

Rogue Skills	Index Sheet		
Skill Name	Skill Cost	Pre-requisites	Description
Agility 1	4	Special	A rogue with this skill will reduce all melee damage taken by 1 (to a minimum of 1) as long as they are not held or imobalised
Agility 2	4	Special, Agility 1	A rogue with this skill will reduce all melee damage taken by 2 (to a minimum of 1) as long as they are not held or imobalised
Agility 3	4	Special, Agility 2	A rogue with this skill will reduce all melee damage taken by 3 (to a minimum of 1) as long as they are not held or imobalised
Agility 4	4	Special, Agility 3	A rogue with this skill will reduce all melee damage taken by 4 (to a minimum of 1) as long as they are not held or imobalised
Agility 5	4	Special, Agility 4	A rogue with this skill will reduce all melee damage taken by 5 (to a minimum of 1) as long as they are not held or imobalised
Agility 6	6	Special, Agility 5	A rogue with this skill is on blows as long as they are not held or imobalised
Back Attack	8	Special	Doubles from behind
Backstab 1	2	None	Allows a character to do +1 damage from the first blow only when attacking someone from behind. The target must have no idea that you are there for this skill to work. This skill may only be done using weapons no larger than short-sword size. It can also be done with crossbows but not bows. This skill cannot be bought multiple times for extra damage
Backstab 2	3	Special, Backstab 1	Works the same as backstab but the damage is upgraded to +2
Backstab 3	3	Special, Backstab 2	Works the same as backstab but the damage is upgraded to +3
Backstab 4	3	Special, Backstab 3	Works the same as backstab but the damage is upgraded to +4
Circumvent Magical Traps	6	Disarm Advanced Traps, Special	This skill allows a thief to temporarily disarm any magical trap he has already located with the Detect Magical Traps Skill. Because of the nature of magic, magical traps will rearm 5 minutes after it has been circumvented by the thief. This skill will allow a thief to bypass runes as long as he can work on it without violating the activation conditions.
Combat Reflex's 1	2	None	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately) • To escape any non-magical bonds in 8 minutes • To call Knockdown OR Resist Knockdown TWICE Per combat
Combat Reflex's 1 (Lizard-Kin)	1	None	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately) • To escape any non-magical bonds in 8 minutes • To call Knockdown OR Resist Knockdown TWICE Per combat
Combat Reflex's 2	4	Special, Combat Reflex's 1	<p>Combat Reflexes 2 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of ranged attacks (must purchase dodges separately) • To escape any non-magical bonds in 6 minutes • To call Knockdown OR Resist Knockdown FOUR times per combat
Combat Reflex's 2 (Lizard-Kin)	3	Special, Combat Reflex's 1	<p>Combat Reflexes 2 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of ranged attacks (must purchase dodges separately) • To escape any non-magical bonds in 6 minutes • To call Knockdown OR Resist Knockdown FOUR times per combat

Combat Reflex's 3	6	Special, Combat Reflex's 2	<p>Combat Reflexes 3 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of attacks from behind • To escape any non-magical bonds in 4 minutes • To call Knockdown OR Resist Knockdown SIX times per combat • Allows purchase of MORTAL's for use with daggers
Combat Reflex's 3 (Lizard-Kin)	5	Special, Combat Reflex's 2	<p>Combat Reflexes 3 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of attacks from behind • To escape any non-magical bonds in 4 minutes • To call Knockdown OR Resist Knockdown SIX times per combat • Allows purchase of MORTAL's for use with daggers
Combat Reflex's 4	8	Special, Combat Reflex's 3	<p>Combat Reflexes 4 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of spells, allows a dodge to half the damage of any spell even AoE effects • To escape any non-magical bonds in 2 minutes • To call Knockdown OR Resist Knockdown EIGHT times per combat • Allows purchase of MORTAL's for use with single handed swords
Combat Reflex's 4 (lizard-Kin)	7	Special, Combat Reflex's 3	<p>Combat Reflexes 4 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of spells, allows a dodge to half the damage of any spell even AoE effects • To escape any non-magical bonds in 2 minutes • To call Knockdown OR Resist Knockdown EIGHT times per combat • Allows purchase of MORTAL's for use with single handed swords
Detect Advanced Traps	4	Special, Detect Basic Traps	This skill allows the thief to locate any traps classified as advanced. It does give him a basic understanding of what the trap does but not how to circumvent or disarm the trap.
Detect Basic Traps	2	None	Allows a character to locate any basic traps. To use this skill a character must spend time searching the room/item for traps before he may find it. A close examination of an item/place is required to find a trap. It takes about 5 minutes to find a trap on an object.
Detect Magical Traps	6	Special, Detect Magical Traps	This skill allows the thief to locate any traps classified as magical traps. It does give him a basic understanding of what the trap does but not how to circumvent or disarm it.
Disarm Advanced Traps	4	Special, Disarm Basic Traps	This skill allows a thief to disarm any advanced trap he has already located with the Detect Advanced Traps Skill.
Disarm Basic Traps	2	None	Allows a character to attempt to disarm a basic trap once he has located it. The character needs a small toolkit to do this. It takes about 15 minutes to disarm a basic trap.
Dodge	1	None	This skill, when used, allows a character to avoid the effects of a single blow that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again.
Evaluate	1	None	Allows a character to guess the value of an item. This skill will not allow a character to give the correct value of the item if it is magical. The character must be able to closely examine the item to give an accurate guess.
Featherfoot	2	Special, Move Silently	This skill means the thief is adept at avoiding traps and when moving carefully will not set off any traps that are triggered by him moving. E.g. pressure plates and trip wires.
Featherfoot (Dark Elf)	1	Special, Move Silently	This skill means the thief is adept at avoiding traps and when moving carefully will not set off any traps that are triggered by him moving. E.g. pressure plates and trip wires.

Hide in Shadows	3	None	Allows a character to effectively become invisible in any area of deep shadow or darkness. The character must not wear anything shiny and may not move or the skill will not work. It may be done as often as the player desires but the shadow must be large enough to cover the thief entirely. The thief must make a reasonable attempt to hide for this skill to be effective even if used at night.
Hide in Woodlands	3	None	As per hide in shadows but works in woodlands and similar environments
Mortal	4	Combat Reflexes 3, Special	Allows characters to do one mortal per day, must have at least combat reflexes level 3 and must use a bladed weapon
Move in Shadows	4	Special, Hide in Shadows	A character must have hide in shadows before he may purchase this ability. This ability allows the character to move slowly in shadows. Any fast movement will betray their position.
Move in Shadows (Dark Elf)	3	Special, Hide in Shadows	A character must have hide in shadows before he may purchase this ability. This ability allows the character to move slowly in shadows. Any fast movement will betray their position.
Move in Woodland	4	Special	Allows a character that has already blurred in woodland to move slowly (about ¼ normal movement rate) Sudden movements will reveal the hidden character as will any hostile act. As would any act that breaks the conditions of the Blur in Woodland ability. The character must also remain in the Woodland as they move or they will be revealed. This skill does not enable the character to move silently.
Move Silently	1	None	Allows a character to move without making a sound. The character must move slowly and must try to make no sound for this to work
Move Silently (Dark Elf)	1	None	Allows a character to move without making a sound. The character must move slowly and must try to make no sound for this to work
Nimble Fingers	2	None	This skill allows a thief to search a character in half the normal time (see searching rules)
Pick Advanced Locks	4	Special, Pick Basic Locks	This skill enabled the thief to open any lock classified as Advanced. It takes about 5 minutes to pick a basic lock. Picking the Advanced lock is done on a paper/scissors/stone basis.
Pick Basic Locks	2	None	Allows a character to pick a Basic lock. A small set of lock picking tools is needed. It takes about 5 minutes to pick a basic lock. Picking the Advanced lock is done on a paper/scissors/stone basis.
Pick Magical Locks	6	Pick Advanced Locks, Special	This skill enabled the thief to open any lock classified as Magical. Picking the Magical lock is done on a paper/scissors/stone basis. Picking the Advanced lock is done on a paper/scissors/stone basis.
Poison Use	1	None	This skill is required if a character wants to use poisons without them accidentally effecting the character as he attempts to administer it.
Precise Blade	2	None	This skill allows a thief to bypass the armour of a target and affect the physical location directly. The effects last for 5 minutes or one combat and may only be done if the character is wielding weapons of short sword size or smaller. You cannot buy this skill more than once. If you want to advance the skill you must learn the next level.
Precise Blade 2	3	Precise Blade, Special	As per the Precise Blade 1 skill but the thief can use the thru call for 4 combats per day
Precise Blade 3	5	Precise Blade 2, Special	As per the Precise Blade 1 skill but the thief can use the thru whenever using a short sword or dagger.
Shift in Shadows	2	Move in Darkness, Special	The character is so adept at moving in shadows without being seen they almost appear to vanish from one place and appear in another near by. In game terms the character may disappear in one area of shadow and re-appear in any shadow they can reach within 10 seconds. Once per day skill, can be bought multiple times.

Shift in Shadows (Dark Elf)	1	Move in Darkness, Special	The character is so adept at moving in shadows without being seen they almost appear to vanish from one place and appear in another near by. In game terms the character may dissappear in one area of shadow and re-appear in any shadow they can reach within 10 seconds. Once per day skill, can be bought multiple times.
Shift in woodland	2	Move in Woodlands, Special	The character is so adept at moving through woodlands without being seen they almost appear to vanish from one place and appear in another near by. In game terms the character may dissappear in one area of woodland and re-appear in any woodland they can reach within 10 seconds. Once per day skill, can be bought multiple times.
Subdue	1	None	Allows a character to render another character unconscious by using a blunt weapon and striking him over the back of the head. The target must be unaware of the attacker for this to work.