus resistant <i>wreck</i> 0 (armor +2), <i>whelm</i> 0 (armor +1)
Condition Adaptations: none
Lifeskills: <i>barter</i> +8 (sta); <i>brew</i> +7 (imp); <i>cook</i> +5 (sta); <i>clout</i> +8 (imp); <i>deepfare</i> +4 (sta); <i>dive</i> +5 (sta); <i>heed</i> +5 (sta); <i>landfare</i> +4 (sta); <i>look</i> +6 (imp); <i>lurk</i> +11 (adv); <i>mend</i> +9 (sta); <i>mingle</i> +8 (imp); <i>nighlore</i> +7 (sta); <i>seafare</i> +5 (sta); <i>search</i> +9 (adv); <i>smith</i> +7 (sta); <i>toil</i> +5 (imp); <i>trick</i> +10 (imp); <i>tumble</i> +11 (imp); <i>wile</i> +6 (imp); <i>writ</i> +10 (imp)
• <i>Aelf:</i> <i>farlore</i> +7 (sta), <i>taw</i> +4 (sta); +1 bonus to <i>look</i> , <i>tumble</i>
• <i>Dweorg:</i> <i>deepfare</i> +5 (imp), <i>hew</i> +6 (sta); +1 bonus to <i>heed</i> , <i>search</i>
• <i>Faun:</i> <i>chip</i> +9 (sta), <i>flaunt</i> +8 (sta); +1 bonus to <i>flaunt</i> , <i>lurk</i>
• <i>Oerc:</i> <i>brew</i> +9 (adv), <i>weave</i> +6 (sta); +1 bonus to <i>trick</i> , <i>wile</i>
• <i>Scealc:</i> <i>dive</i> +6 (imp), <i>seafare</i> +5 (imp); +1 bonus to <i>mingle</i> , <i>writ</i>
ATTACKS AND POWERS
1 Falchion (Aggressive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1; strike +9; <i>wreck</i> (rend) harm 1d10+1d8+7
*Bonus 2 strikes (weapon cyclone; weapon tornado): inflict ½×[harm] (↑)
1 Falchion (Offensive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1; strike +9; <i>wreck</i> (rend) harm 2d8+7
*Bonus 2 strikes (weapon cyclone; weapon tornado): inflict ½×[harm] (↑)
1 Dagger (Elusive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]; targeted melee 1 or barrage 5/10/15; strike +8; <i>wreck</i> (stab) harm 1d10+6
*Bonus 2 strikes (weapon cyclone; weapon tornado): inflict ½×[harm] (↑)
Monster and Mortal Powers: <i>grappling</i> — standard; <i>abrupt lunge</i> ; <i>close ranks</i> ; <i>deadly riposte</i> ; <i>deft unpredictability</i> ; <i>honed anticipation</i> ; <i>lethal execution</i> ; <i>quickdraw</i> ; <i>quicksur</i> ; <i>skill surge</i> ; <i>stabbing gore</i> ; <i>stabbing poke and pierce</i> ; <i>taunt the enemy</i> ; <i>way of the skirmisher</i> [+1 to strike melee/barrage; +1 to Nml]; <i>weapon acumen</i> [+1 to strike melee]; <i>weapon cyclone</i> ; <i>weapon finesse</i> [attacks — Lth/Smt; +1 to <i>lurk</i> , <i>trick</i> , <i>writ</i>]; <i>weapon savvy</i> [+1 to harm melee]; <i>weapon tornado</i> ; <i>wounding debilitation</i> ; <i>yoked musculature</i>
• <i>Aelf:</i> <i>ancient grace</i> , <i>leaf on the wind</i>
• <i>Dweorg:</i> <i>hardy fortitude</i> , <i>sustenance of the earth</i>
• <i>Faun:</i> <i>leaps and bounds</i> , <i>trackless wilds</i>
• <i>Oerc:</i> <i>tough chassis</i> , <i>wakeful slumber</i>
• <i>Scealc:</i> <i>heightened awareness</i> , <i>vigorous health</i>
Ascension-Point Value: 24

STALKER ROGUE
Tier: Mastering (23 rd Level)
Languages: Common + Folkish Tongue + 8 Others
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 13 [aelf]; walk 10 [dweorg]; walk 14 [faun]; walk 11 [oerc]; walk 12 [scealc]
Roottraits: Brw 2; Lth 9; Smt 8; Wis 5; Glt 4
Hasten: +5
Defenses:
• <i>Aelf:</i> Nml 39; Ftl 30; Mfl 34
• <i>Dweorg:</i> Nml 38; Ftl 32; Mfl 33
• <i>Faun:</i> Nml 40; Ftl 31; Mfl 32
• <i>Oerc:</i> Nml 39; Ftl 32; Mfl 32
• <i>Scealc:</i> Nml 39; Ftl 31; Mfl 33
Grit: 50 [aelf]; 53 [dweorg]; 49 [faun]; 52 [oerc]; 51 [scealc]
Pneuma: 35
Entwine: 25
Harm Yields: per folk/kindred plus resistant <i>wreck</i> 0 (armor +2), <i>whelm</i> 0 (armor +1)
Condition Adaptations: none
Lifeskills: <i>barter</i> +11 (imp); <i>brew</i> +11 (imp); <i>cook</i> +6 (sta); <i>clout</i> +9 (imp); <i>deepfare</i> +6 (sta); <i>dive</i> +6 (sta); <i>farlore</i> +8 (sta); <i>heed</i> +8 (imp); <i>landfare</i> +6 (sta); <i>look</i> +9 (adv); <i>lurk</i> +12 (adv; <i>avail</i> :1); <i>mend</i> +10 (sta); <i>mingle</i> +10 (adv); <i>nighlore</i> +10 (sta); <i>seafare</i> +5 (sta); <i>search</i> +12 (adv); <i>smith</i> +9 (sta); <i>toil</i> +5 (imp); <i>trick</i> +12 (adv); <i>tumble</i> +12 (adv); <i>wile</i> +8 (adv); <i>writ</i> +11 (imp)
• <i>Aelf:</i> <i>farlore</i> +9 (imp), <i>taw</i> +6 (sta); +1 bonus to <i>look</i> , <i>tumble</i>
• <i>Dweorg:</i> <i>deepfare</i> +7 (imp), <i>hew</i> +9 (sta); +1 bonus to <i>heed</i> , <i>search</i>
• <i>Faun:</i> <i>chip</i> +10 (sta), <i>flaunt</i> +9 (sta); +1 bonus to <i>flaunt</i> , <i>lurk</i>
• <i>Oerc:</i> <i>brew</i> +11 (adv), <i>weave</i> +9 (sta); +1 bonus to <i>trick</i> , <i>wile</i>
• <i>Scealc:</i> <i>dive</i> +7 (imp), <i>seafare</i> +6 (imp); +1 bonus to <i>mingle</i> , <i>writ</i>
ATTACKS AND POWERS
2 Longswords (Aggressive Stance) — 2 strikes*; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +11; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+5
*Bonus 4 strikes (weapon cyclone; weapon tornado): inflict $\frac{1}{2} \times [\text{harm}]$ (↑)
1 Longsword (Offensive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +11; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+1d8+9
*Bonus 2 strikes (weapon cyclone; weapon tornado): inflict $\frac{1}{2} \times [\text{harm}]$ (↑)
1 Fastsling (Defensive Stance) — 1 strike*; assail Nml [utilization; 0 pneuma]: barrage 10/20/30; strike +02; <i>wreck</i> (<i>stab</i>) harm 1d12+9
*Bonus 2 strikes (weapon cyclone; weapon tornado): inflict $\frac{1}{2} \times [\text{harm}]$ (↑)
Monster and Mortal Powers: <i>grappling</i> — standard; <i>abrupt lunge</i> ; <i>close ranks</i> ; <i>deadly riposte</i> ; <i>deft unpredictability</i> ; <i>eminent artist</i> [<i>lurk</i>]; <i>honed anticipation</i> ; <i>lethal execution</i> ; <i>quickdraw</i> ; <i>quickspur</i> ; <i>skill surge</i> ; <i>stabbing gore</i> ; <i>stabbing poke and pierce</i> ; <i>taunt the enemy</i> ; <i>tightguard</i> ; <i>way of the skirmisher</i> [+1 to strike melee/barrage; +1 to Nml]; <i>weapon acumen</i> [+1 to strike melee]; <i>weapon cyclone</i> ; <i>weapon finesse</i> [attacks — Lth/Smt; +1 to <i>lurk</i> , <i>trick</i> , <i>writ</i>]; <i>weapon mastery</i> [+1 to strike barrage]; <i>weapon savvy</i> [+1 to harm melee]; <i>weapon supremacy</i> [+1 to harm barrage]; <i>weapon tornado</i> ; <i>wounding debilitation</i> ; <i>yoked musculature</i>
• <i>Aelf:</i> <i>ancient grace</i> , <i>leaf on the wind</i>
• <i>Dweorg:</i> <i>hardy fortitude</i> , <i>sustenance of the earth</i>
• <i>Faun:</i> <i>leaps and bounds</i> , <i>trackless wilds</i>
• <i>Oerc:</i> <i>tough chassis</i> , <i>wakeful slumber</i>
• <i>Scealc:</i> <i>heightened awareness</i> , <i>vigorous health</i>
Ascension-Point Value: 31

CLERICAL-ASSAULTER ROGUE TEMPLATE
Movement Alterations: none
Harm Yields Alterations: none
Condition Adaptations Alterations: none
Lifeskills Alterations: none
Attacks and Powers Alterations: replace <i>wounding debilitation</i> with <i>aspect of assassin</i> , <i>aspect of bard</i> , <i>aspect of paladin</i> , <i>aspect of ranger</i> or <i>aspect of sentinel</i> and adjust statistics accordingly, including power bonuses to lifeskills; replace <i>close ranks</i> with one usage of <i>aspect procurement</i> to access <i>arcane ray</i> (choose one attack energy type)
Ascension-Point-Value Alterations: +2