Rogues

Rogues are characters who are specially skilled at stealth, sleight-of-hand, and other skills requiring dexterity.

1st Level

detect traps
> The rogue is aware of the existence of any traps that are visible to the player.

remove traps
> For each rogue level, add one to the number of corners of a trap that the rogue can successfully disarm. (Maximum is one fewer than the number of corners the object representing the trap has; *i.e.,* for an *n*-sided polygon there is always a 1/*n* chance that the trap will be sprung during the disarming attempt.)

distract
> The rogue says "*distract*" while pointing in a direction.
>
> This causes the target to stop whatever they're doing other than combat and look in the direction that the rogue is pointing for 2 seconds. The distract ability cannot be used on someone who is in combat.
>
> This ability cannot be repeated on the same target for 5 minutes.

2nd level

hide
> The rogue is able to make themself invisible provided that they remain motionless. The player signifies use of this ability by wearing the "invisible" headband, or by crossing both arms across their chest.
>
> Note that a character must be visible for at least 5 seconds before and at least 5 seconds after attacking someone.
>
> *Overridden by:* detect invisible spell

pickpocket *location*
> The rogue is able to steal one item that is smaller than the rogue's forearm (distance from the elbow to the wrist) from another character without that character's knowledge. The mechanic is similar to waylaying someone (the character must not be seen by the victim), except that the player says **pickpocket *location*** instead of **waylay**. Because pickpocketing is a form of attack, a character must be visible for at least 5 seconds before and at least 5 seconds after pickpocketing someone.

3rd level

move silently

> The rogue is able to move without making any sound. Other players do not notice someone moving silently unless looking directly at them. (If you see someone in your peripheral vision who is moving silently, roleplay that you don't notice them.)
>
> Using this ability is signified by the rogue wearing the appropriate headband, or by the rogue holding both hands over their ears.
>
> Note that a character cannot use the _move silently_ and _move invisibly_ abilities at the same time. (However, either ability can be used in combination with a spell.)

move invisibly

> The rogue is able to move at half-speed (as if under a _slow_ spell) while invisible. Note that movement means _walking_ at half-speed, not running.
>
> The player must hide (motionless) for 5 seconds before beginning to move. As with the _hide_ ability, moving invisibly is signified by the player wearing the appropriate headband, or by crossing both hands in front of their chest.
>
> Note that a character cannot use the _move silently_ and _move invisibly_ abilities at the same time. (However, either ability can be used in combination with a spell.)
>
> Note that characters must be visible for at least 5 seconds before and 5 seconds after attacking someone.
>
> _Overridden by: detect invisible_ spell