



# NATURAL BORN SCOUNDRELS

*Paths of Shadow for Shadow of the Demon Lord*

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# INTRODUCTION

A goblin slinks out from the shadows to slip a knife into a guard's kidney. A tomb robber pores over an ancient grimoire, discovering a dreadful incantation to tear her foes apart in a spectacularly gory and gruesome fashion. A pathfinder bounds into the thick of battle, deftly striking at the hulking monstrosity spawned from magic gone awry, leaping back just before the horror can counterstrike with its razor-sharp claws. And a smiling scoundrel happily takes the bag of coins from a sick matron in exchange for a bottle of brightly colored fluid that falsely promises restored health.

These archetypes represent but a few of the characters who follow the path of the rogue. Rogues stand apart from other paths in that they overcome challenges through a mixture of skill and luck. Whether they find themselves beset by foes, caught in a tough spot, or otherwise faced with danger, they can usually find a way to escape and, more importantly, somehow turn the situation to their advantage. The rogue path presented in *Shadow* offers players flexibility in developing their character by giving them a variety of options in how they can put their roguish skills to use. So if they want to dabble in magic, race around the battlefield, or conquer their enemies by striking fear into their hearts, the rogue path has them covered.

*Natural Born Scoundrels* expands the rogue path by adding to the list of Roguery talents. In the following pages, you'll find the old favorites along with options that allow you to forge pacts with devils, pledge your life to the gods, expand and develop various areas of knowledge, or pile on the luck to help you survive in this perilous world. This supplement also introduces a set of new expert paths, such as the commando, mastermind, and tinker, in addition to several others. While designed with the rogue in mind, any character can take these paths and diversify their development options.

As with everything in the *Paths of Shadow* series, the new rules and concepts presented in this book are optional. You can use what you like and ignore the rest. For this reason, be sure to consult your Game Master to ensure these new options are a good fit with the campaign in which you are playing.



## BECOMING A ROGUE

The rogue path appeals to characters who enjoy relying on their wits, skills, and daring to win the day. They can be adventurers, criminals, dabblers in the arcane arts, agents employed by a religious group or some other organization, or might simply be those who like keeping their options open. Rogues can follow paths that continue to build on their prior experiences, or branch off by exploring new paths.

After playing through a starting adventure, you might have found that certain professions, actions undertaken, and experiences your character had are pointing you toward the rogue path. Many rogues come from criminal professions, explaining the various talents for theft and mayhem rogues tend to acquire. Burglars, carousers, thugs, pickpockets, and the like profit from choosing this path as they can continue to develop and exploit their areas of expertise they've already acquired. Similarly, many wilderness professions, such as bandits, hunters, pioneers, and vagabonds, might also find the rogue path attractive because of their reliance on certain skills and the ability to use their environment to their advantage.

Of more importance than the professions your characters have are the decisions you make for them during your first adventure. Rogue characters often find themselves at the center of things. They might take the lead in a tense negotiation, scout ahead into dangerous areas, or figure out ways to overcome obstacles in their path. This said, they tend to avoid direct confrontation, using cunning and trickery in a fight to defeat their foes rather than relying on brute force. Such characters might scatter ball bearings on the ground to cause pursuing enemies to slip and fall, pull a curtain down over an opponent to foil an attack, or, simply strike from a hidden position to get the drop on their target.

You might also choose the rogue path based on the experiences your character had in the starting adventure. Your life might have been thrown into disarray because you found yourself taking on authority, fleeing from justice, or being forced to leave everything behind. Choosing the rogue path could explain how you adapt to these circumstances. Rather than train in arms or study magic, your wits have become the best resource you possess, which you will further develop and sharpen with each new adventure and experience.

### ROGUE CHECKLIST

If you played a starting character who performed any of the following activities, the rogue path might be for you.

- You successfully hid from a foe or attacked a foe from hiding.
- You came out ahead in social conflict, persuading or deceiving another creature.
- You searched for and found something important.
- You pulled off an impressive trick or stunt that shifted circumstances to your favor.
- You successfully performed an activity related to one of your professions.

If you're building a character for a group of level 1 or higher, you can use the **Rogue Story Development** table to determine how you chose this path. The table can also be useful if a lot of time passes between the starting adventure and your first novice adventure. Or, you can draw inspiration from the development options to create your own backstory.

## ROGUE STORY DEVELOPMENT

### d20 Story Development

- 1-2 You were born on the mean streets of a city and learned to survive by your wits. Your rogue talents evolved from these experiences.
- 3-4 You joined a criminal organization, such as a guild of thieves or assassins, who recognized your potential and oversaw your training.
- 5-6 After spending time tracking down and bringing criminals to justice, you've picked up some of the same talents and tricks used by those you hunted.
- 7-8 A lifelong criminal, your techniques arose naturally from your profession.
- 9-10 You took up with a band of brigands, bandits, or outlaws and learned your techniques from them.
- 11-12 A military unit recruited you to work as a trailblazer and scout. You developed your talents by spying on the enemy and finding routes through hostile territory and dangerous terrain.
- 13-14 You made ends meet by ripping people off. You are a shyster and con artist, using your wits and social skills to steal from and defraud others.
- 15-16 You found work with a criminal organization collecting protection money from shopkeepers and homeowners in your community. You learned how to mix threats with violence to make sure your "clients" paid up.
- 17-18 Robbing tombs and ancient ruins taught you how to deal with hidden dangers and escape lethal situations.
- 19-20 A thrill-seeker, you crave adventure and danger. You love nothing more than to test your capabilities against the most perilous circumstances.

## LEVEL 1 ROGUE

**Attributes** Choose two attributes and increase each by 1

**Characteristics** Health +3

**Languages and Professions** Pick one of the following options: add one language to the list of languages you know, or add one profession from the common, criminal, or wilderness lists to your professions.

**Equipment** You gain one military or swift weapon, plus one of the following items: disguise kit, fine clothing, implement of magic, lock picks, tool kit, or an incantation of a rank 0 spell of your choice.

**Nimble Recovery** You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you must complete a rest before you can use it again.

**Trickery** Once per round, when you would make an attack roll or challenge roll, you can use this talent to make the roll with 1 boon. If you get a success on an attack roll made with the boon granted by this talent, your attack deals 1d6 extra damage.

## LEVEL 2 ROGUE

**Characteristics** Health +3

**Exploit Opportunity** Once per round, when the total of your attack roll is 20 or higher and exceeds the target number by at least 5, you can take another turn at any point before the end of the round.

**Roguery** Choose one Roguery talent from the ones listed below.

## LEVEL 5 EXPERT ROGUE

**Characteristics** Health +3

**Dirty Tricks** Your attacks deal 1d6 extra damage when you make an attack roll with at least 1 boon.

**Rogue Cunning** You can use Trickery twice per round.

## LEVEL 8 MASTER ROGUE

**Characteristics** Health +3

**Master of Roguery** Choose one Roguery talent from those listed below.

## ROGUERY TALENTS

Rogues use a plethora of tricks and schemes to seize the advantage whenever they can, whether in combat or a social situation. The Roguery talents presented here describe some of the methods rogues learn to help them gain situational advantages to help them overcome the various challenges they encounter.

### ACADEMIC

You might be happiest when you're poring over ancient texts and scrolls in some dusty library or in a temple vault, but you know that the secrets of the world, the knowledge you crave, can be found only outside the confines of academia. Thus, you venture out into the lands beyond the safe institutions you frequent, braving many dangers to unearth answers to the mysteries that vex you, to track down fabled artifacts, or to discover peoples and places lost since antiquity. Although your strength lies in recalling the stores of information you have accumulated



over the years, you have a knack for recalling exactly what you need to help you overcome the challenges you are bound to face.

Gain the Problem-Solver talent the first time you choose academic and the Master Problem-Solver talent the second time.

**Problem-Solver** You can use an action, or a triggered action on your turn, to wrack your brain for some bit of information that might be of use. Make an Intellect challenge roll. On a success, you gain  $1d3 + 1$  insights. You retain these insights until you use them or you use this talent again. On a failure, you lose this talent until you complete a rest. On your turn, you can spend one insight to gain any one of the following benefits:

- Make your next attack roll before the end of the round with 1 boon.
- Make your next challenge roll before the end of the round with 1 boon.
- Impose 1 bane on a challenge roll made by a creature within short range of you before the end of the round.
- Deal  $1d3$  extra damage on an attack you make before the end of the round.

**Master Problem-Solver** When you spend an insight from your Problem-Solver talent, you can choose an extra benefit.

## ADVENTURER

Fortune favors you. You've always had luck on your side. Knowing the dice will land in your favor encourages you to take a few more risks than others might, for you're certain you'll come through nearly any danger just fine. After all, you've gotten this far, right?

As an adventurer, you find yourself willing, eager even, to take on any expedition, no matter how perilous, enjoying the thrill that comes from risking your life and somehow surviving against all odds. You might be courageous or just a fool, but as long as your luck doesn't run out, you can't fail.

Gain the Devil's Luck talent the first time you choose adventurer and the Lasting Luck talent the second time.

**Devil's Luck** You have a pool of luck, which is measured in points. You can spend points from this pool in different ways to show your good fortune. At the start of an adventure, the GM replenishes your pool of luck, which is equal to  $1d6 +$  your group level, and keeps the total a secret from you. Once per round, if you have at least 1 point of luck remaining, you can expend it at any time to gain one of the following benefits.

- Reroll a d6 and take the new result.
- Reduce damage you take by  $1d6 +$  half your group level.
- Make an attack roll or challenge roll with 3 boons.
- Impose 3 banes on an attack roll made against you.

**Lasting Luck** When you spend 1 luck, you make attack rolls and challenge rolls with 1 boon for 1 round.



## DABBLER

By choice or by accident, you've discovered some of the secrets of magic and have learned to cast a few spells. You might have always known a little about magic, having toiled as a magician's apprentice in your past, or you could have awakened some latent ability after casting an incantation you found in an old book or imbued in a relic. Perhaps being affected by a spell opened a door to your hidden potential, or maybe you learned from another member of your group, picking up the arcane arts by observation. Whatever happened, you have discovered at least one magical tradition and have learned some spells from it.

Gain the Rogue Magic talent the first time you choose dabbler and the Improved Rogue Magic talent the second time.

**Rogue Magic** You gain the following benefits:

- Increase your Power by 1.
- Discover one tradition of your choice.
- Discover another tradition or learn one spell from a tradition you have discovered.

**Improved Rogue Magic** You gain the following benefits:

- Increase your Power by 1.
- Discover another tradition or learn one spell from a tradition you have discovered.

## DARKSOUL

The temptation to bargain with a devil proved too strong for you to refuse, and so you traded your soul in exchange for Hell's power. Such an arrangement almost ensures your damnation, but for the time being, you benefit from powers granted by your infernal pact. So long as you remain alive, you are free to pursue whatever you desire—upon your death, however, your soul gets dragged immediately to Hell to pay your due.

You must be a living creature with a soul to choose this option. You gain The Devil's Gift talent the first time you choose darksoul and the Servant of Hell talent the second time.

**The Devil's Gift** Gain 2 Corruption. You either increase one attribute of your choice by 1 or increase your Power by 1. You also discover a tradition of your choice. If you discover a dark magic tradition, you also learn one spell from that tradition.

**Servant of Hell** Gain 2 Corruption and then gain one of the following benefits of your choice:

- Increase one attribute by 1.
- You learn the *familiar* spell from the Forbidden tradition (see *Exquisite Agony*). If you already know this spell or don't have *Exquisite Agony*, you can instead learn a different rank 1 or lower Forbidden spell.
- You can use Trickery one additional time per round.
- Gain the darksight trait.
- Gain an enchanted object or 25 gc.



## DOGMATIST

Your faith grounds you, enabling you to focus upon what is most important. Your training is designed to help you advance the cause of your religion. If you're a devotee of the Old Faith, you might patrol the wild places, safeguarding them from any who would seek to despoil them. As a follower of the New God, you might serve as a spy, an informant, or an agent sent into dangerous places to expose the corruption of your enemies. Whatever gods you follow, you are a key agent for your religion in the world, a

devoted member whose powers are fueled by the strength of your faith.

Gain the Indoctrination talent the first time you choose dogmatist and the Chosen of the Faith talent the second time.

**Indoctrination** You gain the following benefits:

- Increase your Power by 1.
- Discover one tradition associated with your religion.
- Learn one spell from a tradition you have discovered.
- You make Will challenge rolls with 1 boon.

**Chosen of the Faith** You gain the following benefits:

- Increase your Power by 1.
- Discover one tradition associated with your religion.
- Learn one spell from a tradition you have discovered.
- When you use Nimble Recovery, you can forgo moving to choose one creature within short range. That creature heals damage equal to half its healing rate.

## FACTOTUM

Either your lack of focus, competing interests, or the desire to remain a “jack-of-all-trades” leads you away from becoming a specialist. Instead, when you find yourself in a tough spot, you can draw upon the breadth of your experience and the various skills you’ve picked up along the way to help get yourself out of it. In time, you can share your insights with others and give them the crucial information they need to succeed.

Gain the Hunches and Instinct talent the first time you choose factotum and the Insightful Aid talent the second time.

**Hunches and Instinct** Once per round, when you would make a challenge roll, you can use this talent to grant yourself 1 boon on the roll.

**Insightful Aid** On your turn, you can use a triggered action to help (*Shadow*, page 49).

If you use Trickery to grant yourself 1 boon on the Intellect challenge roll required by help and you get a success, you grant the target 2 additional boons.

## INCITER

You might take a stand against tyranny, injustice, or evil, or you might fight against an institution, organization, or people dedicated to a cause you abhor. A firebrand, you inspire others to join your crusade and help you topple whatever it is that you oppose. You goad your companions into action, encouraging them by your example to never give up.

Gain the Incite to Violence talent the first time you choose inciter and the Crush Them talent the second time.

**Incite to Violence** When you get a success on an attack roll, you can choose one creature within short range that can see you. You grant the target creature 1 boon on the next attack roll it makes before the end of the next round.

**Crush Them** When a creature makes an attack roll with the boon granted by your Incite to Violence talent, the attack deals 1d6 extra damage.

## KILLER

Experience has taught you that there’s simply no point in fighting fair. Honor means nothing if you’re dead. Rather than go toe-to-toe with bigger, stronger, and better-trained foes, you use every trick you have learned to take down your enemies, whether that means springing out from hiding to strike with surprise or stabbing your opponent from behind when they least expect it. The only thing that matters is that you walk away from the fight and that your opponent doesn’t.

Gain the Backstab talent the first time you choose killer and the Brutal Backstab talent the second time.

**Backstab** Once per round, when you use a basic or swift weapon to attack a target creature and you made the attack roll with at least 1 boon, the attack deals 1d6 extra damage.

**Brutal Backstab** The extra damage from your Backstab talent increases to 2d6.



## KNAVE

It's not enough to drop your enemies—you want to see them suffer. You adopt a fighting technique that focuses your strikes against your foe's sensitive areas to inflict the most pain that you can. Once your foe is rendered helpless and gasping in agony, that's when you move in to make the kill—often dragging it out, if you have the ability.

Gain the Dastardly Strike talent the first time you choose knave and the Brutalize talent the second time.

**Dastardly Strike** When you make an attack with a basic, military, or swift weapon against a creature and get a success on the attack roll, you can use a triggered action to cause the target to become impaired for 1 round. While a target is impaired in this way, it cannot use triggered actions.

**Brutalize** You make attack rolls against impaired targets with 1 boon, and your weapon attacks against such targets deal 1d6 extra damage.

## RUFFIAN

You might be big, tough, and scary, or just have a way with words that causes people you face down to quail with fear. Either way, you're a menace in any conflict, whether it comes to blows or not. People instinctively know that your threats are not empty ones. They know you will fulfill any promise you make, whether you vow to tear some bastard's face off or to kill innocent children if their parents don't follow your wishes to the letter. Your willingness to use brutality and violence without hesitation makes everyone take you seriously.

Gain the Threats talent the first time you choose ruffian and the Make Good talent the second time.

**Threats** You can use an action, or a triggered action on your turn, to make an Intellect attack roll against the Will of one creature within short range. The creature must be able to see and hear you. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to your Threats until it completes a rest.

**Make Good** Your attacks with weapons deal 1d6 extra damage to frightened targets.

## SCOUNDREL

You always know what to say to make someone do what you want them to do. You size up your prey, figure out what they fear or desire most, and then twist them up with your lies until they believe you can deliver. The people you affect with your words see you as a friend and ally, even if only moments before they saw you as a threat. These feelings of goodwill last only as long as you do nothing to undermine them—which is usually enough time to defuse a hostile situation or make good your escape.

Gain the Subterfuge talent the first time you choose scoundrel and the Baffling Subterfuge talent the second time.

**Subterfuge** You can use an action to make an Intellect attack roll against the Intellect of one creature within short range that can hear you and understand what you say. On a success, the target becomes charmed for 1 round or until you attack it. On a failure, the target becomes immune to your Subterfuge until you complete a rest.

**Baffling Subterfuge** When you use Subterfuge, you make the attack roll with 1 boon and you can also affect targets that cannot hear or understand what you say.

## SKIRMISHER

You adopt a fighting style that favors speed and mobility. In combat, you rarely stay in one place for long, preferring instead to dart in, strike, and quickly disengage, always moving just a bit faster than your foes. Your methods not only keep you alive, but can frustrate your opponents until they start making mistakes, allowing your allies to move in and finish them off.

Gain the Skirmish talent the first time you choose skirmisher and the Fleet-Footed talent the second time.

**Skirmish** You can use an action to move up to half your Speed. This movement does not trigger free attacks. At any one point during this movement, you can make an attack. The attack deals 1d6 extra damage.

**Fleet-Footed** When you use Skirmish, you can move up to your Speed instead of half your Speed.



## SPECIALIST

All rogues, to some extent, rely on the talents they possess and the skills they pick up to make their way in the world. You, however, focus your training on those skills you have developed, honing your capabilities until you master them. As a specialist, you choose a few areas of expertise to develop, allowing you to use Trickery in several different ways.

Gain one of the following talents the first time you choose specialist and a different talent from the following the second time.

**Strength Expertise** When you use Trickery on a Strength challenge roll, you make the roll with 1 additional boon. In addition, when you use Trickery on a Strength attack roll and get a 20 or higher, beating the target number by at least 5, you can move the target up to 1d3 yards away from you or knock the target prone.

**Agility Expertise** When you use Trickery on an Agility challenge roll, you make the roll with 1 additional boon. In addition, when you use Trickery on an Agility attack roll and get a 20 or higher, beating the target number by at least 5, you can move up to half your Speed without triggering a free attack.

**Intellect Expertise** When you use Trickery on an Intellect challenge roll, you make the roll with 1 additional boon. In addition, when you use Trickery on an Intellect attack roll and get a 20 or higher, beating the target number by at least 5, you can make the next attack roll against your target before the end of the next round with 1 boon.

**Will Expertise** When you use Trickery on a Will challenge roll, you make the roll with 1 additional boon. In addition, when you use Trickery on a Will attack roll and get a 20 or higher, beating the target number by at least 5, you impose 1 bane on the attack rolls the target makes against you until the end of the next round.

## TRICKSTER

Sly, unpredictable, and always with a trick up your sleeve, you know how to get the upper hand in any situation. Your methods focus on outwitting your opponents through misdirection, making them believe you will do one thing before you do the opposite. In a fight, you bring the full efficacy of your skills to bear when dealing with your enemies. You will always shove, knock down, disarm, or do whatever else you can to get the edge you need to bring the battle to a swift and victorious end.

Gain the Combat Cunning talent the first time you choose trickster and the Superior Combat Cunning talent the second time.

**Combat Cunning** When you use Trickery on an attack roll made to disarm, distract, feint, grab, knock down, pull, or shove, you make the roll with 1 additional boon.

**Superior Combat Cunning** When you use a Melee Attack Option (see *Shadow*, page 50), you reduce the number of banes imposed on your roll by 1.

## EXPERT PATHS

Expert paths accomplish two things for your character. First, they build on the talents and capabilities your character has already acquired either by enhancing them or adding altogether new ones to your repertoire. Second, they help ground your character in the world, giving him or her a place or way to fit into the larger setting. Although you can choose any expert path you like, there are certain paths already available that serve rogues particularly well. In *Shadow*, the assassin, scout, thief, and warlock can all easily build on the rogue's capabilities, as will the mountebank, sage, and swashbuckler in *Demon Lord's Companion*. The following new paths expand your options even further, offering many different ways to develop your rogue character.

# COMMANDO

Often found attached to military units, commandos train to conduct quick, brutal, and unexpected raids by striking enemy compounds, encampments, and supply lines. Such tactics require commandos to travel lightly, relying on speed and stealth to get in position and attack their enemies by surprise. When they close in on their chosen target, they fight to kill as much as to sow chaos, swiftly withdrawing once they have created as much of a disruption as they can before exposing themselves to any organized, heavy resistance.

Commandos freed of military obligations find that their talents remain useful as they make their way in the world. In groups, they often work with scouts and rangers, adding muscle to the forward observers in case they run into any resistance. If groups lack persons who can perform these functions, commandos can often step in to fill their roles, already adept at sneaking around and staying out of sight in order to obtain needed information and deliver it back to their companions.

## COMMANDO STORY DEVELOPMENT

### d3 Story Development

- 1 You enlisted in an army and your capabilities won you a place in an elite fighting unit.
- 2 After invaders spilled into your homeland, you fought them as a partisan, using whatever methods you could to thwart their plans and drive them out of your lands.
- 3 You joined an underground resistance formed to fight against a tyrannical ruler or institution. You honed your techniques battling the enemies you swore to defeat.

## LEVEL 3 COMMANDO

**Attributes** Increase two by 1

**Characteristics** Health +3, Speed +2

**Languages and Professions** You either speak another language or add a military profession to your list of professions.

**Brutal Advance** When you attack with a weapon, you make the attack roll with 1 boon if you moved toward the target before you made the attack.

**Quick Reflexes** On your turn, you can use a triggered action to either hide or retreat.

## LEVEL 6 COMMANDO

**Characteristics** Health +3

**Creeper** You make challenge rolls to hide and sneak with 1 boon. In addition, when you are hidden from the target of your weapon attack or the target is surprised, your attack deals 1d6 extra damage.

## LEVEL 9 MASTER COMMANDO

**Characteristics** Health +4

**Superior Brutal Advance** When you get a success on an attack roll made with the boon granted by your Brutal Advance talent, your attack deals 1d6 extra damage. If the damage causes the target to become injured, it takes 1d6 extra damage.



## EMISSARY

The various faiths found across Rûl deploy a wide range of servants to advance their agendas. From the itinerant clerics who roam the lands as living examples of their faith, to the paladins who take up arms against the enemies of their religions, or the holy wardens who protect the sites sacred to the Old Faith, people from many different backgrounds might be called to serve the gods and wield their divine power. Emissaries represent another branch of divine service, being comprised of agents and specialists who undertake missions of supreme importance for their religious institutions. Emissaries might venture into conquered lands to reclaim holy

relics, lead uprisings of righteous people against depraved and diabolical rulers, or hunt down heretics and demon-worshipers on behalf of the Inquisition. In whatever capacity they serve, emissaries can call upon divine powers to aid them in difficult situations, manifesting their steadfast devotion and strength of faith through astonishing deeds.

### EMISSARY STORY DEVELOPMENT

#### d3 Story Development

- 1 A dream or some other vision convinced you to devote your life to the cause of your religion, becoming a vessel of the divine.
- 2 A religious institution recruited you to serve as their agent and invested in you the power of their faith.
- 3 After hearing a sermon delivered by a holy person, you sought penance for your ways and pledged to cleanse your soul by serving a higher power.

### LEVEL 3 EMISSARY

**Attributes** Increase two by 1

**Characteristics** Health +2, Power +1

**Languages and Professions** You either speak another language or add one religious profession to your list of professions.

**Magic** You discover one tradition associated with your religion (see Religious Tradition, *Shadow* page 56, or check out *Uncertain Faith*). Or, learn one spell from a tradition you have already discovered.

**Orison** On your turn, you can use a triggered action to expend the casting of a spell you have learned. For a number of rounds equal to the spell's rank (minimum 1 round), you make attack rolls and challenge rolls with 1 boon. While under the effects of this talent, you have a +2 bonus to Speed.

## LEVEL 6 EMISSARY

**Characteristics** Health +2

**Magic** You learn one spell from a tradition you have already discovered.

**Unswerving Devotion** While you benefit from your Orison talent, you cannot be charmed or frightened.

## LEVEL 9 MASTER EMISSARY

**Characteristics** Health +2, Power +1

**Magic** You learn one spell from a tradition you have already discovered.

**Blessed Pinions** While you benefit from your Orison talent, you can move by flying.

## LAWBREAKER

Gangsters, thugs, muggers, and worse, lawbreakers willfully embrace their criminal propensities. Some lawbreakers work as independents, taking what they want, whenever they want it. Others work for crime lords, criminal organizations, street gangs, and the like, lending their muscle to jobs, breaking legs as needed, or carrying out executions when their bosses give the order. Lawbreakers might be a distasteful sort, their actions despicable, but they can handle themselves in a fight, making them useful additions to almost any group.

### LAWBREAKER STORY DEVELOPMENT

#### d3 Story Development

- 1 You were a bodyguard for a powerful crime lord.
- 2 A menace in your home community, you broke arms and legs, kicked in teeth, and terrorized the locals in exchange for money to pay for the “protection” you offered them.
- 3 You spent time living as a brigand, roaming the countryside and robbing people to make ends meet. You left behind a trail of bodies and ruined lives wherever you went.



## LEVEL 3 LAWBREAKER

**Attributes** Increase two by 1

**Characteristics** Health +4

**Languages and Professions** You speak another language or add a criminal profession to your list of professions

**Bully** While you're not injured, you make attack rolls with 1 boon.

**Hasty Retreat** When you become injured, you can use a triggered action to retreat.

**Threatening** In social conflict, you make attack rolls to intimidate or threaten with 1 boon.

## LEVEL 6 LAWBREAKER

**Characteristics** Health +4

**Terrorize** When you attack a frightened target and get a success on your attack roll, the target also becomes impaired for 1 round.

## LEVEL 9 MASTER LAWBREAKER

**Characteristics** Health +4

**Fearsome Aggression** If you use an action to attack during the first round of combat, you can choose any number of creatures within short range. Each target must get a success on a Will challenge roll with 1 bane or become frightened for 1 round.

## MASK

Why be one person when you can be anyone? You change your appearance as easily as another might change clothes, able to remake yourself at a moment's notice to keep your identity concealed. The source of your talents could be perfectly mundane, magical, or a combination of both. Your abilities help you become the consummate spy, enabling you to slip into places normally forbidden to you, and to cover your retreat once you've gathered the information or materials you sought.

### MASK STORY DEVELOPMENT

#### d3 Story Development

- 1 After finding a strange enchanted object, you gained the ability to change your features almost at will.
- 2 You performed a service for a lord or lady of the hidden kingdoms and gained their blessing for your efforts.
- 3 A skilled actor, you can become almost anyone. Your talents come from a variety of props you keep on you, so you can alter your appearance almost at will.

## LEVEL 3 MASK

**Attributes** Increase two by 1

**Characteristics** Health +2, Power +1

**Magic** You either discover one tradition or learn one spell.

**Languages and Professions** You speak another language or add a criminal profession to your list of professions.

**Become Anyone** You learn the *disguise* spell from the Illusion tradition. You can cast this spell on yourself without expending a casting.

**Quick Reflexes** On your turn, you can use a triggered action to hide or retreat.

## LEVEL 6 MASK

**Characteristics** Health +2

**Magic** You learn one spell.

**Disguise Speech** When you cast the *disguise* spell on yourself, you can also disguise the sound of your voice, as well as the noises made by your equipment.

**Expert Impersonator** In social situations, you make attack rolls and challenge rolls to maintain your disguise, to befriend, deceive, and persuade with 1 boon.

## LEVEL 9 MASTER MASK

**Characteristics** Health +2, Power +1

**Magic** You learn one spell.

**Lasting Disguise** When you cast the *disguise* spell on yourself, the effect lasts until you cast the spell on yourself again or until you complete a rest.

**Swift Disguise** On your turn, you can use a triggered action to cast the *disguise* spell.

**Unexpected Treachery** Your attacks with basic and swift weapons deal 1d6 extra damage.

## MASTERMIND

You occupy the center of an enormous web of connections and relationships you have built in the course of your career. Rather than venture out into uncertain places and face unknown dangers, you rely on agents and operatives to undertake missions for you. Often, you do this because other concerns keep you too busy for a jaunt into peril, but your reluctance to leave the safety of your operation might also stem from your importance, position, or obligations. You remain interested in the efforts of the other members of your group, using your connections, influence, and operatives to help them succeed in their missions.

### MASTERMIND STORY DEVELOPMENT

#### d3 Story Development

- 1 You rose through the ranks of a criminal organization until you attained a leadership position.
- 2 You work as the spymaster for a nation or institution, commanding a vast network of spies placed throughout the Empire and beyond.
- 3 You run a merchant consortium or some other business, which takes up nearly all of your time. You rely on agents to advance your agenda in the world outside of your commercial empire.

## LEVEL 3 MASTERMIND

**Attributes** Increase two by 1.

**Languages and Professions** You speak another language or add a profession to your list of professions.

**Agents** You employ three agents, each of which is a player character you create. The agents form a group with a level of 1. When your group level increases to 4, 6, 8, and 10, increase your agents' group level by 1. As this group advances, you can choose any expert path for these characters, but if you choose mastermind for one of your agents, that agent leaves your service and you must replace them with another one; in other words, agents in your service cannot be masterminds themselves. These agents undertake adventures on your behalf and, so long as they accompany your group, you count as a member for the purposes of gaining benefits from increasing your group's level. If you accompany your group, your agents must stay behind.

Your agents are loyal to you, carrying out whatever instructions you give them before undertaking an adventure. You can replace dead, missing, or retired agents, up to a maximum of three agents, whenever your group level increases.

**Base of Operations** You have a base of operations in a city or town of your choice from which you direct your agents. Work with the GM to describe the base. This location has accommodations for your agents as well as members of your group.

**Funding** Through businesses you control, you are able to maintain a rich lifestyle. At the beginning of each adventure, you gain 2 gc per level your group has attained to outfit and equipment your agents with equipment.

## LEVEL 6 MASTERMIND

**Hidden Operatives** When your agents visit a community with a population of at least 1,000, roll a d6. On a 4 or higher, you have 1d3 operatives in that community. Each operative can either provide influence, information, or security as the GM decides. Your agents can seek out the operatives for the assistance these operatives can provide.

**Extensive Preparations** At the beginning of each adventure, your agents gain Fortune if you are not present for the adventure.

## LEVEL 9 MASTER MASTERMIND

**Plans within Plans** You have a pool of plans, which you can expend to help your agents out of difficult situations. You have a number of plans equal to  $3 + \text{your group level}$ . You replenish your pool of plans when you start a new adventure. Once per round, you can expend a plan to do any of the following:

- Turn a failure resulting from an attack roll or challenge roll made by one of your agents into a success.
- Allow an agent to regain an expended casting of a spell he or she learned.
- Allow an agent to heal damage equal to his or her healing rate.
- Stabilize an incapacitated agent.
- Cause an agent's attack to deal 1d6 extra damage.

## TINKER

With a set of tools, a few parts, and a light application of magic, you create wondrous devices and objects imbued with magic that are capable of producing a variety of effects. Technomancy is the primary magic tradition that enables you to practice your craft, as the fundamental inner-workings of its spells provide you with the knowledge to construct long-lasting magical devices. At the start of the path, you cannot always predict what properties your creations will have, but with time and experience helps, you can attain mastery of the techniques you've learned, allowing you to build with efficiency and precision.

## TINKER STORY DEVELOPMENT

### d3 Story Development

- 1 A toymaker, engineer, or some other person with knowledge of clockwork mechanisms and tinkering taught you everything you know.
- 2 You became fascinated with tinkering after you discovered an unusual device whose purpose and function escaped you. You hope to solve the riddle of the device by developing your skills.
- 3 Your talents as a tinker grow out from your interest in Technomancy. The devices you create represent your efforts to master your tradition.

## LEVEL 3 TINKER

**Attributes** Increase two by 1  
**Characteristics** Health +2,

Power +1

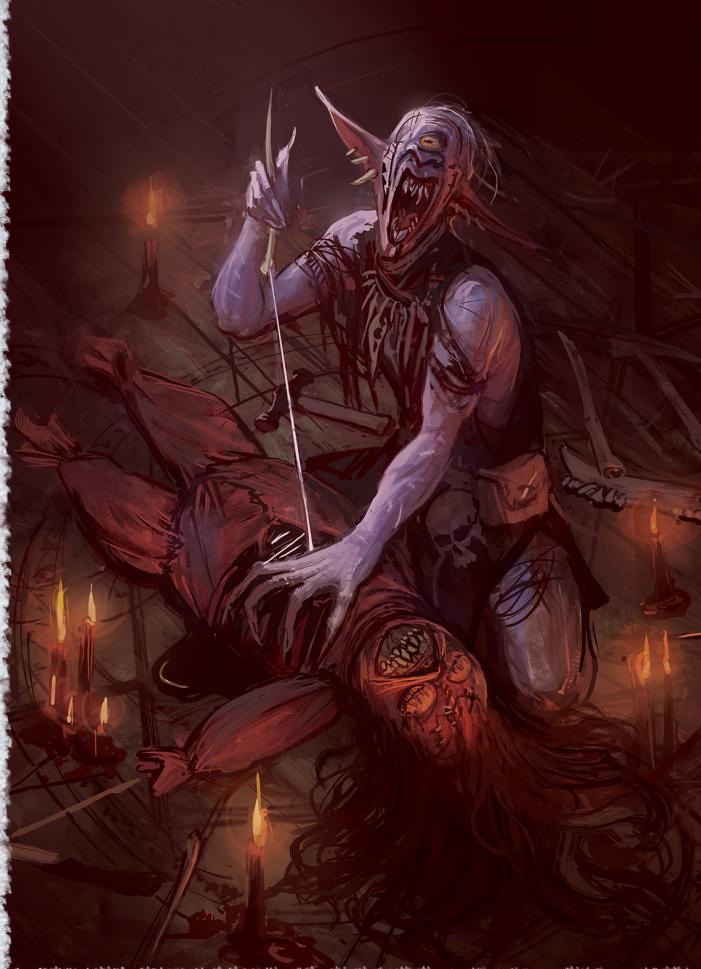
**Languages and Professions**

You speak another language or add another area of scholarship to your list of professions.

**Magic** You discover the Technomancy tradition or you learn one spell.

**Bits and Bobs** You have a bag filled with spare parts and scraps that you use to assemble your wondrous devices. The bag and its contents are worthless to anyone other than you or another tinker. If you lose your bag, you can replace it. The bag counts as an uncommon item worth 1 gc.

**Wondrous Devices** If you have a tool kit, you can use an action to start creating a wondrous device. You must concentrate for 1d6 minutes, during which time you use your tools to assemble the item from materials you carry on your person. When you finish, you create a random enchanted object (using the tables in *Shadow of the Demon Lord*). The object remains until you complete a rest, at which point it crumbles into spare parts, which you can then return to your bag. You choose the form the object takes, but the GM randomly determines its property. You can have a number of enchanted objects from this talent equal to 1 + your Power score at a time. If you exceed this number, you lose an enchanted object created by this talent of the GM's choice.



## LEVEL 6 TINKER

**Characteristics** Health +2

**Magic** You learn one spell.

**Superior Tinkering** Enchanted objects you create using your Wondrous Devices talent have two properties instead of one.

## LEVEL 9 MASTER TINKER

**Characteristics** Health +2, Power +1

**Magic** You learn one spell.

**Superior Devices** When you use your Wondrous Devices talent, you can roll twice for each property and choose the ones you like best.

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