

# Black Rogue

## The Black Rogue (Hero)

### Background:

The black rogues are touched by evil itself. They have chosen the dark path. They consort with evil and its servants. The Black Rogues are not organized and rarely find cause to work together. The entity they serve is the one who sets the path the Black Rogue will take to achieve the most affect. They rarely have much life of their own. But a successful Black Rogue can gain a lot of rewards if they are good.

### Characteristics:

The Black Rogue is a servant of a fiend and as such is feared as much as his master.

**Evil Pact:** You must make peaceful contact with an evil outsider. Although on occasion a powerful evil elemental will work. You come to an agreement for an exchange of services. You give him what he wants and he will train you in your path. Evil never gives anything away, remember.

## Membership Requirements

You must be a bad guy; you will need to have an infamy score of at least -10.  
You will need to have made contact with an evil creature from the underworld.  
You must have an evil Aura

## Path Requirements & Benefits

Path Rank	gc	Requirements	Benefits
1		See Above	Detect Good, Poison Use
2		Sneak 10+	Dark Blessing, Smite Good
3		Sacrifice an Innocent	Aura of Despair,
4		<i>Poison Immunity</i>	Shadow's Friend
5			Death Attack , Fiendish Servant

**Detect Good:** You can detect good in a radius of 60' around you. You can do this at will. If you detect good of a power level 160 CP higher than you, you become dazed for 1 round.

**Poison Use:** You can use poisons with no chance of poisoning yourself.

**Dark Blessing:** This gives you a bonus to your resist checks = to your charisma modifier.

**Smite Good:** You can call on evil and for a number of rounds per rank you gain a bonus to all damage you do from melee attacks. You get an added damage = to your 2x your Black Path Rank.

**Aura of Despair:** This aura is an extension of your Aura of evil. Anyone within a distance = to your charisma bonus \* 5' each has a -2 to all their skill checks while in the area.

**Fiendish Servant:** You can take a creature from the underworld as a familiar.

**Shadow's Friend:** Any time you enter a shadow or in shadowy conditions (such as underground, where lighting is poor) you automatically make a hide check as if you rolled a 12. If any light source enters your hex you lose the hide.

**Death Attack:** The Black Rogue can attempt to make an attack as a standard action. This ability may only be done when the target is vulnerable or when the target is flanked. The Black Rogue must roll an attack roll. This provokes an enemy action from all opponents except the target. If his attack is successful, his hit is considered a critical hit. If the defender survives the damage, he must make an Athletics (Brawn) check SC 20 or die. After you take this ability you can increase the resist. Each 5 CP you spend increases the resist 1.