(These changes apply to rogue skill line only)  
Please keep in mind that number values are not set in stone and will be worked out once this has been accepted and implemented.

We would:

* Remove backstabs
* Remove Physical Strikes
* Split Dodge into Avoid: Physical, Magic, and Poison for 1/3 the cost of dodge.
* Make the defense rogue class ability give a dodge for every 3 avoids (regardless of the type they avoid).

Add the skill Martial Finesse

* +3 Finesse per purchase (resource pool)
* Scales any skill with an X in the rogue trait line (similar to how a prof scales physical strike damage for a warrior).

# Maneuvers

You can spend 1 finesse to execute a maneuver. **You must use the specific weapon category for that maneuver tree i.e. Assassin tree only works with small weapons. This means you cannot mix trees.** You may however purchase up to T3 of one tree and up to T2 of another.

|  |  |  |  |
| --- | --- | --- | --- |
| **Assassin** | T1 | T2 | T3 |
| Small Weapons | 5+3\*x damage from behind | Poison Delivery Type | Choose one at skill purchase: Ruin, Vulnerable, Accursed |
| **Duelist** | T1 | T2 | T3 |
| Short/Long Weapons | Repost | Poison Delivery Type | Choose one at skill purchase: Delay, Maim |
| **Scout** | T1 | T2 | T3 |
| Ranged Weapons/Great Weapon | Choose one at skill purchase: Weakness, Hobbled | Poison Delivery Type | Strike Sub Type |

(looking to add something in for Greatweapon, this is a simple option for the moment).

**Assassin** – This maneuver can only be executed behind the target. Purchasing T1 allows you to swing for 5+3\*x damage per use (similar to a physical strike damage). Purchasing T2 allows you to call Poison instead of Physical for the attack. T3 allows you to choose one listed condition at skill purchase and swing the condition chosen for the attack. An example T3 attack would be “expend 1 finesse and swing Poison Ruin 10.”

**Duelist** – This maneuver allows the player to call “REPOST” when they block another weapon with their own weapon or a shield. Repost is a protective similar to deflection but blocks all melee attacks when called. Immediately after calling a successful “REPOST” the player may deliver an attack that is modified by their maneuver tree. An example T3 attack would be “REPOST, Poison Delay 10.”

**Scout** – This maneuver allows the player to weaken or hobble targets from range supporting their allies. An example T3 attack would be “Poison Strike Hobbled 10.”

# Shadow Arts

 The player can purchase the skill “Shadow Arts." This skill is a x/day purchase similar to physical strikes, intrinsic spells, etc. These skills may be purchased as many times as the player wants, but they may only possess one from the Combat list and one from the Utility List.

**Shadow Arts [Combat]**

**Shadow Shield** – If the player hits a target with any attack and that target calls a shield physical, magic, or poison this skill allows the player to call “Shadow Shield” to copy that protective to themself.

**Shadow Heart** – This skill allows the player to call “Shadow Heart” to provide themselves with a bonus 10 HP over their cap. This acts like and stacks with Healers Essence. Shadow Heart cannot stack with itself, and reusing Shadow Heart before all of the bonus HP is used up will only reset you to its full value.

**Shadow Burst** – This skill allows the player to call “Shadow Burst” then delivers a burst of shadow spikes into their target dealing 30 damage (The call for Shadow Burst is "Shadow Burst Physical Shadow 30").

**Shadow Arts [Utility]**

**Shadow Step** – This skill allows the player to call “Shadow Step” to move through a magical barrier (circles, Phantasmal Lock, etc. this does not include locked boxes).

**Shadow Refuge** – This skill allows the player to call “Shadow Refuge” to create a circle of shadow (follows standard circle of power rules but has no barrier and must be a purple rep) that causes incapacitate and invulnerable conditions to anything within the circle.

**Shadow Pocket** – This skill allows the player to call “Shadow Pocket” to store one item inside their shadow pocket (this includes both tagged and non-tagged items no larger than a great weapon). The expended shadow art is only used when putting an item into the shadow pocket and pulling an item out does not require anything. When a player with items in a shadow pocket becomes a soul (i.e. you died and are going to resurrect) all items in the pocket dump out at their death location. Soul bound items cannot be stored in shadow pockets. The pocket must be represented by a black bag and can only be interacted with by the original caster.