

## Rogue Wizard Kit

**Requirements:** The *Rogue Wizard*, must have a minimum of a 13 INT, additionally they must have a 13 in either DEX, or CHA. The *Rogue Wizard* may not be of a "Good" alignment.

**Description:** The counterpart to the militant mage, the *Rogue Wizard* ply's his trade among the thieves, and rogues of the world(s). The *Rogue Wizard* may be found as advisors to ruthless Nobles, or leading a band of Brigands or Pirates; typically they always look first and foremost to their own interests. They are often charming, and ruthless.

**Weapon Proficiencies:** The *Rogue Wizard* may use weapon permitted to both Wizards & Thieves. They may not wear armor.

**Non-Weapon Proficiencies: Bonus:** Read/Write.

**Required:** Spellcraft.

**Recommended:** Any.

**Special Benefits:** In addition to the expanded access to weapons permitted to thieves' *Rogue Wizard* can make use of General, Wizard, and Rogue Non-Weapon Proficiencies.

**Special Limitations:** A *Rogue Wizard* has a -10% to *Learn spell* rolls.