



-Rogue

AAA-My Party

	<p>Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.</p> <div data-bbox="1336 228 1580 233"> NO FOCUS USE </div> <div data-bbox="1438 233 1580 235"> ENHANCEMENTS: 2 </div>
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Rogue desperately attempts to lessen the impact of a Blunder.
Allows Rogue to attempt to mitigate a Blunder roll
Rogue disregards the first Blunder roll and rolls again.
Rogue must take the 2nd roll.

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Blunder Change Up			8 pts	Self	Self	Instant	Instant		

	<p>Allows Rogue to mitigate a bludgeoning roll by choosing a different column in the chart.</p> <p>The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.</p>	<p>NO FOCUS USE</p>
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Rogue dodges and weaves to avoid others taking pot shots at them.
+ This is an attempt to counter and dodge AoO attacks from others.
The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)
This is an 'Counter Action'. Only 1 is allowed per round.
This skill does NOT interfere with the Rogues normal attacks in the round.

Battle-Offense

Rogue takes advantage of a nearby targets flank.
 ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.
 This skill improves the effect of a normal backstab.
 This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
 Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
3 Charge - Rogue			4 pts	Move x2	1 Target	Initiative	1 Round		

'Extra' Attack. Only 1 Extra attack is allowed per round.
 When announced before/during initiative add 10 to Initiative.
 Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05	
3	Distraction		4 pts	In Sight	In Sight	Initiative	Up to 30 Min		Distracted	

THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Surprise Throw			4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round		

Surprise Thrown attack is done before battle is started. Which will create a round 0. Rogue gains +15 Initiative and +6 ToHit. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest rolled Init wins and others fail to happen.

ENHANCEMENTS: 3


-Rogue

[illegible][illegible][illegible]

Battle-Prep

[illegible]

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 Watchful Approach	1	4 pts	Self	Self	4 Rounds	20 Minutes	No Save



Rogue is obviously and continuously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.

Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.

NO FOCUS USE

ENHANCEMENTS: 2

Climb-

LEVEL

1 Climbing

STACK 99

COST

4 pts

RANGE

Move

AREA OF EFFECT

Vertical Area

ROLL OUT

1 Minute


DURATION

5 Minutes

SAVE:

AGL: 3

Has not fallen



Rogue removes bulky items, sacks, and packs to climb quickly

Rogues climb up/down as movement. Others climb at 1/2 their moment.

Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.

No packs or sacks & hands must remain free. Failed Save = a fall. (2nd Grab Skill?)

Falling damage is 2d8 for every section the character has climbed.

NO FOCUS USE

Communication-

LEVEL

STACK1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

GM

1 Rogue To Rogue Signals

4 pts


In Sight

In Sight

Initiative

Instant


Sent & Rcvd



A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?
Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.
One statement per round. Only basic information is put across.
If more subtle or complex communication is attempted a Save must be passed.
Coded a message or local terminology is used the information is NOT 'readable'.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
2 Convincing Another (or Lie)		4 pts	Hearing	Varies	5 Rounds	Usually 2 Days			Believed
	<p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column dropped by 1.</p> <p>Save column adjusted based on audience size and mood, the extremeness of the lie, etc.</p> <p>COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.</p> <p>If the target is general ("Any one person in the crowd") the column is reduced.</p>								
								NO FOCUS USE	
								ENHANCEMENTS: 1	

-Rogue

[illegible]

Disguise-

LEVEL

2 Disguise

STACK 7

COST 4 pts


RANGE 1 Person

AREA OF EFFECT Audience

ROLL OUT 30 Minutes

DURATION 12 Hours

SAVE: SKL: 4 Disguise works



Rogue alters the recipient to evade notice.

Changes appearance of gender, costuming (within class), Hair (color, style, condition) Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). All are within skill. Additional enhancements available higher levels are: Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.

Rogue's Kit

-2 Col

ENHANCEMENTS: 8

Find-Hide-Reveal

[illegible]

LEVEL

1 Hide

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: Var

ENHANCEMENTS: 0

4 pts


Self

Self

1 Round


1 Minute

Hidden



Character attempts to stay completely hidden. Many factors change the Save column. If at any time the character comes out of hiding the skill ends. This can be done while moving. The player must explain how the hiding is to be done. Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...

NO FOCUS USE

0 Lvl: 

ENHANCEMENTS: 1

LEVEL

3 Reveal Value

STACK 99

COST 4 pts


RANGE Self

AREA OF EFFECT 1 Item

ROLL OUT 10 Rds (1 Min)

DURATION Permanent

SAVE: SKL: 3 GM gives info



Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points. To estimate values over 100 gp requires a Save. This does NOT determine providence of the item.


Rogue's Kit

Col-1

ENHANCEMENTS: 1

LEVEL

4 Find Hidden Accesses



STACK 1

COST 4 pts

RANGE Self


AREA OF EFFECT 2w x 2d x 1h Sq

ROLL OUT 10 Minutes

DURATION 2 Hours

SAVE:

SKL: 3 Access found



Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)


Search for panels, doors, and other cleverly hidden issues.

Will reveal if there are issues in range and give descriptions.

Difficulty, lighting, & other conditions alter the Saving throw column.

Rogue's Kit

Col -1



ENHANCEMENTS: 4

LEVEL

6

STACK

99

COST

8 pts

RANGE

Self

AREA OF EFFECT

Urban

ROLL OUT

1 Round

DURATION

10 Rds (1 Min)


SAVE:

Unnoticed

SKL: 3

Unnoticed

Wander and Pass Unnoticed



Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue.

Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save

Rogue's Kit

Col-1

ENHANCEMENTS: 2

Locks-

LEVEL

STACK 99

COST

RANGE


AREA OF EFFECT

ROLL OUT


DURATION

SAVE:

AGL: 2



1 Set Or Open Padlock



4 pts

Touch

Lock

2 Minutes

Until Reset

Locked/Unlocked

Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.

Inspection first, if issue is found (trap?) points are spent & lock not touched.


Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.

Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.

Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

Rogue's Kit

Col -1




ENHANCEMENTS: 3

-Rogue

LEVEL

4 Set Or Open Door Lock



STACK

99

COST

4pts

RANGE

Touch

AREA OF EFFECT

Lock

ROLL OUT

6 Minutes


DURATION

Until Reset

SAVE:

Locked/Unlocked


SKL: 3




Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

Rogue's Kit

Col-1



ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
6 Set Or Open Chest Lock		8pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked	

Movement-

LEVEL

2 Walk Quietly

STACK 99

COST 4 pts


RANGE Self


AREA OF EFFECT Self

ROLL OUT Initiative

DURATION 20 Minutes

SAVE: No sound made

SKL: VAR 



Rogue attempts to not be noticed while walking quietly.

No load (including packs & sacks) or heavy armor then no Save is required.


Carrying standard packs & Sacks requires a standard Save.

Non-Rogue armor raises the Save column by 2.

Rogue can reduce the Save column by 1 by moving at 1/2 speed.

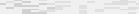
NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
<h3 style="margin-top: 0;">3 Take Point</h3>  <p>Rogue initailly surveys the area, then continues to scout as the party travels. Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle. Rogue acts as a scout watching for potentail issues. Rogue is not able use any skills or efforts that require a maintained concentration.</p>		4 pts	Self	6 Squares	1 Minute	8 Hours		Detect someone
							NO FOCUS USE	

ENHANCEMENTS: 2

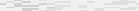
Traps-

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
1	Message -Create/Find/Remove	4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	
 <p>Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total) Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts)</p>									

Rogue's Kit
 Required

ENHANCEMENTS: 9

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
2	Impedance	Trap>Create/Find/Remove	6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success



Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total).
Un-enhanced traps are only blended, but can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)
 Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)
 Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts)

Rogue's Kit
Required

ENHANCEMENTS: 10

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
5	Damage Trap -Create/Find/Remove	12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	

Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts. Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)

Drop down (+4 pts), Shoot out (+8 pts)

Rogue's Kit Required

ENHANCEMENTS: 7

LEVEL

5

Set Up Eolas Spell Release (Trap)

STACK

7

COST

8 pts

RANGE

Touch

AREA OF EFFECT

Per Spell

ROLL OUT

20 Minutes

DURATION


Used / EOY

SAVE:

AGL: 3

Success

GM



Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.

Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers:	Trip rope/wire(+0 pts),	Pressed covering (+8 pts)
Locations:	In/on floor (+0 pts), Ceiling (+4 pts),	Wall (+8 pts)
Type:	Pop out/up (+0 pts), Drop down (+4 pts),	Shot out (+8 pts)

Rogue's Kit

Required

ENHANCEMENTS: 3

-Rogue

Tricks-

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
4			4 pts	Self	Arms Length	5 Rounds	Instant			Success

4 Sleight of Hand



Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience.
Rogue can perform skillful deception like that of a street magician.
Audience must not be at Rogues flank. If audience is flanking the Rogue column is 4.
Save column with add skills such as... Ventriloquism, Distraction, etc are easier

NO FOCUS USE

ENHANCEMENTS: 3