

The Rogue's March

— Old School Roleplaying for filthy, thieving bastards —

PLAYTEST VERSION 1.1



Foreword

The Rogue's March is a rules-light roleplaying game in the vein of the Old School Renaissance, focused on the exploits of thieves, con-artists, thugs and other shady types; Those clandestine few who live off what they can pilfer and those they can fool.

The mechanics inside should be familiar to anyone knowledgeable with OSR gaming, and is compatible with most modules and adventures you throw its way (albeit with minor tweaks here and there, such as AC and Saving Throws). A knowledgeable GM will have no issue running the Rogue's March and filling in the inevitable gaps, though newcomers to the hobby may want to first become acclimated with more thorough systems, such as, ahem...**“the 1981 edition of the world's most popular fantasy role-playing game”** or its numerous, wonderful retro-clones available.

A key difference to this particular game's aesthetic is that combat should rarely be a central focus or requirement to succeed. Challenge your crooked players in other ways. Encourage them to work as a crew. Reward them for being sly and bold. Thieves get by on wit, cleverness and luck and you will find the most enjoyment out of running heists and adventures that challenge all three of those gifts.

- Brent Ault

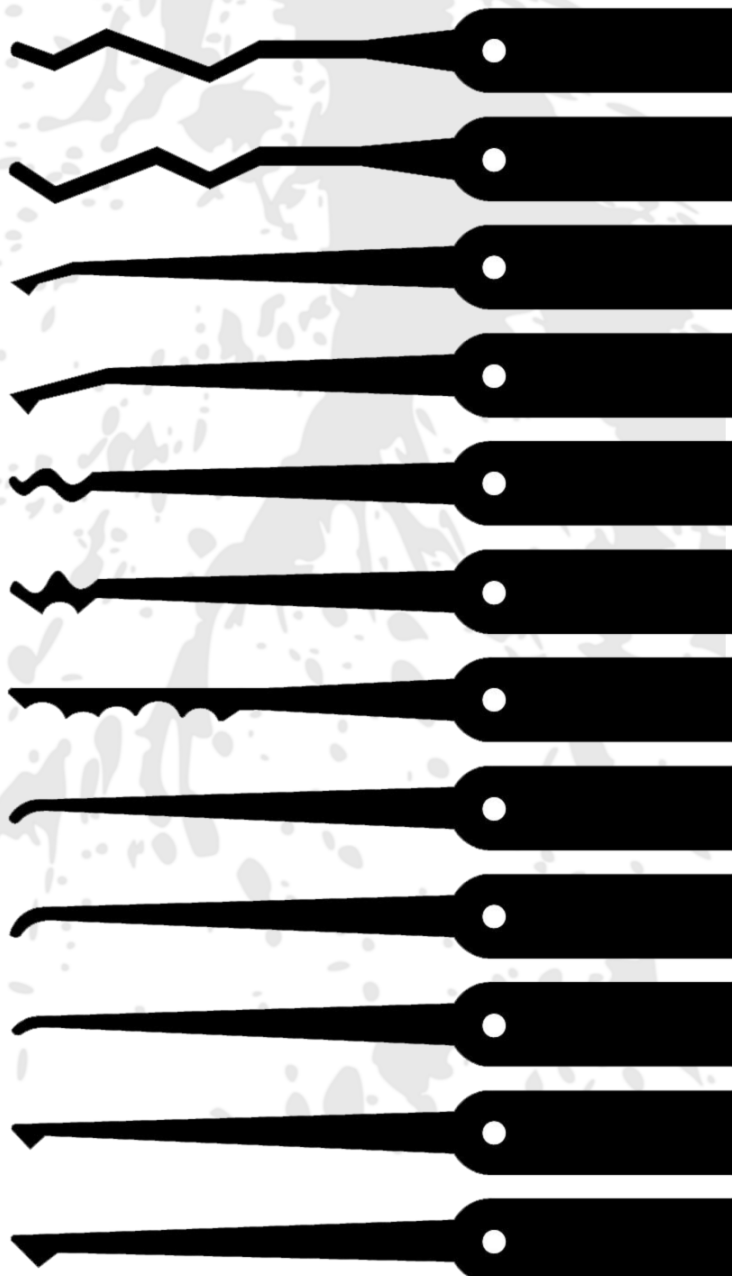
Brent Ault
Writing and Layout

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version 1.0



Character Creation

Roll 3d6 for each ability score (Strength, Dexterity, Endurance, Personality, Intelligence, Luck) in order, and record them on your character sheet.

A player can decide to swap the position of one ability score that was rolled with another. Each ability 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 |

STRENGTH: Modifies the Force Door skill, Melee Attack Bonus and Melee Damage.

DEXTERITY: Modifies Initiative, Armor Class, Ranged Attack Bonus and Reflex Saves.

ENDURANCE: Modifies HP rolls and Fortitude Saves.

INTELLIGENCE: Modifies the Language and Read Scroll Skills.

PERSONALITY: Modifies Reaction Adjustment and Willpower Saves.

LUCK: Players can expend this Ability to adjust dice rolls. Modifier sets the Avoid Death save.

✧ Select a Vocation or create your own. Roll 1d6 (minimum roll of 3) and add any Endurance modifiers to record your HP.

✧ All Saving Throws begin at 16. Each level (including Level-1) players have 3 points to freely distribute to reduce these numbers.

✧ All characters have a base Attack Bonus of +1 that is added to *every* attack roll.

✧ Roll 3d6 and multiply the result by 10. This is your starting silver coin to spend on weapons and equipment...or simply pocket.

✧ Purchase armor if desired and record your Armor Class, adding any Dexterity modifiers.

Lastly, Select a moral alignment: Lawful (hah!), Neutral or Chaotic. Name your thieving bastard and give them a simple backstory to flesh out their history. Perhaps they were a baker who grew tired of the routine, or a coinless outsider who turned to crime for survival.



Vocations

Every job presents various challenges and a skilled, diverse crew will succeed where others fail. While all thieves have a 1-in-6 chance to perform any skill, certain vocations are more adept in areas of the fine art of *thieving*.

Select a vocation and distribute an additional point to any skill of your choosing.

Players may instead opt to forego a vocation and create their own specialized character. Distribute 4 points to any skill(s) and select a free item off the equipment list.

Assassin:

Every life has a price.

- Free Item: Footpads
- +2 Backstab, +1 Stealth

Infiltrator:

Quiet, quick, breaking & entering.

- Free Item: Glass-cutter
- +2 Stealth, +1 Tinkering

Bruiser:

Brute force & thuggery.

- Free Item: 20' Chain
- +3 Force Door

Knowledge Broker:

Gathers the dirt to sell for coin.

- Free Item: Ink & Quill
- +2 Listen, +1 Languages

Cat Burglar:

Roof-runners breaking in from above.

- Free Item: Grappling Hook
- +2 Climb, +1 Stealth

Liaison:

How many tongues can a man exploit?

- Free Item: Forgery Kit
- +3 Languages

Cutpurse:

Light fingers lighten your pockets.

- Free Item: Razorblade
- +3 Sleight-of-Hand

Nightblade:

Cryptic practitioners of the arcane.

- Free Item: Arcana Scroll (*random*)
- +3 Read Scroll

False Facer:

Crooked actors playing the long-con.

- Free Item: Disguise Kit
- +3 Disguise

Relic Hunter:

"The dead won't be needing these."

- Free Item: Pickaxe
- +2 Search, +1 Climb

Highwayman:

Rugged road agents. Stand & Deliver!

- Free Item: Flint & Steel
- +2 Outdoors, +1 Language

Tinkerer:

Trapsmiths and lock-charmers.

- Free Item: Thieves' Tools
- +3 Tinkering

Thieving Skills

Backstab

The ability to perform critical damage when melee attacking unseen. Backstab is an unrolled skill. The higher the expertise, the greater the damage multiplier.

1 = x1 2 = x2 3 = x3
4 = x4 5 = x5 6 = x6

Climb

The ability to scale sheer, slick or otherwise difficult walls. Characters may not be more than lightly encumbered to perform this.

Disguise

The ability to change one's appearance, voice and mannerisms in a convincing manner. Requires a Disguise Kit.

Force Door

The ability to force open stuck or otherwise non-compliant doors with brute force. Crowbars or an aide (maximum of one person) add +1 each.

Listen

The ability to attune ones hearing to pick up on minor sounds, whether in crowded streets or behind closed doors.

Language

The ability to understand written or spoken word and decrypt cyphered messages. Phonetically similar languages may offer an easier chance for success, while exotic languages from afar may increase the difficulty.

Outdoors

The ability to survive in the wild; otherwise known as bushcraft. Hunting, foraging, identifying poisonous plants, etc.

Read Scroll

The ability to read and comprehend the thaumaturgic, rune-like scrawls that arcane spells are written in.

Search

The ability to find and detect hidden or otherwise unseen items, doors, traps or other dangers.

Sleight-of-Hand

The ability to pick pockets, pilfer small objects, ready a dagger unseen, etc.

Stealth

The ability to hide and sneak about undetected from unaware eyes. This skill is not invisibility; characters must have a viable place to hide. Heavy armor and light sources will give you away! An attack made from Stealth gives +4 to the attack roll (and reveals your position).

Tinkering

The ability to pick locks, disarm traps, repair simple machines and do other basic mechanical tasks. Requires Thieves' Tools.

A 6-in-6 Skill uses 2d6 and fails on a roll of Snake Eyes (double 1's).

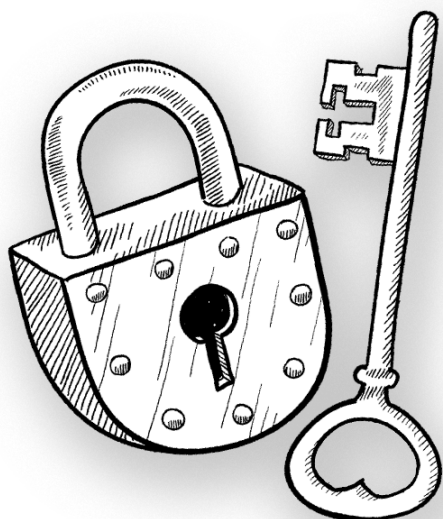
A skill falling to 0-in-6 or below due to penalties is successful on a 2d6 roll of Double 6's.

The GM covertly rolls any Search and Stealth checks, behind screen.



Equipment

| | | | |
|---------------------------|------|-----------------------------|------|
| Acid, vial | 10\$ | Iron Spikes (12) | 1\$ |
| Alcohol, 1 pint flask | 5\$ | <i>Ladder, 10'</i> | 2\$ |
| Arcana Scroll * | 50\$ | Lantern | 5\$ |
| <i>Backpack, empty</i> | 4\$ | Lock & Key | 4\$ |
| Barrel | 5\$ | Manacles | 6\$ |
| Bedroll | 2\$ | <i>Map, local</i> | 1\$ |
| Blanket, winter | 2\$ | <i>Map, Kingdom</i> | 2\$ |
| Bottles, empty (3) | 1\$ | Marbles, bag (30) | 2\$ |
| Caltrops (30) | 2\$ | <i>Mirror, small</i> | 6\$ |
| <i>Candles, 10</i> | 5\$ | Oil, 1-pint flask | 1\$ |
| <i>Cards, marked</i> | 5\$ | <i>Notebook</i> | 1\$ |
| Chain, 10 ft. | 5\$ | Pickaxe | 3\$ |
| <i>Chalk (10)</i> | 1\$ | <i>Pole, 10'</i> | 1\$ |
| Chisel | 2\$ | Rations, dry (1 week) | 3\$ |
| Crampons ** | 10\$ | Razorblade | 2\$ |
| Crowbar *** | 5\$ | Rope, hemp, 50' | 2\$ |
| <i>Dice, biased</i> | 5\$ | Rope, silk, 50' | 10\$ |
| Disguise Kit ¹ | 25\$ | <i>Sack, large</i> | 2\$ |
| Fishing Gear | 2\$ | <i>Sack, small</i> | 1\$ |
| Flask, empty | 1\$ | Shovel | 3\$ |
| <i>Flint & Steel</i> | 2\$ | Smokebomb | 10\$ |
| <i>Footpads ****</i> | 5\$ | Spyglass | 20\$ |
| Forgery Kit ² | 25\$ | Thieves' Tools ³ | 25\$ |
| Glass Cutter | 5\$ | Torches (3) | 1\$ |
| Grappling Hook | 4\$ | Waterskin | 1\$ |
| Hammer | 2\$ | Whetstone | 1\$ |
| <i>Ink & Quill</i> | 8\$ | <i>Vials, empty (3)</i> | 1\$ |



Items listed in *italics* do not count toward encumbrance.

Bold Italics indicates an oversized item.

Items bought in bundles fill one item slot up to that amount. i.e.) 3 Torches would fill one item slot. 4-6 torches would fill two.

* Arcana Scrolls contain a one use spell; 50\$ per spell level.

** Crampons add +1 to Climb.

*** Crowbars add +1 to Force Door.

**** Footpads add +1 to movement-based Stealth attempts.

Kits:

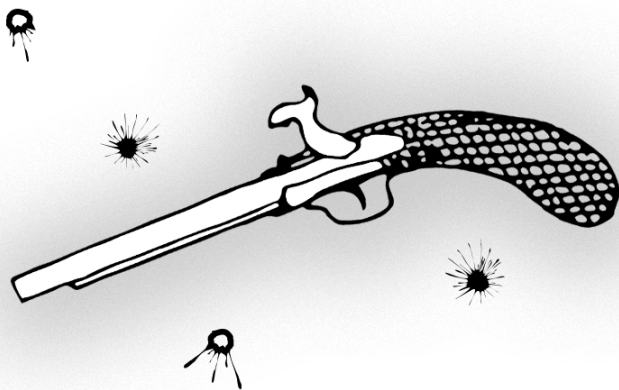
¹ Contains hair dye, facial clay, makeup, etc.

² Contains ink & quill, sheets of parchment, wax & a fake seal.

³ Contains lockpicks, wire-cutters, pliers & a small file.

Armor

| Type: | AC | Cost |
|-----------------|----|-------|
| Unarmored | 10 | - |
| Padded | 11 | 10\$ |
| Leather | 12 | 20\$ |
| Studded Leather | 13 | 40\$ |
| Chainmail | 14 | 60\$ |
| Full-Plate | 16 | 300\$ |
| Shield | +1 | 10\$ |

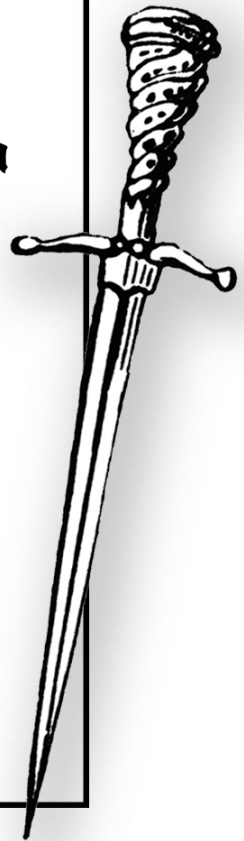


Weapons

| | Cost | Dam |
|----------------|------|-----|
| Blackjack | 5\$ | - |
| Cestus | 10\$ | d3 |
| Garrotte | 5\$ | d6 |
| <i>Polearm</i> | 30\$ | d8 |
| Spear | 5\$ | d6 |
| Staff | 5\$ | d4 |
| Whip | 10\$ | d3 |

Weapon:

| | | |
|--------|------|-----|
| Great | 50\$ | d10 |
| Medium | 20\$ | d8 |
| Small | 10\$ | d6 |
| Minor | 5\$ | d4 |



Ammo

| | |
|---------------|-----|
| Arrows (10) | 2\$ |
| Blowdarts (6) | 1\$ |
| Bolts (10) | 2\$ |
| Stones (10) | 1\$ |
| Bullets (12) | 5\$ |

| | Cost | Dam | S | M | L |
|------------------------|------|-----|-----|------|------|
| Blowgun | 5\$ | - | 20' | 50' | 80' |
| <i>Bow, long</i> | 40\$ | d6 | 50' | 600' | 900' |
| Bow, short | 25\$ | d6 | 50' | 300' | 450' |
| <i>Crossbow, heavy</i> | 30\$ | d8 | 50' | 200' | 600' |
| Crossbow, light | 25\$ | d6 | 50' | 150' | 400' |
| Dart | 1\$ | d3 | 10' | 20' | 30' |
| Flintlock, pistol | 25\$ | d8 | 25' | 50' | 100' |
| Flintlock, rifle | 40\$ | d8 | 25' | 100' | 600' |
| Sling | 5\$ | d6 | 50' | 300' | 60' |
| Throwing Knife | 2\$ | d4 | 10' | 20' | 30' |

Armor notes:

Chainmail adds a -4 penalty to Stealth rolls. Full-Plate adds a -6. Additionally, Full-Plate adds a -4 penalty to the Sleight-of-Hand and Tinkering skills.

Weapon notes:

Blackjacks will successfully knock an opponent out when used with a sneak attack. Garrottes require a successful sneak attack or grapple. It applies d6 damage per round.

- Great weapons include two-handed swords, great-warhammers, great-axes, etc.
- Medium weapons include common swords, scimitars, battle-axes, maces, etc.
- Small weapons include short-swords, dirks, sickles, hand-axes, etc.
- Minor weapons include daggers, clubs, etc.

Blowguns inflict damage based on the poison added to the blowdart.

Heavy Crossbows take 2 full, uninterrupted rounds to reload. Light crossbows take 1.

Flintlocks take 6 uninterrupted rounds to reload. Bullets come packaged with pre-filled powder vials.

Flintlock weapons ignore 4 points of AC when fired. For Melee damage, see *Combat*.

Medium range is -2 to hit. Long range is -4.

Saving Throws

Saving throws are made by rolling a d20 equal-to or over your thief's appropriate saving throw category. The Rogue's March uses three:

Fortitude Saves resist attacks upon your vitality, such as poison or the elements.

Reflex Saves resist dangers such as sprung traps or collapse, via reflex.

Willpower Saves resist mental influence and the effects of the arcane.

Death

At 0 HP, your thief falls unconscious and will wake in 1d6 hours. They cannot move.

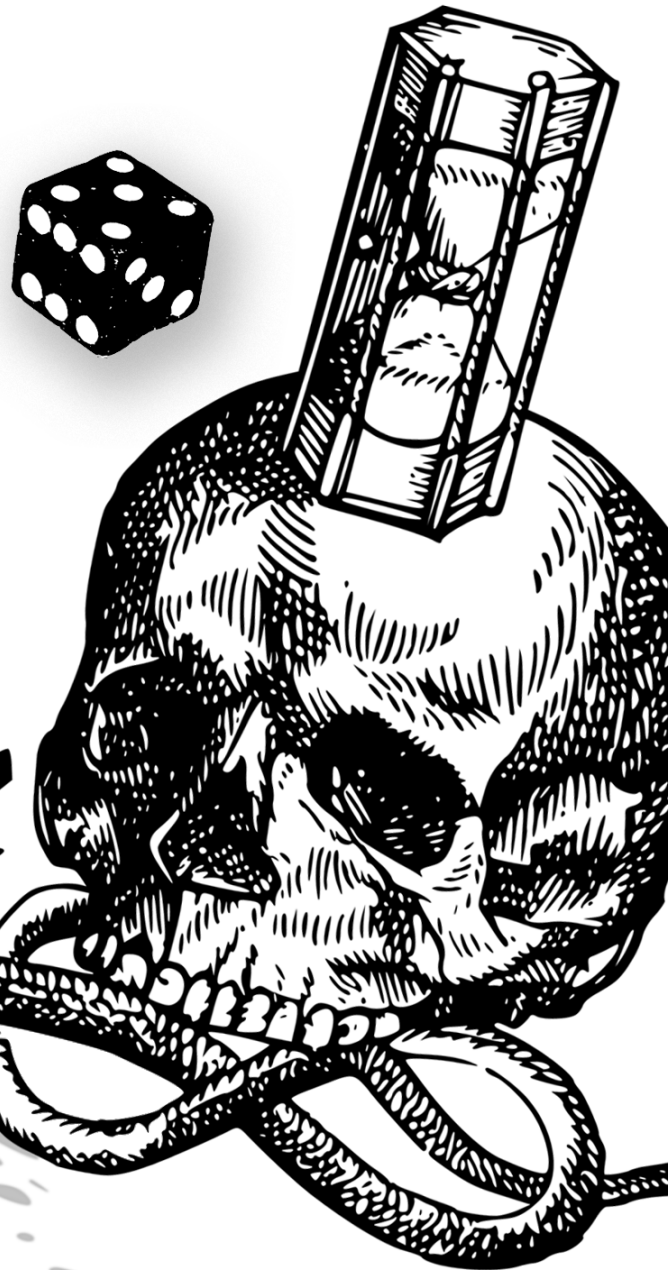
At -1 HP, they begin to bleed out and will die within 1d12 minutes unless healed.

At -2 HP or less, they leave this mortal coil.

Any fortunate character with a *positive* Luck modifier may roll a d6 equal-to or under that number in a last ditch effort to stay alive at 0 HP. The rest are, well...fucked.

Luck

A character may expend any amount of their Luck attribute to add to any dice roll (excluding Damage). This must be announced before the roll in question occurs. Regardless of the new Luck score adjustment, the original modifier stays. For every heist gone well, 1d4 points are restored, up to the original score.



Experience & Notoriety

Each job has myriad ways to better your status amongst your fellow rogues and miscreants. To move up the Chain-of-Notoriety, as one could say. At level-1, you're little more than a petty crook. At level-13, you have become one of the legendary Crooked Kings of the Underworld, your exploits whispered of throughout the city.

As opposed to the traditional form of leveling, The Rogue's March takes a simpler approach: Upon returning to the safehouse after an executed heist, add up your achievements and failures for level/notoriety experience. Achievements are typically successful roguish feats, such as lock-picking, stealth or backstabs and their XP value is determined by the GM. Failures will vary depending on what the job (and GM) dictate as acceptable or not. These stipulations should be laid out *clearly* beforehand. Below are examples of some typical post-job highlights:

Achievements:

- +25 Completed the job.
- +10 Performed a fatal Backstab.
- +10 Didn't kill anyone.
- +5 Survived combat.
- +5 Charmed a lock.
- +5 Deactivated a trap.

Failures:

- 25 Blew the job.
- 10 Alerted someone.
- 10 Tripped an alarm.
- 10 Rendered unconscious.
- 5 Killed an innocent.
- 5 Sprung a trap.



Level/Notoriety XP Requirements

| | |
|----|-------|
| 1 | - 0 |
| 2 | - 50 |
| 3 | - 100 |
| 4 | - 150 |
| 5 | - 200 |
| 6 | - 250 |
| 7 | - 300 |
| 8 | - 350 |
| 9 | - 400 |
| 10 | - 450 |
| 11 | - 500 |
| 12 | - 550 |
| 13 | - 600 |

Note that one may never drop below their base level/notoriety XP. For example, a level-3 Infiltrator may have royally botched up a job, adding multiple negatives to his XP score, but his base minimum will always remain at 100.

Completing or failing a job always provides the greatest XP adjustment. These cap at +25 or -25, respectively.

Each level advanced offers a d6 roll (plus Endurance modifiers) to add to HP and 2 points to freely distribute among Thieving Skills.

Complications

Light, Vision & Time

By trade, a rogue's eyes are attuned to the moonlit dark of night, so prowling in streets or a windowed home presents no dilemma. However, the pitch-black found in crypts or vaults require characters to carry light sources in order to see. Torches & lanterns emit light in a 30' radius. Candles emit light in a small 10' radius. Lanterns use flasks of oil for fuel. A lantern can burn unceasing on 1 flask of oil for about 24 turns. Torches burn continuously for 6 turns before exhausting. Candles can burn for up to 12 turns. Thieves that carry light sources are unable to sneak up on the opposition, as the light clearly gives them away.

1 turn = 10 minutes. 1 round = 6 seconds.

Food, Water & Sleep

Anyone going 24 hours without sustenance must make an Endurance check (roll 1d20 equal-to or under) or lose 1 Endurance point. For every 24 hours without water, a character must make a similar Endurance check or their Endurance drops by half. Three failed saves due to a lack of hydration proves fatal. All effects from food and water deficiency are alleviated upon sating said needs.

A character must sleep at least 4 hours a day or suffer a -1 (or 10%) to all rolls. Each day gone without slumber increases this by 1/10%. All effects from this are alleviated upon waking from peaceful sleep.

Poison & Disease

When exposed to either, a character must make a saving throw against Fortitude or suffer the particular malady listed.

Falling Damage

Characters take 1d6 points of damage per 10' that they fall, to a maximum of 20d6 for a 200' fall.

Surviving the Outdoors

Sometimes a job takes you out of the city and into the wilds. And sometimes when things go south, a crew finds themselves starving and thirsty without an inn in sight.

Hunting takes much time and effort, and the distance travelled during a day where a successful hunt occurs is lessened by 1d4 × 25%. Unsuccessful hunting or foraging wastes a full day.

Success means that 1d4 days worth of rations for a single person has been acquired for the crew. 1d6 units of ammo are used up in the attempt.

If a character doesn't have a ranged weapon, the chance to successfully hunt food is lowered by 1. If a character has no weapon at all, this is reduced by 2.

Outdoor modifier for finding food:

| | |
|-----------|------------|
| Plains: | +1 |
| Mountain: | Unadjusted |
| Forest: | +2 |
| Desert: | -1 |
| Jungle: | +2 |
| Swamp: | Unadjusted |

Fresh, drinkable water is found on an unmodified Outdoor d6 roll in every terrain except desert, which uses a d12.

It should be noted that a clever thief does not find himself in these situations.

Recovery

A peaceful night's rest restores 1 HP to anyone at 1 HP or above. Others will need to receive treatment from a physician, or perhaps be subjected to arcane healing arts and alchemical potions.

Alcohol

Drunken thieves have -2 to Dexterity and all Reflex saving throws.

Combat

Initiative

Player characters roll 1d20 (plus any modifiers) for initiative individually, and the GM rolls initiative once for each type of enemy they are facing in combat. Begin in descending order, with ties broken via re-roll.

Surprise

Most characters are surprised on a d6 roll of 5 or 6. Failed, they are unable to act for one round and enemies can take a free action before the initiative sequence.

Combat Round Options

Attack

Players roll a d20 (plus any modifiers) equal to or over the enemy AC.

Aim

Ranged only. Takes a full uninterrupted round and applies +4 to hit during the following round.

Change Weapon & Attack

If a character is not holding the weapon they want to use, they can drop what is in hand and draw a weapon (assuming the weapon is in an accessible place). There is a -2 penalty to hit during the round that this happens.

Move

A character can move up to 1/3rd of their normal movement rate every round. They can also attack during this round if there is an opponent within that distance.

Defense

A character can defend themselves in melee combat at the expense of all other activity. No other action is allowed during a round in which a character defends themselves. This gives a +2 AC bonus for the round.

Use an Item

If an item is in a character's hands, or readily available on their belt, the character can use it at will. If the item is in a pouch, the item will take 2 rounds to prep. If the item is in a sack or backpack, it will take 2d6 rounds. During this time, the character can be attacked as if from behind.

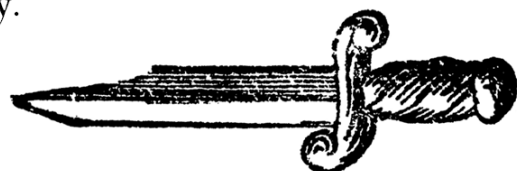
Miscellaneous Issues

Attacks From Behind

Any player character who is attacked from behind by an opponent they are unaware of lose all Dexterity modifiers to AC and the enemy receives a further +2 bonus to hit. PC's attacking from behind automatically use the Stealth skill's attack bonus of +4.

Darkness

Characters fighting opponents they cannot see receive a -6 penalty to hit in melee and all attacks against them by the unseen party are considered to be "from behind" (if the unseen foe is able to see). Ranged attacks against unseen targets automatically miss and have a 20% chance to hit an ally.



Cover

Cover is protection behind something that can block incoming attacks, such as stone walls or overturned tables. Different amounts of cover provide varying AC bonuses.

| | |
|------|-------|
| 25% | +2AC |
| 50% | +4AC |
| 75% | +7AC |
| 100% | +10AC |

Helpless Victims:

Those who are fast asleep, bound, unconscious, etc. are instantly hit for maximum damage by anyone attacking with a melee weapon.

Pistol-whipping:

If using a flintlock pistol, a blunt melee attack can be made for 1d4 damage. A rifle does 1d6. The gun has a 10% chance of breaking after a successful attack.

NPC Encounters:

Unless otherwise noted, *combat* encounter distance begins 3d6 × 10' apart. In most instances, an NPC's reaction will be clear, based on the circumstances of the encounter (a person who catches you snooping about in their home is surely not going to be the hospitable type).

If there is any doubt, roll 2d6 on the following chart and adjust using your Personality modifier.

| | |
|------|-------------|
| 2 | Hostile |
| 3-5 | Unwelcoming |
| 6-8 | Indifferent |
| 9-11 | Talkative |
| 12 | Helpful |

Molotovs

Lobbing bottles of flaming oil, gas or alcohol is a popular tactic of rioters and those in desperation. The bottle must be in hand, its lid or stopper removed, and a bit of cloth or rag already prepared and lit. Anyone subjected to a Molotov will suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a fortitude Saving Throw (16 for NPCs) or suffer another 1d4 damage on their next action. If that roll is a 4 as well, then the victim becomes engulfed in flames: they suffer 1d8 damage per round until it either dies, or the fire is put out.

Morale

NPCs and enemies do not always fight to the death. Most will try to avoid death whenever possible! Each NPC, creature, or group of identical creatures include a Morale score, a number between 2 and 12.

To make a Morale check, roll 2d6; if the roll is equal-to or less than the Morale score, they will stand and fight. If the roll is higher than the score, they have committed to cowardice. NPCs, creatures, or creature groups with a Morale score of 12 always fight to the death.

Morale is checked when an NPC, creature, or creature group first encounters opposition (and do not outnumber the opponents), and again when they are reduced to half HP. An NPC that fails a Morale check will usually attempt escape.

Wrestling & Grappling

Are settled by both sides rolling 1d20 + STR mod + Attack Bonus. Ties are settled via re-roll. If the NPC does not have a listed Strength, roll 3d6 to randomly determine (add +1 point per HD above 1, to a maximum of 18/+3).

Gambits & Feats

Gambits

Are acts of inventiveness, desperation or environmental manipulation that cannot be settled by the usual Skill rolls or Ability checks: Precision shooting an arrow to crash a chandelier. Throwing a grappling hook while falling from a high rooftop.

To perform a gambit, roll equal-to or over a Difficulty Check decided by the GM. ($d20 + \text{relevant ability modifier}$)

5: novice task
10: challenging
15: incredibly difficult
20+: nigh impossible!



Combat Feats

Are unconventional acts of precision or ingenuity during combat, typically combining an attack and endeavor: Stabbing through the visor-slit of a guard's helmet. Tripping a charging foe. Shooting a crossbow bolt to disarm an opponent.

To attempt a combat feat, the player announces their intent and rolls to attack ($d20 + \text{applicable modifiers}$) along with the appropriate Feat Die.

▣ If the attack roll is successful and the Feat Die rolls a 5 or higher, the combat feat is a success.

▣ A successful d20 attack with a Feat Die roll under 5 is a failure in plan, though weapon damage is rendered as usual, if applicable.

▣ A failed attack, regardless of the Feat Die's roll, typically results in some problematic setback or predicament for the character (GM's discretion.)

Combat Feat Die

Level: 1-3: d6

7-9: d10

4-6: d8

10-13: d12

As with any roll, a player may announce beforehand that they are expending Luck to add to the result. This can be for either the d20 roll, the Feat Die, or both.

The Arcane

Magic in the world of The Rogues March is a misunderstood thing in itself. Most people have visions of manic, deranged sorcerers meddling in worldly distortion they neither comprehend nor control. But an intelligent thief knows the value in using that sort of power to your advantage.

Without the lifelong dedication to arcane studies true magic-users have, the Rogues and Nightblades who command it do so via spellscrolls: one-use arcane spells scrawled onto parchment in the nearly incomprehensible writing that is magic. As it is read, the runic shapes and images burn away from the paper like an extinguished match. These spellscrolls are easily obtained from underground vendors at a cost.

Due to the variety and inherent chaos in arcane script, it's use is not always a guaranteed success. To use a spellscroll (or to *Read Magic* in general), a successful Read Scroll skill must occur. The effect itself happens nearly instantly.

Any spell from any OSR system is readily available to use and incorporate. It is suggested that when incorporating these spells, you price them at 50\$ per spell level. Below are some commonly used spells amongst rogues & thieves:

Roll 1d12 if generating a random scroll.

1. Cure Wounds (lv. 1)

10ft - instant

Heal for 1d6 x level. Harms undead 1d8.

2. Detect Secret Doors (lv. 1)

60ft - 1 min/lvl

Concentrate for 1 round to sense secret doors within range.

3. Delay Poison (lv. 2)

10ft - 1 hr/lvl

Cannot be affected by poison during spell duration.

4. Fireball (lv. 3)

450ft - instant

Fire blast 1d6 dmg/lvl

5. Fog Cloud (lv. 2)

150ft - 10 min/lvl

50' x 20' fog. Conceals anyone further than 5ft away.

6. Ghost Sound (lv. 1)

150ft - 10 min/lvl

Create any type of sound no louder than 4 humans.

7. Light (lv. 1)

150ft - 10 min/lvl

Light a 30' radius.

8. Locate Object (lv. 2)

450ft - 10 min/lvl

Locate object that caster has specified and seen before. Can be general terms (stairs, gold, jewelry, etc.)

9. Knock/Lock (lv. 2)

50ft - permanent

Unlocks or locks doors with arcana. Can only be reversed via spell.

10. Rope Trick (lv. 1)

10ft - 1 min/lvl

Arcane rope slithers into the air. Up to three people can climb up at once. Rope can be pulled up.

11. Passwall (lv. 5)

50ft - 1 hr/lvl

Pass through wall 5' wide, 8' tall, 10' deep.

12. Spiderclimb (lv. 1)

10' - 20 min/lvl

Climb like spider. Hands and feet must be uncovered.

Quick Job Generator

Valuable Jobs:

What do we do? (d4)

1. Steal
2. Plant
3. Destroy
4. Recover

What's the item? (d10)

1. Exquisite jewelry.
2. A priceless artifact.
3. An arcane relic.
4. A property deed.
5. Valuable information.
6. A brilliant invention.
7. A sealed letter.
8. A book.
9. Re-roll for two.
10. Re-roll for three.

- or -

Meat Jobs:

What do we do? (d4)

1. Kill
2. Kidnap
3. Bust-Out
4. Smuggle

Who is it? (d8)

1. A creature of value.
2. A guild leader.
3. A traitor.
4. Some Noble.
5. Royalty.
6. "A nobody."
7. "They crossed me."
8. Someone famous.

Where? (d12)

1. A rival Guild Hall.
2. A mansion, during a Noble ball.
3. The Palace.
4. The Empire Bank.
5. An ancient crypt.
6. A sorcerer's tower.
7. An ancient castle.
8. In the Palace Dungeons.
9. A shop in the Market Square.
10. The shipyard docks.
11. The sewers.
12. A guarded museum.

The Employer? (d6)

1. A discreet client.
2. A crooked higher-up.
3. Another Guild.
4. A strange woman.
5. A cryptic foreigner.
6. Our main Fence.

What's the pay? (d6)

1. One request or favor granted.
2. Simple: 500\$, each.
3. A valuable arcane item.
4. A flawless, massive gemstone.
5. No pay. We owe a favor.
6. Nothing. We've been coerced.

Any job stipulations? (d6)

Roll for two, then assign each an XP infraction on a -5 through -20 scale.

1. Don't be seen.
2. Don't trigger any alarms/traps.
3. Don't kill any people.
4. Don't hurt anyone.
5. Don't leave evidence.
6. Don't break anything.

Setting Generator

Local Inn: (2d8)

1. The Gray
2. The Voiceless
3. The Blackened
4. The Dead
5. The Coin &
6. The Cheatin'
7. The Wretched
8. The Frosted

1. Needle
2. Cutter
3. Crow
4. Latch
5. Dagger
6. Whisper
7. Finger
8. Madam

Inn's Appeals: (2d6)

1. Tattooing
2. Gambling
3. Drug den
4. Unruly!
5. Whorehouse
6. Insurrectionary

- & -

1. Rarities
2. Information
3. Fence
4. Contracts
5. Arcana
6. Roll for two.

Where's our Safe-house? (d12)

1. In a massive clock tower.
2. Above a shady pawnshop.
3. An abandoned frigate on the docks.
4. An appropriated Manor.
5. A clandestine, forested community.
6. The basement of a seedy Inn.
7. An aged, moored airship.
8. In the sewers.
9. Below a religious chapel.
10. A rooftop shanty-town.
11. In a large cave, near the city.
12. In a bunker under the graveyard.

Who runs this city? (d10)

1. A Royal Family.
2. A Guild Union.
3. An Indifferent Pirate-King.
4. Foreign invaders.
5. A Godlike overlord.
6. A religious Theocracy.
7. The Thieves' Guildmaster.
8. A corrupt Sorcerer.
9. The Noble Families.
10. Nobody; it's lawless.

The surrounding environment? (d8)

1. Extensive forest.
2. Endless desert.
3. Coastal sea.
4. Snowy tundra.
5. Sweltering jungle.
6. Apocalyptic ruins.
7. Air; this sprawling city floats.
8. Vast, lit, underground caverns.

Thieves' Cant

- Abandoned person: Blasted fellow, brimstone, lurch
Accomplice: Hired Help
Arrested: boned, hooked, invited, nabbed, pulled, roasted, snapt, touched
Assassin: Hit Man
Backstab: Shoulder tap
Beer: Bowse
Beggars: Abram men, autem mort, dommerer, Mad Tom, rattling mumpers, rufflers, Tom of Bedlam
Begging: Angling for coppers, maunding
Big (size): Tall man
Boat: Ark
Body: Quarromes
Body thieves: Ressurrection men
Booty: Quota, swag, whack
Brandy: Bingo
Bribe: Expense money
Brothel: Academy, snoozing ken
Burglar, professional: Rounder
Burglary: Visitin' the neighbors
Calf, stolen: Blater
Call for Police: Cry beef
Cart: Gaoler's coach
Climb: Taking a big step
Cloak: Calle
Club: Jordain, oaken towel
Coach man: Rattling cove
Coin shavings: Nig, parings
Coin, fake: Button, dump
Committing crimes: Rooton'
Con: Amuse, bilk, fob, fun, fuzz, hoodwink, sham
Con artist/swindler: Pigeon Plucker
Con man: Amuser, jack in a box, needle point, nip, sharper
Con/swindle victim: Pigeon
Copper: Rust
Counterfeited: Confect
Counterfeiter: Bene feaker, figure dancier, queer bit maker
Counterfeiting: Drawing the King's picture, sweating
Courthouse: Nubbing ken
Criminals (being transported): Barrow man, lag
Criminals (in the stocks): Babes in the wood, nappered, overseer
Criminals (with hands burned): Badge, charactered
Crowbar: Bess, Betty, ginny, jemmy
Dagger: Pig poker
Danger: Lay
Day: Lightmans
Death sentence: Cramp word
Diamond: Chunk o' Gin
Die: Goin' Legit
Dog: Fang, bufe
Door: Lid
Drunk: Clear
Earrings: Lobe Latches
Emerald: Green Beer
Escape: Bing, burning ken, hike, rub
Feign illness: Sham abram
Fence: Uncle
Flogging, whipping: Getting Stripes
Follow: Drag
Fool: Ben, cullability, gudgeon, gull, milch cow, pigeon, queer
Gallows: Chatts, deadly nevergreen, Gregorian Tree, morning drop, new drop, Newman's lift, nubbing cheat, sheriff's picture frame, three legged mare, three legged stool, topping cheat
Gang: Birds of a feather
Gloves: Fams
Gold: Yellow Tin
Good: Bene, rum
Guard: Pig
Guard, Head: Papa Porker
Guildsman (high-standing): Made Guy
Gypsies: Cattle, moon men
Hanged: Acorn, artichoked, beilby's ball, cry cockles, cropped, dangled, frummagemmed, hearty choked, hempen fever, ironmongers shop, jammed, leaf, noozed, nubbing, ridin' the rope, scragged, stretched, swing, turned off
Hangman: Derrick, Jack Ketch, Ketch, nubbing cove, sheriff's journeyman, topping cove
Healer, underworld: Tinker
Heavy (weight): Fat lady
Hello: Knock-knock
Hide: Shadow dance, Crawl in a hole
Hideout: Dive, fencing ken, flash ken, stalling ken, stop hole abbey, stuling ken
Highway: Pad
Highway robbery: Recruiting service
Highwayman: Colt, gentleman's master, high pad, knight of the road, land pirate, rank rider
Hit: Click
Honest man: Cull
House: Crib, ken, panny
Housebreaker: Cracksman, draw latch, Ken Miller, Ken Cracker, rushers
Illegal Goods: Contraband
Inform: Cackle, long tongued, nose, office, peach, rat, sing
Informant: A hole in need of a plugging
Injury: Scratch
Injury, serious: Broken finger
Innocent: Dodgies
Jail: Guesthouse
Jail break: Goin' home
Jewel: Booze
Jewelry: Fancy Booze
Judge: Beak, fortune teller, grandpa, queer cuffin
Kill: Crash, have a chat with, use up
Knock unconcious: Tuck in bed
Lantern: Darkee, glim
Larceny: Racket
Lawyer: Black box, cursitor, petty fogger, puzzle-case
Lead: Moss
License: Jukrum
Lie: Amuse, gamon, palaver
Light (weight): Thin woman
Lock: Joke
Lockpick: Punchline, charm, dub, kate, screw
Lockpicker: Gilt
Lockpicking: Black art, dub lay
Lookout: Pair of eyes
Loot: Stuffing
Loot (from a theft): Score
Losing a hand (punishment): Dropping a glove

Magic: Flash
 Magic item: Bagged flash
 Man: Cove
 Mistress of brothel: Nypper, reader merchants
 Money: Bits
 Necklace: Noose
 Night watchman: Moon pigs
 Open: Tell a joke
 Pearl: Milk
 Pickpocket: Purse collector, Cannon
 Plan (noun) : Signals
 Planning: Flag waving
 Platinum: Shiny Tin
 Prisoner: Hizzoner's guest
 Quiet: Smooth
 Receiver of stolen goods: Family man, fence
 Rich: Equipt, oak
 Ring: Jem, onion, finger joint
 Riot: Hubbub
 Risk: Boredom
 Rope: Danglestuff
 Ruby: Chunk o' Brandy
 Sapphire: Berry Wine
 Secure: Rug
 Sell: Switch
 Shackles: Darbies, King's plate, ruffles, slang
 Sheep stealing: Bleating rig
 Shoplifter: Bob
 Silver: Tin
 Small (size): Short man
 Staff: Jordain
 Steal: Bite, bite the blow, borrow, cloy, curbing law, heave, hoist, lift, nim, prad lay
 Stocks: Bilboes, parenthesis, penance board, wooden ruff
 Stolen: Ard, made
 Swap: Bug, ring the changes

Tavern owner: Beggar Maker
 The target of a confidence game: Mark
 Theft: Game
 Theft of brass weights: Avoir du pois lay
 Thief: Adam Tiler, anabaptist, anglers, ark ruffians, autem divers, bawdy basket, blue pigeons, Bob, bubber, bufe napper, bung nipper, buzman, canters, canting crew, Captain Sharp, clank napper, cloyes, cracksman, draw latches, dromedary, fagger, fidlam ben, filcher, footpad, foyst, gallows bird, gentleman, gilt, glazier, hooker, kiddeys, little snakesman, lully priggers, made man, moon curser, napper of naps, natty lads, nypper, old hand, pad borrowers, poulterer, priggers, priggers of prancers, priggers of cacklers, queer cove, reader merchant, ressurection men, Robert's men, rovers, shoplifter, sneak, swaddler, tayle drawer, waterpad, whip jack
 Thief (specialized in cracking safes): Box-man
 Thief, head: Arch Rogue, Dimber Damber, Prince Prig, Upright Man
 Thief, independent: Lone Wolf
 Thieves' cant: Flash lingo, gibberish, patter flash, slang
 Thieves (group of): Mob
 Tie up: Dress up
 Torture: Have tea with the pigs
 Trader of knowledge: Piece Man Trap Bite
 Trial: Show
 Victim: Content, provendor
 Wall: Tilted floor
 Whipping: Air and exercise, cly the jerk, flogging, hue, teize
 Whipping Post: Jigger
 Widow: Ace of spades, hempen widow (if husband was hanged)
 Witness (fake): Affidavit man, knight of the post
 Woman: Mort, mot
 Wound: Beef



Thieves' Cant is the secretive language used amongst the criminal underworld.

It can be used to communicate plans or information in public spaces without fear of reprisal or being discovered.

All characters in the Rogues March understand Thieves' Cant fluently, and require no Language Skill check.

The Rogue's March

L
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Name / Alias

Vocation / Title

Sex

Age

STR

Force Door
Melee Attacks
Melee Damage

DEX

AC Bonus
Initiative
Ranged Attacks
Reflex Saves

CON

HP Score
Encumbrance Bonus
Fortitude Saves

PER

Reaction Adjustment
Willpower Saves

INT

Language Skill
Read Scroll Skill

LCK

Avoid Death

Max HP

Current HP

Armor Class

Avoid Surprise

SAVING THROWS

FOR

REF

WIL

Thieving Skills

Backstab

Climb

Disguise

Force Door

Listen

Language

Outdoors

Read Scroll

Search

Sleight of Hand

Stealth

Tinkering

Weapon

AB

D&M

Range

Known Languages

Notoriety

13

12

11

10

9

8

7

6

5

4

3

2

1

Items & Equipment

| | | |
|--|----|--------|
| | 1 | |
| | 2 | |
| | 3 | |
| | 4 | |
| | 5 | |
| | 6 | |
| | 7 | |
| | 8 | |
| | 9 | |
| | 10 | |
| | 11 | *1 Enc |
| | 12 | |
| | 13 | |
| | 14 | |
| | 15 | |
| | 16 | *1 Enc |
| | 17 | |
| | 18 | |
| | 19 | |
| | 20 | |
| | 21 | *1 Enc |
| | 22 | |
| | 23 | |
| | 24 | |
| | 25 | |
| | 26 | *1 Enc |
| | 27 | |
| | 28 | |
| | 29 | |
| | 30 | |

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Encumbrance

- ☒ Wearing Chainmail Armor
- ☒☒ Wearing Full-Plate Armor
- ☒ 6 different items or more
- ☒ 11 different items or more
- ☒ 16 different items or more
- ☒ 21 different items or more
- ☒☒☒☒ Overencumbering Items

Movement Rates:

| | Explore | Combat | Run | Daily |
|------------------------|---------|--------|------|-------|
| 0-1 Unencumbered: | 120' | 40' | 120' | 24 mi |
| 2 Lightly Encumbered: | 90' | 30' | 90' | 18 mi |
| 3 Heavily Encumbered: | 60' | 20' | 60' | 12 mi |
| 4 Severely Encumbered: | 30' | 10' | 30' | 6 mi |
| 5 Overencumbered: | 0' | 0' | 0' | 0 mi |

Skill Penalties:

Non-Encumbering Items:

Notes:

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