

Outcast Silver Raiders

OUTCAST SILVER RAIDERS is a roleplaying game inspired by old out-of-print editions of the original roleplaying game. The ruleset is intentionally simple, a distilling of many sources, including but not limited to *Lamentations of the Flame Princess*, *The Black Hack*, *Swordfish Islands*, and *Stars Without Number*. This book takes bits from those and other gaming publications, combines them, and adds in some new ideas. The resulting mechanics are fast, simple, and dangerous. The game is ideal for running low-magic fantasy games in dark medieval settings.

While the game may be played using a variety of gaming philosophies, there is a particular one intended by this ruleset:

The game will be most rewarding when the referee acts impartially, **setting up interesting situations with no planned ending in mind, letting player actions and the dice alone decide the outcomes.** This creates the most possible agency for the players. The reward for the referee is seeing what players do with the situations they've created.

The players should know before their characters enter into a dangerous situation, there should be good reasons to enter into that danger, and the decision to enter it should be their own.

Once danger is upon the players, **dice should be rolled in the open.** This way a player owns their victories. They were not gifted to them by a generous referee, or stolen by a capricious one.

What's interesting about a simple game like this is not the mechanics that describe the characters, not a list of defined abilities they have, but the things those characters do in the fictional world. The stories created by the best roleplaying games tend to follow their own path, **wend and wind,** have unclear beginnings, rolling instead of rising action, and often very strange endings. They're not necessarily the best stories to tell to someone who wasn't there, but they are the best stories to experience playing an RPG with friends.

When played using the above philosophies,

Outcast Silver Raiders can create some great roleplaying game stories.

Content advisory

THIS BOOK CONTAINS graphic descriptions of a fictional system of magic involving self-harm, self-sacrifice, and trafficking with malevolent demonic entities.

Setting

THE OUTCAST SILVER RAIDERS RULESET is appropriate for most fantasy settings, but the assumed setting is a fantastical version of lawless medieval Europe some time around 900–1300 CE.

This age is ruled by petty warlords, even pettier monarchs, and a powerful and mysterious church.

Magic is real, but its practice is dangerous, demonic, and forbidden by secular and religious law. Witches, sea serpents, giants, trolls, dragons, and other strange beasts lurk beyond the smoky torchlight of civilization. The ruins dotting the landscape are old and deep, hiding barbarity, fear, and ancient treasure. The world is violent, small, and mysterious. It is a time ripe for heroism... or exploitation.

Materials

TO PLAY OUTCAST SILVER RAIDERS, you will need four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided dice. You will need paper and writing utensils, preferably pencils. You will need this book. You will need at least one other person to play with, though the game works best with one referee and three or four outcast players.

It is recommended that you print out some character sheets, that you use a hex map to track movement outdoors, and that you use a square grid to keep track of action in battles.

It is also recommended that you have some poker chips to track time, at least 6, but you may want more.



What is this?

•A roleplaying game•

OUTCAST SILVER RAIDERS IS A ROLEPLAYING GAME. There are tons of different roleplaying games out there. The basics are all the same. If you don't know what a roleplaying game is, maybe go watch Stranger Things or another movie or TV show where they play that game about dragons and dungeons (the one with the copyrighted name).

One of you will be the referee and will describe a fantastical world and all the people in that world. The rest of you will portray characters, called outcasts. You'll make decisions about what your outcasts do. Sometimes, the referee will decide that the thing you're trying to do is uncertain, difficult, or dangerous. If so, they may tell you to roll some dice. The results of the dice will tell you if your outcast succeeded or failed at what they were trying to do.

•Player responsibilities•

THERE'S ONLY ONE REFEREE at the table, and everyone else is a "player." The referee has a lot of responsibilities. It's their job to describe the whole world, think on their feet, adjudicate the rules, and keep general order at the table. But this is a cooperative activity, and the players can pull their weight and take some of the pressure off the referee.

First and maybe most importantly: **stay engaged in the game.** Your engagement matters. If you're more engaged, the time spent at the table will be more valuable for everyone, yourself included.

One requirement to stay engaged is that you have to **put your phone away.** You may tell yourself that you can look at your phone every 10 or 30 seconds and still stay engaged in what's happening at the table, but you can't. Nobody can. This is proven science. Humans cannot multitask, we don't have brains that support parallel processing. We can context switch back and forth between different stimuli and store things in our short-term memory, but we can't actually multitask. Every time you look at

your phone, you're reducing your own engagement, and thus the enjoyment of the entire group. If you absolutely need to check your phone, talk to your referee and schedule some phone breaks, maybe once every hour or so, where you can swipe and tap and see if you got any notifications. Otherwise, keep the thing in your pocket, or better yet, in a phone jail area with all the other phones from all the other players (including the referee!).

This focus on the table means that we absolutely recommend using hardcopies of these rules and your character sheets, and not storing them digitally if at all possible. If you're playing a game online, make your game window full screen and stick to it.

Second, **share the spotlight.** You might be excited about what's happening in the game, and if so, great. But make sure that you're monitoring all the other players, and that you're all working together to give everyone equal time to shine.

Third, **respect individual play styles.** Some people love RPGs for deep characterization. Others like combat. Others just like leveling up and getting engaged with a power fantasy. Your group is going to have a mix of play styles, and they're unlikely to all be exactly the same as yours. If someone else is having fun with something, don't harsh their vibe.

At the same time, **don't be annoying.** You might think a character trait is really funny or interesting, but try to be aware of what other players at the table are feeling. Maybe that loud laugh or that tendency towards in-game theft or that voice is really fun for you, but make sure it's not annoying anyone.

Lastly, **accept the referee's rulings.** We call the person who runs the game the referee for a bunch of reasons, but one of them is that just like in a sporting event, they have the final call when it comes to interpreting the rules. You may disagree, but in the interest of keeping the game moving for everyone, accept what they say and move on. If you have a real problem with something, consider bringing it up afterwards instead of during the session.

•Respect the group's limits•

PEOPLE HAVE FUN in all sorts of ways that thrill, excite, and frighten them. They watch horror movies. They listen to death metal. They ride roller coasters. The key in all of these things is that they are in control, and have made a decision about their own limits within these thrills.

Roleplaying games can explore some dark, uncomfortable places, and this can be thrilling, exciting, and frightening in a wonderful way. Exploring limits in a safe play space can be edifying, enlightening, transformative, and even therapeutic. The key is that all the players (referee included) feel that they are in control, and have some agency over their own limits in these situations.

But the same aspects of roleplaying games that can make them so transformative are also the ones that can occasionally make them feel overwhelming. Roleplaying games are social, and players may feel social pressure to go along with a scene even when they are internally past their limit. Roleplaying games involve inhabiting another character, and players may feel more intense about certain experiences than they would when consuming them in passive media like books or film. Roleplaying games are powerful, and they deserve special consideration in light of that power.

Some groups use a tool at the table, like the X card (a card with an X on it that any player may tap, signaling that they need the current scene to end or change). Other groups rely on discussions before play, or before specific scenes that may test limits. The key is being open to different players having different limits, and providing a safe space where everyone feels comfortable discussing those limits.

THIS VOLUME, in particular the things relating to blood magic and the self-harm inherent in the Sorcerer class, contains content that may test limits for some players. Players will need to use their own judgment as to what will be appropriate for their table, and the group should consider discussing anything that may test anyone's limits before play begins and the social pressure inherent in any roleplaying situation sets in.

•Advice from the old school•

MOST PEOPLE READING these books are probably familiar with roleplaying games. If not, welcome to a wonderful hobby. But even if you've played a ton of RPGs, you may not be as familiar with the old-school style of play.

If you've played the world's most popular and oldest RPG, especially its later editions, there are going to be some differences. Learning those differences on your own is part of the fun, but here's some advice that may make things more satisfying:

Don't feel bad losing a level 1 character. Level 1 characters are weak and somewhat disposable. They die a lot. It happens. If it happens to you, just look at it as an opportunity to explore something new. Don't get attached to your level 1 characters, and don't feel bad when they die.

Use retainers. They can carry your stuff, test out dangers, do your fighting for you, and die for you. You don't want to risk them unnecessarily, and hopefully you'll actually become attached to them, but that will just make the drama more poignant.

Focus on the world, not the mechanics. In many RPGs, what your character can do may be primarily defined by the abilities written on their character sheet. That's not as true here. Your character sheet shows you a few things your outcast is really good (or really bad) at, but to be successful, you have to look beyond what's written there. What's in the room? How can you use that stuff? What about the people? Can you work with any of them?

Rolls are not your friend. Related to the above, if you're focused on your character sheet, you're going to be seeking out chances to roll dice. Generally, rolling dice in this game is pretty punishing, and you're likely to fail. You should play the game thinking about how you can mitigate the necessity of rolling the dice, not looking for ways to roll dice.

And finally, **combat is dangerous and thankless.** Other than surviving, you gain nothing in this game from engaging in combat. Combat will of course occur. The referee will put obstacles in your way, and sometimes those obstacles will want to fight you. But combat is harsh and deadly, and the more you fight, the more likely it is your character will die. Play smart, and stay out of fights.

Basic concepts

Outcasts

PLAYER CHARACTERS IN OUTCAST SILVER RAIDERS are outcasts from society. They don't make their living from farming, fishing, hunting, taking up a trade, or collecting rent from land leases. Instead, they go on adventures in search of silver. As they accumulate more wealth, they become more experienced at their chosen career of raiding silver, and their expertise in that career increases.

Outcasts are defined mechanically by their ability scores, their class, and some derived attributes. The details of their personalities, history, and appearance are left up to the player.

The three classes in Outcast Silver Raiders are Rogues, Sorcerers, and Warriors. Unlike many fantasy roleplaying games, all player characters are human. The rules assume that Outcasts are extreme and rare. Outcasts are those who choose to reject society and carve a dangerous, difficult path.

Every thief is not an outcast Rogue. Thieves are bandits, burglars, and the like, as common or as rare as they are in our world. Rogues are something else. There are no Rogue's guilds.

Every soldier is not an outcast Warrior. Armies are made up of peasants, soldiers, and knights, not outcast Warriors.

There are absolutely no wizard guilds or markets for magic items. Magic is forbidden by the laws of man and the church, and is never practiced in the open. Witches, soothsayers, and others may exist, but even then, they are not outcast Sorcerers.

Checks

CHECKS ARE MADE when the referee decides that the action a player wishes their outcast to take has a risk of failure, usually because the action is difficult, unknown to the character, or the result of failure would be interesting.

When the referee asks a player to roll a check, that player rolls a six-sided die (1d6) and adds any relevant modifiers. The referee will say what those modifiers are, if any. Commonly used modifiers are Skill modifiers, Ability Score modifiers, modifiers from equipment, and environmental modifiers.

IF THE RESULT OF THE 1D6 ROLL PLUS THE MODIFIERS IS 6 OR MORE, THE CHECK IS SUCCESSFUL.

IF, BECAUSE OF MODIFIERS, it would be impossible for a character to succeed on a check, the player rolls 2 dice. If both dice are 6s, the character succeeds against the impossible odds.

If it would be impossible for a character to fail, the player rolls 2 dice. If both dice are 1s, the character fails despite the amazing odds.

FULL RULES FOR CHECKS are on pg. 46.

Saving throws

SAVING THROWS ARE MADE when a character is trying to avoid or prevent an effect, such as being caught in a trap or resisting poison or magic. The referee decides when a saving throw is required.

The referee will always specify one of the six ability scores to accompany the saving throw. The player then rolls a ten-sided die (1d10) and adds the saving throw modifier associated with that ability score to the roll.

IF THE RESULT OF THE 1D10 ROLL PLUS MODIFIERS IS 10 OR MORE, THE SAVING THROW IS SUCCESSFUL.

IF THE PLAYER ROLLS A NATURAL 10 before any modifiers, the test is always a success. If the player rolls a natural 1 before any modifiers, the test is always a failure.

FULL RULES FOR SAVING THROWS are on pg. 47.

Attack rolls

TO ATTACK SOMETHING, a player rolls a twenty-sided die (1d20) and adds their outcast's attack bonus and any relevant modifiers.

When making a melee attack, add the outcast's **STRENGTH** ability modifier and their base attack bonus modifier to the attack roll.

When making a ranged attack, add the outcast's **DEXTERITY** ability modifier and their base attack bonus modifier to the attack roll.

IF THE RESULT OF THE 1D20 ROLL PLUS MODIFIERS MEETS OR EXCEEDS THE TARGET'S ARMOR CLASS (AC), THE ATTACK IS SUCCESSFUL, AND THE PLAYER ROLLS DAMAGE.

FULL RULES FOR COMBAT are on pg. 48.

Time

OUTCAST SILVER RAIDERS MEASURES TIME in combat rounds, minutes, turns, hours, watches, and days.

There are ten seconds in a **COMBAT ROUND**, six combat rounds in a **MINUTE**, ten minutes to a **TURN**, six turns to an **HOURL**, four hours to a **WATCH**, and six watches to a **DAY**.

The referee decides how and when different units of time are tracked, but watches should always be tracked. It is recommended that watches be shown on the playing surface using poker chips, dice, or another physical tracking mechanism that is easy for all the players to keep track of.

FULL RULES FOR TRACKING TIME are on pg. 58.



Character creation

TO CREATE AN OUTCAST, roll ability scores, choose a class, follow the directions for that class, calculate derived attributes (saving throws, hit points, attack bonuses, initiative, armor class), and buy equipment.

Rolling ability scores

EACH OUTCAST HAS SIX ABILITY SCORES:

CHARISMA, CONSTITUTION, DEXTERITY, INTELLIGENCE, STRENGTH, and WISDOM.

AN OUTCAST'S SCORE in each of these categories describes the innate physical potential of the character, without necessarily informing their personality or dictating their class.

The first step in creating a new outcast is rolling dice to determine these ability scores. Roll 3d6 (three six-sided dice) six times, and assign them in the order rolled to each of the ability scores. Each score has a modifier associated with it:

3:	-3
4-5:	-2
6-8:	-1
9-12:	+0
13-15:	+1
16-17:	+2
18:	+3

AFTER ROLLING, add up all six ability score modifiers. If the total is less than 0, this set of ability scores represents **A SIBLING THAT DIES BEFORE REACHING ADULTHOOD**. Write down their name and how they died, then roll again. Repeat this as many times as necessary until a suitable outcast has been created.

An outcast with any dead siblings will have grown up haunted by the specter of someone who, by dint of their never having grown up, never failed their parents the way that the surviving outcast inevitably did and does.

After ability scores for a suitable outcast have been rolled, the player has the option of swapping any two of those ability scores.

TERRY IS CREATING a new outcast character, and the first step is to roll ability scores. She rolls three six-sided dice and adds up the totals. She does this six times in a row, with a result of 12, 12, 9, 7, 7, and 10.

She notes down the corresponding modifiers: +0, +0, +0, -1, -1, +0. This outcast is not suitable because the sum of all these modifiers is -2, less than zero. Terry writes down the name "Russell" and that he died in a horrific drowning accident. Terry rolls again.

THIS TIME she rolls 8, 10, 14, 12, 12, 13. The corresponding modifiers are -1, +0, +1, +0, +0, +1. This outcast is more than suitable. The sum of all these modifiers is +1.

Terry assigns these scores to the ability scores in the order that they were rolled:

*Charisma: 8 (-1)
Constitution: 10 (+0)
Dexterity: 14 (+1)
Intelligence: 12 (+0)
Strength: 12 (+0)
Wisdom: 13 (+1)*

THESE SCORES LOOK GREAT, but Terry wanted to play a Warrior, for whom Strength is more important than Wisdom, so she swaps the two scores, leaving her with this final set of ability scores:

*Charisma: 8 (-1)
Constitution: 10 (+0)
Dexterity: 14 (+1)
Intelligence: 12 (+0)
Strength: 13 (+1)
Wisdom: 12 (+0)*

Character class

ANY OUTCAST MAY BE ANY CLASS, regardless of ability scores. The class descriptions are on the following pages. Each class section describes how to determine each class's base attack bonus, hit points, saving throw modifiers, skills, and class abilities.

Attack bonuses

TO DETERMINE **MELEE ATTACK BONUS**, add the character's base attack bonus and **STRENGTH** modifier.

TO DETERMINE **RANGED ATTACK BONUS**, add the character's base attack bonus and **DEXTERITY** modifier.

Hit points and skills

EACH OUTCAST CLASS determines hit points and skills differently. Follow the directions in the class description to determine these characteristics.

Saving throws

TO DETERMINE SAVING THROW modifiers, add the corresponding base ability score modifier to any class-specific saving throw bonuses as detailed in the class description. If a bonus is not mentioned in the class description for an ability score, just copy over the base ability score modifier to the saving throw modifier column.

Languages

OUTCASTS CAN SPEAK AND UNDERSTAND a number of languages equal to 1 + their **INTELLIGENCE** modifier (minimum of 1). These can be any languages the referee deems appropriate for their setting.

Initiative

AT FIRST LEVEL, a character's initiative modifier is equal to their **DEXTERITY** modifier.

Note that higher level Warriors will have additional bonuses to initiative as described on pg. 30.

Starting equipment

OUTCASTS CAN CARRY a number of items equal to their **STRENGTH** before becoming encumbered (see pg. 36 for rules on encumbrance).

All outcasts start with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, and a waterskin.

All outcasts also start with 1d6 gold pieces (each worth 50 silver pieces) which they may spend on any items the referee deems appropriate from the equipment list (pg. 38). Outcasts may **not** pool their wealth when purchasing starting gear.

In addition to this gear, each class provides additional pieces of equipment specific to that class:

ROGUES ALSO START with leather armor, a short sword, a shortbow, and a quiver of arrows.

SORCERERS ALSO START with a unique ritual dagger and a staff.

WARRIORS ALSO START with leather armor, a shortbow, a quiver of arrows, and their choice of either a mace or a sword.

Armor class

ALL CHARACTERS START with an armor class (AC) of 12. After all equipment is purchased, add the character's **DEXTERITY** modifier and any modifiers for shields, armor, and any other equipment they are using to determine the character's final armor class.

Breath of life

GIVE THE OUTCAST A NAME, write down a few notes about their appearance, give them a background story, decide why they are an outcast, and figure out how they know the other party members.

If playing a game set in the occult medieval milieu, it will be useful to decide what the outcast's relationship with the Church is like, and what social class they were part of before becoming an outcast.

YOUR OUTCAST IS READY FOR ADVENTURE!

The character sheet.

THE DEFAULT CHARACTER SHEET has spaces for players to record all the vital information needed when playing Outcast Silver Raiders.

This character sheet is available at osr-rpg.com. It is designed to be printed on two sides of one sheet of letter paper and folded in half, creating a booklet with stats on the front, equipment on the back, and notes and retainer information on the inside.

In the example, Terry is recording her Warrior character, who she gives the name Mary Marsden.

- I. ROLL ABILITY SCORES
 - A. RECORD ANY DEAD SIBLINGS*
2. DETERMINE ABILITY SCORE MODIFIERS
3. PICK CLASS THEN RECORD CLASS FEATURES
4. CALCULATE ATTACK BONUSES
5. PICK OR ROLL SKILLS
6. ROLL HIT POINTS
7. RECORD SAVING THROWS
8. PICK LANGUAGE(S)*
9. RECORD INITIATIVE
10. ROLL FOR COINAGE AND PICK STARTING GEAR
 - A. RECORD ALL EQUIPMENT
 - B. RECORD ANY REMAINING COINAGE
 - C. CALCULATE ARMOR CLASS
 - D. COPY WEAPONS FROM EQUIPMENT LIST
- II. PICK A NAME
12. RECORD LEVEL AND STARTING EXPERIENCE

Name

MARY MARSDEN

II

Class

WARRIOR

3

Level

I

12

XP

0

Ability Scores

SCORE	MOD	SAVE
cha	8	+0
con	10	+0
dex	14	+1
int	12	+0
str	13	+1
wis	12	+0

1 2 7

Skills

5

ARCANA	
CLIMBING	
FIRST AID	+1
LITERACY	
SEAMANSHIP	
SEARCH	
SLEIGHT OF HAND	+2
STEALTH	
SURVIVAL	
TINKERING	

Class Features

3

Combat Reflexes

Roll initiative 2x and use the best result.

Battle Intuition

Usable once per watch at level 1, twice at level 3, three times at level 7.

Pick one of these two effects each use:

MIGHTY BLOW - One of your attacks auto hits and deals + level damage

MIRACULOUS ESCAPE - One attack auto misses you, after it is rolled, before damage is rolled.

Combat

9

Initiative

1d10 +

I

Armor Class

15

Hit Points

TOTAL

8

CURR

6

Attack Bonus

4

BASE

+2

MELEE

+3

RANGED

+3

Weapon

10D

Weapon	Damage	Notes
SWORD	1d8+1	
SHORTBOW	1d6+1	60' range (12 squares)
DAGGER	1d4+1	can be thrown 15' (3 squares)
CROWBAR	1d6+1	-4 to hit (-2 total for me)

Armor

LEATHER

Modifier

+2

Notes

Basic Rules

Check	1d6 + mod, 6+ succeeds	Save	1d10 + save mod, 10+ succeeds
Attack	1d20 + attack bonus, meet or exceed target's Armor Class to succeed		

Variant character sheets that have the class features pre-filled in are available to download from osr-rpg.com.

Note that players record weapons and armor both on the Equipment list on the rear of the sheet and in the Combat section on the front, where they are repeated for fast reference in combat scenes.

New players may miss that their weapons and armor still add to the load they are carrying!

ON THE EQUIPMENT LIST it is recommended that players draw a thick line below the number equal to their **STRENGTH**, to show the number of items they can carry before becoming encumbered (pg. 36).

If they choose to carry a backpack, this can be placed in the last slot, extending the number of available slots, as shown in the example below:

Equipment

10A

Item	Scarcity	Die
1 SWORD (1d8 damage)		
2 SHORTEBOW (60' range, 1d6 damage)		
3 QUIVER OF ARROWS	rd8	
4 DAGGER (1d4 damage, can be thrown 15')		
5 CROWBAR (-4 to hit in combat, 1d6 damage)		
6 LANTERN (lights 60' circle)		
7 LANTERN OIL	rd8	
8 ROPE (50')		
9 COIN POUCH		
10 PILGRIM'S CASE		
11 LEATHER ARMOR		
12		
13 BACKPACK		
14 BEDROLL		
15 RATIONS	rd4	
16 PRESERVED RATIONS	rd8	
17 WATERSKIN	rd8	
18		
19		
20		
21		

Non-encumbering items

10B

NORMAL CLOTHES

Wealth and treasure

100 COINS FIT IN EACH POUCH

IN COIN POUCH:

20sp

The interior pages.

1A

* THE INSIDE OF THE CHARACTER SHEET has space to record vital information on up to 4 retainers, a summary of the available actions in combat, overland movement rates, space to record languages, space to record dead siblings, and a large space for other character notes. For now, Terry can record her dead siblings and languages there, leaving the rest blank.

8

Character advancement

OUTCASTS GAIN 1 EXPERIENCE POINT (XP) FOR EACH SILVER PIECE WORTH OF TREASURE THEY GAIN FROM GOING ON ADVENTURES.

THIS IS A VERY SPECIFIC DEFINITION. Profits made on trading do not count. Robbing citizens does not count. Profits made from acting as a landlord or merchant do not count.

Payment for completing dangerous tasks and missions usually counts as treasure, and the referee should make clear to players when it will and when it will not, before they agree to take on a mission.

Talking to merchants in a city is not usually an adventure. Exploring a dungeon is almost always an adventure. Taking on a quest from the local lord is usually an adventure and the payment gained from completing the quest would be counted as such. Taking a shift with the city guard is probably not an adventure and payment from that shift would not result in gaining experience. A city sewer system might contain an adventure, depending on how dangerous it is and what lurks there. Traveling the wilderness between settlements is probably an adventure. A lonely farmstead in that wilderness may or may not be, depending on who lives there. The referee is the final arbiter of what counts as “treasure gained from going on adventures” in their campaign.

Most treasure will be gained in the form of coins and precious objects.

Equipment items found on the equipment lists, or anything similar, does *not* count as treasure.

THE PLAYERS SHOULD ALWAYS KNOW WHEN OBJECTS THEY FIND COUNT AS TREASURE, AND HOW VALUABLE THEY ARE.

OUTCASTS GAIN NO EXPERIENCE from fighting or killing, no matter how large or terrifying their foe.

There is one way to gain experience and one way only, and that is gaining treasure from adventures.

EXPERIENCE POINTS GAINED from coins are awarded at the end of each game session. Experience points gained from precious objects are awarded when the objects are sold (details on selling goods on pg. 37).

An outcast gains a level when they have accrued the necessary amount of experience points and have returned to their maximum hit points. An outcast may only gain one level per game session.

LEVEL	EXPERIENCE POINTS (XP) REQUIRED
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	128,000
10	256,000



The Rogue

Base attack bonus

ROGUES START with a +1 base attack bonus.

Hit points

AT FIRST LEVEL, Rogues have hit points equal to 1d6 + their **CONSTITUTION** modifier.

If this total is less than 4, then the Rogue starts with 4 hit points.

Saving throws

ROGUES START with a +1 bonus on **DEXTERITY** and **INTELLIGENCE** saving throws.

Skills

ROGUES START WITH +1 in **STEALTH**. In addition, starting Rogues may allocate 6 points to any skills they wish.

Increasing a skill costs a number of points equal to its new total, so raising a skill from +0 to +1 costs 1 point, from +1 to +2 costs 2 points, from +2 to +3 costs 3 points, etcetera. Raising a skill from +0 to +3 points for example would cost a total of 6 points (1 + 2 + 3).

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

Rogue's luck

A ROGUE RECEIVES A POOL of **LUCK POINTS** at the beginning of each session. A Rogue may spend one **LUCK POINT** to re-roll any failed check or saving throw (but not attack roll). A Rogue may even spend multiple **LUCK POINTS** to re-roll the same check or saving throw multiple times. Once spent, the **LUCK POINT** is gone for the session. Any unused **LUCK POINTS** are lost at the end of each session.

First level Rogues roll 1d4 at the beginning of each session to determine how many **LUCK POINTS** they have for that session.

Sneak attack

A ROGUE ATTACKING AN UNAWARE TARGET adds twice their Stealth modifier to their first attack roll made against that target. On a successful hit, the damage of this attack is multiplied by 1 + the Rogue's level (after rolling damage and applying any modifiers).

AVA THE THIRD LEVEL ROGUE is *sneak attacking* a guard with her dagger. Ava *has been stealthily darting through the shadows cast by the smoky torches and moldering tapestries*. Ava's *Stealth modifier is +3, her attack bonus is +1, and her Strength modifier is +1*.

Ava's player rolls 1d20 and gets a 9. Normally she would only add +1 from her attack bonus and +1 from her Strength modifier. The total would be 11, and this wouldn't penetrate the guard's armor (AC 14). Because it is a *sneak attack*, Ava's player also adds twice her Stealth modifier (+6), for a total of 17, and so the attack is a success.

Ava's dagger deals 1d4 damage. Her player rolls and gets a 2. Her player adds in Ava's +1 Strength modifier for a damage of 3. Because it is a *sneak attack*, Ava's player then multiplies the damage by 4 (1 + Ava's level of 3), for a total of 12 damage. The referee rolls for the guard's hit points (1d8) and gets a 5. Ava dispatches the guard from the shadows with no difficulty, quietly dragging his throat-slit body behind the tapestry where she had been hiding.

Rogues are lucky. They get by on their special training and by strizing from the shadows.



“Skulking, stabbing, stealing, from the underbelly of society were the rogues. They of wit and tricks, they who made a home of the shadows...”

Rogue advancement

Ability scores

AT LEVELS 2, 4, 6, 8, and 10, Rogues may add +1 to **ANY** one of their ability scores. If this causes the ability modifier to change, any derived attributes should also be adjusted.

Base attack bonus

ROGUES ADD +1 to their base attack bonus at levels 4 and 8.

Hit points

WHEN A ROGUE gains a level, they roll a number of six-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

Saving throws

ROGUES ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Skills

WHEN A ROGUE gains a level, they gain 4 points to increase their skills. No skill may ever be higher than +5.

Increasing a skill costs a number of points equal to its new total, so raising a skill from +0 to +1 costs 1 point, from +1 to +2 costs 2 points, from +2 to +3 costs 3 points, etcetera. Raising a skill from +0 to +3 points for example would cost a total of 6 points (1 + 2 + 3).

Unspent points may be saved for future levels, but may only be spent when leveling up.

Rogue's luck

AT LEVELS 2, 4, 6, 8, and 10, Rogues receive +1 **LUCK POINT** at the beginning of each game session.

Sneak attack

A ROGUE'S **SNEAK ATTACK** damage multiplier is increased by 1 each time they gain a level.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	LUCK POINTS	SNEAK ATTACK
1		+1	+1 to DEXTERITY +1 to INTELLIGENCE	+1 to STEALTH +6 skill points	1d4	x2
2	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 1	x3
3				+4 skill points		x4
4	+1 to ANY	+2	+1 to ALL	+4 skill points	1d4 + 2	x5
5				+4 skill points		x6
6	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 3	x7
7				+4 skill points		x8
8	+1 to ANY	+3	+1 to ALL	+4 skill points	1d4 + 4	x9
9				+4 skill points		x10
10	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 5	x11

