

OLD SCHOOL RULES



ROGUE

The Rogue

Thief, sneak, charmer, diplomat—all of these and more describe the rogue. When not skulking in the shadows, disarming traps, and stealing from the unaware, rogues may rub shoulders with powerful nobles or plot capers with fellow crooks. The rogue is the master of many faces, using her skills and talents to get herself both into and out of trouble with rakish aplomb. While others may call them charlatans and burglars, even the most larcenous rogues tend to consider themselves consummate professionals, willing to take on any job if the price is right.

Requirements: Dexterity 9+,

Races Allowed: Any

Prime Requisite: Dexterity

Alignment: Any non Lawful

Weapons Allowed: Club, Dagger, Dart, Knife, Hand Crossbow, Sap, Short Sword, Sling

Armor Allowed/Shields Allowed: Chain, Elfin Chain, Leather, Studded Leather/None

To Hit/Saves: Cleric/Rogue (or Cleric)

Class Abilities:

Rogues are not about brute force, but finesse. This extends to their choice of weaponry. When wielding a relatively light weapon (4 lbs/40 coins or less), such as short sword (including rapier), dagger, knife or the like, they use their dexterity (the missile attack adjustment) instead of their strength to determine both their to hit and damage bonus.

The rogue is able to use magical wands and scrolls. This skill is quite imperfect and has a large chance of failing, ruining the scroll. On a roll of 00, the spell is reversed, with its effects centered on the rogue. This also applies to technological devices and artifacts.

Starting at 1st level and every further two levels, the rogue may select a "talent", a class ability

At 2nd level, the rogue gains the ability to evade magical and other attacks. Such attacks that allow a saving throw for half-damage, instead cause no damage to the rogue on a successful save. At 8th level, this improves so that the rogue only takes half-damage even on a failed saving throw.

At 9th level, the rogue is able to make two melee attacks per round with a light (4 lbs or less) weapon.

Rogue Talents

Alert – The rogue's chances of being surprised is decreased to the lowest possible (usually a roll of 1).

Ambusher – When alone, or other rogues with this, the rogue's chance of surprising increases by 1.

Armor Expert – The rogue suffers no penalties to his thieving skills when wearing magical chain, elfin chain, or studded leather.

Blind Fighting – The rogue's smell, hearing, and intuition allows him to sense obscured, unseen, or invisible opponents, negating any penalties for fighting against invisible creatures or fighting in the dark, or even blinded (by magic or a blindfold or even science!). If the rogue's hearing is somehow impaired, the effects are instead halved instead of eliminated.

Careful Disarm – When the rogue attempts to disarm a trap and fails, he does not set it off unless he rolled a 95 or above (or 100 if his skill is 90% or greater)

Certainty – The rogue picks one skill he is particularly good at. Once per day, he may re-roll that skill. (This may be picked multiple times, each for a different skill)

Danger Sense – The rogue gains a +1 to his saving throw against traps

Defensive Roll (aka "Tis Only a Scratch") – When the rogue takes damage from a weapon enough to bring his hit points below zero, he may make a saving throw vs. death magic. If the throw succeeds, he only takes half damage.

Direction Sense – The rogue may still get lost, but will always know what direction North is

Dodge – The rogue's unarmored armor class improves by two, or one when wearing leather armor.

Dumb Luck – Once per game day, the rogue may add 4 to any roll (including attack and damage rolls).

Expert Leaper – The rogue is an astounding jumper, able to leap twice as far as the average character (probably 10' standing and 20' running)

Fleet of Foot – The rogue is 3" faster than his species normal speed (so 15" for human)

Follow Trail – The rogue may track as a ranger of the same level, but can only identify the tracks of humans and monsters he has observed, not animals

Hard Headed – The rogue may make a second saving throw on the following round if he fails at disbelieving an illusion.

Hold Breath – The rogue may hold his breath twice as long as normal and gains a +1 saving throw bonus against gas related dangers.

Iron Guts – The rogue cast a cast iron stomach (metaphorically) and gains a +1 to saving throws against ingested poison and +4 against any sort of effect from a bad smell or poison gas, including magic spells and monster breath.

Knife fighter – When wielding a dagger or knife (and only a dagger or knife), the rogue makes two attacks per round. (This increases to four attacks per round at 9th level with Flashing Blades)

Knife thrower – The rogue may throw three knives or daggers per round instead of two. (Missile weapons do not improve with Flashing Blades)

Linguist – The rogue learns 2 additional regular languages, or one “special” language, such as an alignment tongue or thieves cant (which rogues do **not** automatically know)

Mimicry – The rogue may imitate the voice of anyone he’s heard with a chance of 50% plus his rogue level (alternatively, 50% and plus 5% every level after he takes it). Voices of different gender have -10% penalty and different race -5%.

Nimble Climber – Whenever the thief fails a climbing skill roll, he may make another to keep from falling (also works with tightrope walking).

Parrying Blade – The rogue may opt to wield a second weapon, a dagger or main gauche, which improves his armor class by one.

Pet – The rogue has a non-magical pet animal (wolf, owl, lynx, etc) of 2+2 HD that obeys his commands. If it dies, he gains a new one the next rogue level.

Poison Proof – The rogue gains a +2 to his saving throw against poison. (If the rogue also has the Iron Guts talent, the total increases to +3 versus ingested poison)

Skill Focus – The rogue gains a +10% bonus to one of his rogue skills.

Smooth Talker – The rogue adds +10% to his encounter reaction rolls (+1 in 2d6 systems)

Slippery Mind – If the rogue fails his saving throw versus a mind controlling or affecting spell or similar ability, he may make a second saving throw on the next round

Survivor – The rogue needs half the usual amount of water and food per day, and suffers the effects of starvation and dehydration half as much as normal

Tightrope Walking – The rogue can walk tightropes.. The first 5' per rogue level requires no roll, but each further 5' per rogue level require a dexterity check. Using a pole gives a +1 Dex bonus.

Unflinching – The rogue gains a +2 to his saving throws against fear effects

Ventriloquism – The rogue may project his voice, making it seem as if it coming from somewhere else (1' per rogue level) with a 50% chance plus 5% per rogue level. This may be combined with mimicry.

Weapon Proficiency – The rogue learns how to use a weapon not normally permitted by rogues: hand axe, light crossbow, scimitar, short bow, spear, or other weapons 4 lbs (40 coins) or less in weight.

Optional Talents

These might be viewed as too powerful or blurring class roles. I would suggest only allowing human single class rogues to pick them

Ability Score Increase – One of the rogue's ability score increases by one (maximum of 18)

Blessed – If the rogue is a follower of a deity, that deity will grant the rogue a specific (taken when this is chosen) 1st level Cleric spell once per day.

Illusion Hobbyist – The rogue learns to cast a specific 1st level Illusionist spell once per day. This requires a spellbook with the spell in it, though it may also be tattooed onto the rogue.

Magic Dabbler – The rogue learns to cast a specific 1st level Magic-User spell once per day.. This requires a spellbook with the spell in it, though it may also be tattooed onto the rogue..

Naturist – The rogue is one with nature and can select one specific 1st level druid spell granted him by the powers of nature once per day..

Weapon Specialization – The rogue may specialize in one weapon, similar to that of a fighter. However, he only gains a +1 to hit and + 1 damage bonus. This also takes a weapon proficiency slot.

(Note, the casting level of the spells are equal to 1/2 the rogue's level, rounded down)

The First Edition Rogue Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d8	Cad	Backstab x2, Rogue Talent
2nd	2,000	2d8	Bravo	Evasion
3rd	4,000	3d8	Knave	Rogue Talent
4th	8,000	4d8	Scalawag	
5th	18,000	5d8	Rapscallion	Backstab x3, Rogue Talent
6th	35,000	6d8	Scamp	
7th	70,000	7d8	Rascal	Rogue Talent
8th	125,000	8d8	Scoundrel	Improved Evasion
9th	250,000	9d8	Rogue	Flashing Blades, Rogue Talent
10th	500,000	9d8+2	Rogue	Backstab x4
11th	750,000	9d8+4	Rogue	Rogue Talent
12th	1,000,000	9d8+6	Rogue	
13th	1,250,000	9d8+8	Master Rogue	Rogue Talent
14th	1,500,000	9d8+10	Master Rogue	
15th	1,750,000	9d8+12	Master Rogue	Rogue Talent, Backstab x5
16th	2,000,000	9d8+14	Master Rogue	
17th	2,250,000	9d8+16	Master Rogue	Rogue Talent
18th	2,500,000	9d8+18	Master Rogue	
19th	2,750,000	9d8+20	Master Rogue	Rogue Talent
20th	3,000,000	9d8+22	Rogue King	Backstab x6

Each additional level past 20 is an additional 250,000 xp and provides an additional 2 hp and a rogue talent every odd level.

The First Edition Saving Throw Table (Or Use Cleric)

Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	8
16-18	4	7	6	9	7
19+	2	3	4	7	5

The First Edition Rogue Skills Table

Level	Prestidigitation	Open Locks	Traps	Stealth	Read Languages	Climb Walls	Use Magic Device
1st	30%	50%	35%	30%	5%	90%	5%
2nd	35%	55%	40%	35%	10%	91%	10%
3rd	40%	60%	45%	40%	15%	92%	15%
4th	45%	65%	50%	45%	20%	93%	20%
5th	50%	70%	55%	50%	25%	94%	25%
6th	55%	75%	60%	55%	30%	95%	30%
7th	60%	80%	65%	60%	35%	96%	35%
8th	65%	85%	70%	65%	40%	97%	40%
9th	70%	90%	75%	70%	45%	98%	45%
10th	75%	95%	80%	75%	50%	99%	50%
11th	80%	100%	85%	80%	55%	99.1%	55%
12th	85%	105%	90%	85%	60%	99.2%	60%
13th	90%	110%	95%	90%	65%	99.3%	65%
14th	95%	115%	100%	95%	70%	99.4%	70%
15th	100%	120%	105%	100%	75%	99.5%	75%
16th	105%	125%	110%	105%	80%	99.6%	80%
17th	110%	130%	115%	110%	85%	99.7%	85%
18th	115%	135%	120%	115%	90%	99.8%	90%
19th	120%	140%	125%	120%	95%	99.9%	95%
20th	125%	145%	130%	125%	100%	100%	99%

Prestidigitation includes picking pockets, escaping from bonds, and various sleight of hand tricks.

Traps includes locating and disarming traps as well as setting them. Optionally, also finds secret doors.

Stealth includes moving silently, hiding in shadows, and hearing noise

Use magic device is used to use magical wands, scrolls, and miscellaneous magic usable by magic-users

Weapon Proficiencies: 2 at first level, 1 additional every 4 levels. -3 non-proficient penalty.

Non Weapons Proficiencies: 2 at first level, 1 additional every 4 levels

Starting Money: 20-80 gp (2d4 x 10)

Skill Modifier Tables

	Pick Pockets	Open Locks	Traps	Move Silently	Hide in Shadows	Hear Noise	Read Languages	Climb Walls	Use Magic Devices*
Dex 16		+5%							+5%
Dex 17	+5%	+10%		+5%	+5%				+10%
Dex 18	+10%	+15%	+5%	+10%	+10%				+15%
Dex 19	+15%	+20%	+10%	+13%	+13%				+20%
Dex 20	+20%	+25%	+15%	+15%	+15%				+25%
Dex 21	+25%	+30%	+20%	+18%	+18%				+30%
Dex 22	+30%	+35%	+25%	+20%	+20%				+35%
Dex 23	+35%	+40%	+30%	+23%	+23%				+40%
Dex 24	+40%	+45%	+35%	+25%	+25%				+45%
Dex 25	+45%	+50%	+40%	+30%	+30%				+50%

* Modified by Intelligence, not Dexterity

	Pick Pockets	Open Locks	Traps	Move Silently	Hide in Shadows	Hear Noise	Read Languages	Climb Walls	Use Magic Devices
Elf	+5%	-5%		+5%	+10%	+5%			+5%
Dwarf		+10%	+15%				-5%	-10%	-15%
Half-Orc	-5%	+5%	+5%			+5%	-10%	+5%	-5%
Gnome		+5%	+10%	+5%	+5%	+10%		-15%	+10%
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-5%	-15%	-10%
Goblin	+5%		+10%					-10%	-10%
Orc	-5%				+5%	+5	-10%	+5%	-10%
Changeling		-10%			-5%		+5%	+5%	+5%
Trixie	+5%	-5%	-5%	+5%	-5%	+10%		+15%	+10%
Fetchling	+5%				+20%	+5%		-5%	+5%
City Venusian		+5%			-5%		+5%		+5%
Cloud Venusian	-5%			-5%	-5%	+5%	+10%		+10%
Sea Venusian	-5%	+5%	+5%			+5%	-5%		
Swamp Venusian			+5%	+5%		+5%	-5%		-5%
Nagali	+5%	-5%	-5%	+10%	+15%	-5%	-5%	+5%	-5%
Red Martian		+5%	+10%	+5%	-5%		+5%	-10%	
Black Martian	-5%	+10%	+15%		+5%		+10%	-10%	+5%
White Martian	+5%	-5%					+10%	-10%	+10%
Yellow Martian				+10%	+5%	+5%	-5%	-5%	
Green Martian	-10%	+5%	+10%	-5%	-15%	+10%	-10%	+10%	-10

The Original Edition Rogue Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d6	Cad	Backstab x2, Rogue Talent
2nd	2,000	2d6	Bravo	Evasion
3rd	4,000	3d6	Knave	Rogue Talent
4th	8,000	4d6	Scalawag	
5th	16,000	5d6	Rapscallion	Backstab x3, Rogue Talent
6th	32,000	6d6	Scamp	
7th	64,000	7d6	Rascal	Rogue Talent
8th	120,000	8d6	Scoundrel	Improved Evasion
9th	240,000	9d6	Rogue	Flashing Blades, Rogue Talent
10th	360,000	10d6	Rogue	Backstab x4
11th	480,000	11d6	Master Rogue	Rogue Talent
12th	600,000	11d6+2	Master Rogue	
13th	720,000	11d6+4	Master Rogue	Rogue Talent
14th	840,000	11d6+6	Master Rogue	
15th	960,000	11d6+8	Grandmaster Rogue	Rogue Talent, Backstab x5
16th	1,080,000	11d6+10	Grandmaster Rogue	
17th	1,200,000	11d6+12	Grandmaster Rogue	Rogue Talent
18th	1,320,000	11d6+14	Grandmaster Rogue	
19th	1,440,000	11d6+16	Grandmaster Rogue	Rogue Talent
20th	1,560,000	11d6+18	Rogue King	Backstab x6

The Original Edition Saving Throw Table (Or use Magic-User)

Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	7
16-18	4	7	6	9	7
19+	2	3	4	7	5

The Original Edition Rogue Skills Table

Level	Prestidigitation	Open Locks	Traps	Stealth	Read Languages	Climb Walls	Use Magic Device
1st	30%	50%	35%	30%	5%	90%	5%
2nd	35%	55%	40%	35%	10%	91%	10%
3rd	40%	60%	45%	40%	15%	92%	15%
4th	45%	65%	50%	45%	20%	93%	20%
5th	50%	70%	55%	50%	25%	94%	25%
6th	55%	75%	60%	55%	30%	95%	30%
7th	60%	80%	65%	60%	35%	96%	35%
8th	65%	85%	70%	65%	40%	97%	40%
9th	70%	90%	75%	70%	45%	98%	45%
10th	75%	95%	80%	75%	50%	99%	50%
11th	80%	100%	85%	80%	55%	99.1%	55%
12th	85%	105%	90%	85%	60%	99.2%	60%
13th	90%	110%	95%	90%	65%	99.3%	65%
14th	95%	115%	100%	95%	70%	99.4%	70%
15th	100%	120%	105%	100%	75%	99.5%	75%
16th	105%	125%	110%	105%	80%	99.6%	80%
17th	110%	130%	115%	110%	85%	99.7%	85%
18th	115%	135%	120%	115%	90%	99.8%	90%
19th	120%	140%	125%	120%	95%	99.9%	95%
20th	125%	145%	130%	125%	100%	100%	99%

Rogues benefit from high dexterity as fighters do (i.e. improved armor class). Rogues have d6, unlike thieves, but like assassins

Note: If using the OE retro-clone that uses a single saving throw, it starts at 14 at 1st level and decreases by 1 per level until reaching 3.

The Basic/Expert Edition Rogue Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d6	Cad	Backstab x2, Rogue Talent
2nd	2,000	2d6	Bravo	Evasion
3rd	4,000	3d6	Knave	Rogue Talent
4th	8,000	4d6	Scalawag	
5th	16,000	5d6	Rapscallion	Backstab x3, Rogue Talent
6th	32,000	6d6	Scamp	
7th	64,000	7d6	Rascal	Rogue Talent
8th	120,000	8d6	Scoundrel	Improved Evasion
9th	240,000	9d6	Rogue	Flashing Blades, Rogue Talent
10th	360,000	9d6+1	Rogue	Backstab x4
11th	480,000	9d6+2	Master Rogue	Rogue Talent
12th	600,000	9d6+3	Master Rogue	
13th	720,000	9d6+4	Master Rogue	Rogue Talent
14th	840,000	9d6+5	Master Rogue	
15th	960,000	9d6+6	Grandmaster Rogue	Rogue Talent, Backstab x5
16th	1,080,000	9d6+7	Grandmaster Rogue	
17th	1,200,000	9d6+8	Grandmaster Rogue	Rogue Talent
18th	1,320,000	9d6+9	Grandmaster Rogue	
19th	1,440,000	9d6+10	Grandmaster Rogue	Rogue Talent
20th	1,560,000	9d6+11	Rogue King	Backstab x6

The Basic/Expert Edition Saving Throw Table (Or use Magic-User)

Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	7
16-18	4	7	6	9	7
19+	2	3	4	7	5

The Basic/Expert Edition Rogue Skills Table

Level	Prestidigitation	Open Locks	Traps	Stealth	Read Languages	Climb Walls	Use Magic Device
1st	30%	50%	35%	30%	5%	90%	5%
2nd	35%	55%	40%	35%	10%	91%	10%
3rd	40%	60%	45%	40%	15%	92%	15%
4th	45%	65%	50%	45%	20%	93%	20%
5th	50%	70%	55%	50%	25%	94%	25%
6th	55%	75%	60%	55%	30%	95%	30%
7th	60%	80%	65%	60%	35%	96%	35%
8th	65%	85%	70%	65%	40%	97%	40%
9th	70%	90%	75%	70%	45%	98%	45%
10th	75%	95%	80%	75%	50%	99%	50%
11th	80%	100%	85%	80%	55%	99.1%	55%
12th	85%	105%	90%	85%	60%	99.2%	60%
13th	90%	110%	95%	90%	65%	99.3%	65%
14th	95%	115%	100%	95%	70%	99.4%	70%
15th	100%	120%	105%	100%	75%	99.5%	75%
16th	105%	125%	110%	105%	80%	99.6%	80%
17th	110%	130%	115%	110%	85%	99.7%	85%
18th	115%	135%	120%	115%	90%	99.8%	90%
19th	120%	140%	125%	120%	95%	99.9%	95%
20th	125%	145%	130%	125%	100%	100%	99%

Sample Rogues

Note: I showed how the hp was calculated, the dice total plus constitution. Also the skill % is modified by Dex, but not armor.

The low level (1-3) are meant to be possible henchmen or hirelings for a party.

Fara Greeneye, 1st Level Human Rogue
Str 9 Int 10 Wis 10 Dex 16 Con 15 Cha 17; AL N
hp 6+1 = 7; AC 6 (Leather, -2 Dex)
Attack: 1-4 (dagger)+1

PP 30% OL 50+5% F/RT 35% MS 30% HS 30%
HN 30% RL 5% CW 90% UMD 5%

Rogue Talents: Smooth Talker

Gear: Dagger, Leather Armor

So named because she has one green eye (and one blue eye, the green just being more notable) to go with her blonde hair, Fara frequently works as a barmaid in taverns frequented by adventures. She longs to join an adventuring party, but generally chickens out, content to help them spend their loot by ingratiating herself as something of a groupie.

Rumor has it that Fara might actually be a changeling, the offspring of a hag and a human male that is swapped with a real human infant.

(Note this is true, and in fact she has an identical twin sister named Nera who is a Beguiler (see PC10 The OSR Beguiler) that she is completely unaware of.)

Kelther the Knife, 1st Level Human Rogue
Str 13 Int 11 Wis 10 Dex 17 Con 15 Cha 13; AL N
hp 7+1 = 8
Attack: 1-4+2/1-4+2 (Dagger)

PP 30+5% OL 50+10% F/RT 35% MS 30+5% HS
30+5% HN 30% RL 5% CW 90% UMD 5%

Rogue Talents: Knife Fighting

Gear: Leather Armor, Dagger

A quiet and intense man, Kelther radiates an aura of danger. Though he has yet really to earn that, he's confident he will.

Kelther is of average height, dark skinned with short curly hair and brown eyes.

Ulner the Ugly, 2nd Level Human Rogue
Str 10 Int 10 Wis 9 Dex 12 Con 16 Cha 6; AL NG
hp 13+4 = 17; AC:8 (Leather)
Attack: 1-6 (club)

PP 35% OL 55% F/RT 40% MS 35% HS 35%
HN 35% RL 10% CW 91% UMD 10%

Rogue Talents: Dumb Luck

Gear: Leather Armor, Club

Ulner is not particularly strong, nor swift, nor bright, nor wise. He is fairly sturdy, but his ugliness is what is most notable about him. Despite this, he is very good natured and friendly, too friendly for his own good, often helping people who either don't need it, or are using him as a dupe.

Gurt and Gurtha Van Trapp, 3rd Level Dwarf Rogues
Str 12 Int 14 Wis 10 Dex 17 Con 16 Cha 13
hp 18+6 = 24; AC 5 (Leather -3 Dex)

PP 40% OL 60+10+10% FT 45+15+10% RT 45+15
MS 40+5% HS 40+5% HN 40% RL 15%
CW 92-10% UMD 15-15%

Rogue Talents: Careful Disarm; Skill Focus – Find Traps

Gear: Hand Crossbow, 40 bolts, Leather Armor, Short Sword, 10' poles, Thieves Tools

The Van Trapp twins work as trap specialists, always working together and joining parties as full members, as opposed to henching

They are fraternal twins, tall for dwarves, yellow haired and blue eyed, and stoutly built. They are not dour dwarves but somewhat stereotypical Gollars (Fantasy Germans), lusty for drink, song, food, and other things

Samira, 3rd Level Human Rogue
Str 10 Int 11 Wis 10 Dex 15 Con 16 Cha 13 AL N
hp 17+6 = 23; AC 6 (Studded Leather, -1 Dex);
Attack: 1-6 (short sword)+1

PP 40% OL 60% F/RT 45% MS 40% HS 40%
HN 40% RL 15% CW 92% UMD 15%

Rogue Talents: Certainty – Remove Traps; Skill Focus – Remove Traps

Gear: Studded Leather, +1 short sword

Samira hails from Elarsia (fantasy Persia) and has slightly dusky skin, bright dark eyes and shiny hair and dignified nose. She is proud, though not haughty, just confident in her abilities.

Taryn the Green, 3rd Level Venusian Rogue
Str 11 Int 12 Wis 9 Dex 17 Con 16 Cha 15; AL NG
hp 14+6 = 20; AC 4 (+1 Leather, -3 Dex)
Attack 1-6+2(short sword) or 1-4+2+1 (dagger)

PP 40+5% OL 60+10% F/RT 45% MS 40+5% HS
40+5% HN 40% RL 15% CW 92% UMD 15%

Rogue Talents: Blind Fighting (from her being Swamp Venusian and having antennae that pick up air movements); Iron Guts, Poison Proof

Gear: Short sword, Dagger, +1 Leather Armor

Taryn is actually half terrestrial, half-Venusian (Swamp) ancestry, but favors her mother with emerald green skin and dark green slightly curly hair worn just past her shoulders. Her temperament though is more like her father's, stricken with a wanderlust and thirst for adventure (and strong drink).

Always seemingly down on her luck, she can usually be found in a tavern, generally saying things like "For the last time, I am not a dryad. Get lost, creep" or "No, you can't touch them. My antennae either!"

Taryn is not interested in being a henchwoman, but if befriended will accompany a party for the hell of it if the expedition sounds interesting enough. While taking no share, she will help herself to anything she finds interesting.

Athla Spiderspawn

4th Level Half-Drow Fighter/Rogue
Str 11 Int 13 Wis 11 Dex 18 Con 17 Cha 12; AL CN
hp (31+12)/2 + (20+8)/2 = 32; AC 3
Attack: 1-4+3+2/1-4+3+2

PP 45+10% OL 65+15% F/RT 50+5% MS 45+10%
HS 45+10% HN 44% RL 20% CW 93% UMD 20%

Rogue Talents: Knife Fighting, Knife Thrower

Gear: Leather Armor +1, +2 Dagger

As a half-drow, Athla has dark purple skin and long straight white hair. She hails, as many of her kind, from the hill city of Tarran Brae, renowned for its taking in of refugees, including 3 exiled drow clans 30 years ago.

She grew up disavowed by her mother (and father), growing up on the streets as a member of a street gang. She's left those days behind, first working as a bodyguard, then occasionally joining adventuring bands.

She distrusts almost everyone, but those she is loyal to have her undying loyalty.

Professor Persil Fanehill, 6th Level Human Rogue
Str 10 Int 13 Wis 10 Dex 16 Con 15 Cha 17; AL N
hp 26+5=31; AC:4 (+2 Leather, -2 Dex)
Attack: Knife 1-3+3 (+3 Buckle Knife)

PP 55% OL 75+5% F/RT 60% MS 55%
HS 55% HN 55% RL 25% CW 94% UMD 25%

Rogue Talents: Direction Sense, Smooth Talker, Survivor

Gear: Leather armor +2, +3 Buckle Knife

Professor Fanehill is a renowned explorer. Or at least he says he is. He frequently claims to have a map to a lost city, which he will either sell or on occasion, try to recruit an expedition for.

He is a tall, distinguished looking middle aged man. He is often accompanied by a beautiful young lady claiming to be his "daughter". People who encounter Fanehil more than once always are surprised (or not) that his daughter always seems to be a different woman and rarely bears any resemblance to him.

Fanehill may be what he appears, a swindler, or something far more nefarious.

Ariel Smallburrow, 7th level Halfling Rogue
Str 8 Int 13 Wis 10 Dex 18 Con 16 Cha 15, AL CN
hp 30+14 = 44, AC 0 (+3 Studded Leather, -4 Dex);

PP 60+10+5% OL 80+15+5% F/RT 65+5+5%
MS 60+10+10% HS 60+10+15% HN 60% RL 30%
CW 95-15% UMD 30-10%

Rogue Talents: Certainty – Open Locks; Defensive Roll; Fleet of Foot

Gear: +2 Leather, +2 rapier (short sword), +1 hand crossbow.

Like her sisters Avery and Jollie, Ariel Smallburrow is exceptionally tall for a halfling, reaching 5' in heeled boots. She is not as strong or pretty as her sisters, which has left something of a chip on her shoulder.

Also unlike her sisters, Ariel no longer works for the Halfling Intelligence Network, but has become a rogue agent, working for whomever and whatever her whims tell her to..

Elak of Atlantis, 9th level Human Rogue
Str 10 Int 13 Wis 9 Dex 18 Con 16 Cha 17
hp 31+ 9 = 40; AC 3 (Leather - 4 Dex, -1 Dodge)
Attack 1-6+3 (rapier) x2

PP 70+10% OL 90+15% F/RT 75+5% MS 70+10%
HS 70+10% HN 70% RL 45% CW 98% UMD 45%

Talents: Dodge, Defensive Roll, Holly Roller (Bless Spell 1/day) Weapon Specialization – Rapier (short sword)

Gear: Leather Armor, Rapier

Tall, dark, and handsome yet bordering on skinny, Elak hails from the lost continent of Atlantis yet sometimes finds himself in other worlds, planes, and dimensions.

Although generally good natured, he has no qualms about picking a fight in a tavern and looting his victims, nor does he have any scruples when it comes to seducing married women.

He is a follower of Ishtar and calls on her frequently.

Talea 10th Level Human Rogue
Str 13 Int 12 Wis 9 Dex 18 Con 16 Cha 15
hp 42 + 20 = 62; AC; -2 (+3 Leather Armor, +1 Buckler Wand, -1 Dodge Talent, -4 Dex); AL: N;
Attack: 1-8+6 3/rd (Scimitar of Speed, Flashing Blades) or 2-12+2 2/rd (Axe of Hurling +2, Flashing Blades)

Rogue Talents: Danger Sense, Dodge, Naturist – Animal Friendship 1/day, Weapon Proficiency- Scimitar, Weapon Proficiency-Hand Axe

PP 75+10% OL 95+15% F/RT 80+5% MS 75+10%
HS 75+10% HN 75% RL 50% CW 99% UMD 50%

Gear: +3 Scimitar of Speed, +3 Leather, Buckler Wand, +2 Axe of Hurling, Amulet vs Undead 5th Level, Pearl of the Sirines (worn as navel piercing)

Talea is tall, almost 6' and has dark skin, dark blue eyes, and slightly curly black hair to go with an athletic build. She is formerly the henchwoman of a archmage and has recently decided to strike out on her own. She sometimes will work freelance as a party, but often can be found adventuring with a 10th level Amazon by the name of Recia and a 10th level Wood Witch named Leralyn, as well as a pet warthog named Garius.

Alorra Von Belmon, 11th Level Human Rogue
Str 11 Int 12 Wis 9 Dex 18 Con 16 Cha 15; AL NG
hp 51+18+4 = 73; AC -3 (+3 Leather, -4 Dex, -1 Parrying Blade, -1 Dodge, -2 Main Gauche)
Attack: 1-4+3+4 (+4 Dagger) x4

PP 80+10% OL 100+15% F/RT 85+5% MS 80+10%
HS 80+10% HN 80% RL 55% CW 99.1% UMD 55%

Rogue Talents: Knife Fighting, Blessed – Cure Light Wounds 1/day, Follow Trail, Parrying Blade, Dodge

Gear: +4 Dagger, +3 Leather Armor, Main Gauche +2

Alorra is a member of the famous monster hunting family and is rarely without her brother Richter (an exorcist) or one of her sisiters (Fierra who is an elementalist, Ripiel who is a witch hunter, Katarine who is a magic-suer, and Morgana, who is a witch) or a cousin (too many to mention, sages, paladins knights, tomb robbers, explorers, magic-users, clerics).

A woman in her late 20s, she dresses very practically and generally wears her sandy hair down to her shoulders, though occasionally she crops it very short. She is quiet by nature, but not demure. She speaks with a slight but noticeable Golish (German) accent.

Drog the Rogue, 13th Level Human Rogue
Str 12 Int 11 Wis 9 Dex 19 Con 17 Cha 15; AL CG
hp 60+18+8 = 86; AC -4 (Bracers, -4 Dex, -2 Dodge Talent); Attack 1-6+3+3 x2

Rogue Talents: Blind Fighting, Danger Sense, Defensive Roll, Dodge, Slippery Mind, Tightrope Walking, Weapon Specialization – Short sword

Gear: Bracers AC 2; +3 Shortsword

PP 90+15% OL 110+20% F/RT 95+10%
MS 90+13% HS 90+13% HN 90% RL 65%
CW 99.3% UMD 65%

Drog had a childhood out of Dickens, an orphan raised by a Fagin like figure to be a thief. After a failed romance with a fellow orphan (one raised to be a beguiler), he struck out on his own as an adventurer. He can sometimes be found in the company of a rather dim witted barbarian and a druid/ranger.

Drog is a short, but athletic handsome man with dark curly hair. Though generally inclined towards good, he has a tendency to be a bit of a jerk and often falls out with people over petty matters.

Design Notes

This came about because of the frustrations of two PCs in my game. A single class thief and a multi-class MU/Thief.

The thief was one of the earliest additions to the game, partly because it was such archetypical in fantasy literature, but also because it filled a void in the play of the game. No, not everyone could pick a lot or climb walls or sneak attack.

However, the thief, as a class, simply was not particularly competent, either at his skills or combat. This was acknowledged by its low experience table (at least in 1st edition, in original he actually has a tough time leveling after name level), but that caused its own problems, particularly with multi-classing.

The rogue is my attempt to produce a competent thief that stands as a single class. Early on, it has an actual chance of actually using thief skills successfully. It's also to allow a somewhat competent fighting character, particularly at higher levels.

Conversely, while the thief generally stank, his one ability, backstabbing, was remarkably powerful (as shown by the first edition example of subduing a dragon, in which the thief does most the work thanks to one backstab). This is lowered a bit with the slower advancement rate.

As to saving throws, that's really one of the worst parts of being a thief. Even though they are the ones most likely to be making saving throws (since they are dealing with traps all the time and opening possibly trapped stuff), they pretty much have the worst.

The special abilities, namely the "talents" comes from 3rd edition, the thief class from my retro clone, and more recently the 3.75 unfettered book which tried to fix the rogue, the barbarian, and the monk. But many of those abilities actually came from older versions of the game, in particular the first edition monk, which made a better thief than the thief did.

Notes on Races:

These are mostly for my own game which is set on a far future Earth when Mars and Venus were both terraformed and then abandoned, resulting in a Mars like that of ERB and a warm, cloudy, jungle filled Venus. But to summarize if you are curious:

Changelings are the offspring of a hag and a male (usually human) and are swapped with a real infant. They tend to be either very pale or very dark and have mismatched eyes

Trixies are the result of pixie or brownies mating with a halfling or gnome. They name derives from their mischievous nature. -4 Str, +1 Int, +1 Dex, +1 Cha. They have wings that let them fly at 9", carrying only their body weight plus 10 lbs. Class as gnomes.

Fetchlings are refugees from the Plane of Shadow. They were originally human but have changed somewhat, the color being sucked out of them. -1 Str, +1 Dex, Low light vision. Class as half-orcs

Cloud Venusians are the original rulers of the planet, named for their still extent fortresses on the mountains and skies of Venus. They have milky white skin and silver hair and pale eyes (either silver or pale light green)

City Venusians are their somewhat decadent descendants.

Sea Venusians live by, or sometimes in the sea. They have green or blue skin, darker green or blue hair.

Swamp Venusians live in the low lying areas of Venus, which are swampy and marshy. They have green skin, ranging from dark green to almost black to emerald to pale green, with similar hair colors. The latter generally have some City or Cloud Venusian ancestry.

Nagali are half-human (Venusian, anyway), half-snake-men (the true original rulers of Venus) who dwell in the jungles. Unlike true snakes, they are warm blooded, can breathe water, and are slightly electric, able to use shocking grasp 3 times a day (it's not magical)

There are many views of Venusians, but I have mostly taken this view from the works of Leigh Brackett who really wrote some excellent stories set there. Her Mars stories are good, but her Martians are basically just humans.

The Martians are from ERB and should be self-explanatory to anyone that has read his books.

Credits:

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Elak of Atlantis is a character by Henry Kuttner taken from The Spawn of Dagon from the July 1938 issue of Weird Tales which is in the public domain. Probably the best Elak story, check it out.

<http://www.pulpmags.org/content/view/issues/weird-tales.html>

Everything else is by me, though as noted, is heavily rooted in the original thief (monk as well, that's where evasion originally came from) and authors of the 3rd and 3.75 edition rogues.

And the original 'thief' was by D. Daniel Wagner.

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