

ROGUE

	Template
A	Cunning
B	Discern Realities
C	Improved Sneak attack
D	Plotting, Master of my fate

Starting proficiencies

Weapons: Simple Weapons, short bows, shortswords,

Tools: Thieves' tools

Saving Throws: Dexterity and Intelligence

Starting Equipment

Short sword, short bow and 20 arrows, leather armor, three daggers, thieves' tools

Cunning

You start with cunning equal to your number of Rogue templates plus your intelligence modifier (minimum of 1). When you take a short rest to brood in silence and plot your next move, reset your cunning to your current level, plus your intelligence modifier. You also gain 1 cunning if you don't wear heavy armor.

You may spend cunning on the following

Climb Sheer Surfaces

You may spend 1 cunning for every 100' climbed.

Hide in Shadows

When you are out of sight and remain quiet and still, you may spend 1 cunning to go completely unnoticed until someone is right on top of you.

Move Silently

If it is plausible, you can spend 1 cunning to sneak past enemies unnoticed.

Pick Pockets.

Spend 1 cunning to pilfer something from your mark. Spend 2 to prevent them from knowing.

Sneak attack

Whenever your target is fighting someone else, unaware of you, or distracted, you can spend 1 cunning to do an additional 1d6 damage.

Regardless if your cunning applies (or if you have any left) you still add your proficiency bonus to anything involving roguish traits (open locks, use thieves' tools,

find and remove traps, climb walls, move silently, hide in shadows, pick pockets, evaluate items, lie to an authority, know which floorboards on a moonless night will creak, or anything else involving roguish traits).

Discern Realities

You may spend 1 cunning to ask the DM one of the following questions:

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

The DM must answer truthfully.

Improved Sneak Attack

Your sneak attack does 2d6 damage instead of 1d6

Plotting

Your cunning you receive from your intelligence modifier and your rogue templates are multiplied by two.

Master of my Fate

You can use 2 points of cunning to reroll one of your d20s.

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Substantial portions of this document are copied and modified from the following sources:

- Kemp, Arnold, The Glog, Version 1, <http://goblinpunch.blogspot.com/2016/05/the-glog.html>
The post that started it all.
- Kemp, Arnold, The Glog Wizards version 1, <http://goblinpunch.blogspot.com/>
This includes all intricate rules on spell casting including wearing wizards gear, etc
- Latorra, Sage and [REDACTED], Dungeon World for the "Discern Realities"
- Lutes, Jason, Freebooters on the Frontier 1st ed. The concept of "cunning" among other roguish traits.
- Skerples, Spiked Goblin Punch: Many Rats on Sticks, <https://coinsandscrolls.blogspot.com/2019/10/osr-glog-based-homebrew-v2-many-rats-on.html>
A better realized version of the GLOG

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