

# -Rogue

## AAA-My Party

LEVEL		701-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	1000 Yard Stare March		8 pts	Self	Self	20 Hours	10 Minutes	none	1



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.

2 ENHANCEMENT(S)  
0 COUNTER(S)

## Battle-Actions

LEVEL		647-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Blunder Reroll		4 pts	Self	1 Blunder	Instant	Instant	none	1



Rogue desparately 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.

0 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL		828-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Blunder Change Up		8 pts	Self	Self	Instant	Instant	none	99



Rogue uses a different column for a better outcome to the Blunder.  
Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.  
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.

0 ENHANCEMENT(S)  
0 COUNTER(S)

## Battle-Defense

LEVEL		800-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	COUNTER: Avoid An AoO		4 pts	Self	Movement	Instant	Instant	SKL	2



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.

0 ENHANCEMENT(S)  
0 COUNTER(S)

## Battle-Offense

LEVEL		667-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Backstab - Melee		4 pts	1 Square	1 Target	1 Attack	Instant	none	1



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.

4 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL		735-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Charge - Rogue		4 pts	Move x2	1 Target	1 Round	Initiative	none	99



The rogue races forward to deliver an intimidating hit.  
One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8.  
'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.

3 ENHANCEMENT(S)  
1 COUNTER(S)

LEVEL		661-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Distraction		4 pts	In Sight	In Sight	Up to 30 Min	Initiative	none	99



Draw attention. May draw aggro or distract a crowd. Must be maintained to continue.  
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd  
THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:  
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

1 ENHANCEMENT(S)  
0 COUNTER(S)


LEVEL		673-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Surprise Throw		4 pts	1 Sq / Tier	1 Melee Target	1 Attack	Pre-Battle Instant	none	99



Character quickly throws a weapon before the fighting begins! Single hand weapon only.  
Init+15, ToHIT+6, Damage: Crit chart roll. 1 Attack instead of normal number per 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.

3 ENHANCEMENT(S)  
0 COUNTER(S)

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LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
801-1			8 pts	8 Squares	3x3 Squares	2 Rounds	Instant	none	99

## 5 COUNTER: Disruptive Factor



Character draws attention to themselves in attempt to interrupt others.  
This action might disrupt other actions or break concentration of others.  
All the Targets in the AoE must pass the Save to not be affected/interrupted.  
Enhancements are able to increase the range.  
This is a Counter Action and can only be used once in a round.

2 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
818-1			8 pts	By Weapon	1 Target	5 Attacks	Initiative	none	99

## 6 Held Throw - Single Target



Holds a thrown attack as they concentrate on a single target to find a weakness.  
ToHit +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.  
If the target is out of sight/range for a round or more this effort is broken.  
During the wait time the following non-damaging skills can be used on the same target:  
Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

0 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
738-1			8 pts	Touch	Adjacent Sqs	1 Round	Initiative	none	99

## 8 Whirling Mordra - Rogue



Rogue spins about and attacks all targets adjacent to them.  
1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r  
Roll ToHit once with +4 bonus. This ToHit applies to each target.  
Roll Damage one with +4 bonus. This Damage applies to each target that was hit.  
This is applied to all surrounding squares regardless wheter friend or foe.

3 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
819-1			12 pts	4 Sqs Min	1 Target	1 Attack	Initiative	SKL	99

## 9 Curved Throw



Allows Rogue to throw a 1 handed throwing weapon around a corner.  
1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown.  
Throw must be a minimum of 4 squares.

2 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
815-1			12 pts	1 Square	1 Horse	1 Battle	Initiative	SKL	99

## 9 Mounted Melee Attack



Character is able to direct a trained mount into battle.  
Only 1 attack when moving. Max 2 attacks when stopped.  
Requires the use of a trained mount.  
Single handed weapons only.  
Character is only able to use small or buckler shield.

0 ENHANCEMENT(S)  
0 COUNTER(S)

## Battle-Prep

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
670-1			4 pts	Thrown	1 Target	1 Round	Initiative=0	none	99

## 4 Focused Thrown Attacks



Concentrates on a target and throws at the last second.  
Rogue holds all attacks until an initiative of 0.  
Thrown attacks gain a +6 ToHit and Damage to a single target at the end of the round.  
Initiative for these attacks are set to 0.  
For all normal attacks in the round. Does not affect additional attacks.

1 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
751-1			4 pts	Self	Self	20 Minutes	1 Minute	none	1

## 4 Watchful Approach



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.

2 ENHANCEMENT(S)  
0 COUNTER(S)

## Climb-

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
829-1			4 pts	Move	Vertical Area	5 Minutes	1 Minute	AGL	99

## 1 Climbing



Rogue removes bulky items, sacks, and packs to climb quickly  
Rogues climb up/down is 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.

0 ENHANCEMENT(S)  
0 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
652-1			12 pts	Touch	Self	Instant	Instant	SKL	1

## 9 2nd Attempt To Grab




A Rogue a attempt to recover from missing a grab  
Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.  
If the Save fails the 2nd attempt to grab fails.


1 ENHANCEMENT(S)  
0 COUNTER(S)




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## Communication-


LEVEL	645-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>1 Rogue To Rogue Signals</b>		4 pts	In Sight	In Sight	Instant	Initiative	SKL	3	1
	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'.								1 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL	646-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>2 Convincing Another (or Lie)</b>		4 pts	Hearing	Varies	Usually 2 Days	5 Rounds	SKL	3	99
	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. Save column adjusted based on audience size and mood, the extremeness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.								1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	615-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>2 Ventriloquism</b>		4 pts	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL	2	99
	A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.								2 ENHANCEMENT(S) 0 COUNTER(S)


## Disguise-


LEVEL	811-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>2 Disguise</b>		4 pts	1 Person	Audience	12 Hours	30 Minutes	SKL	4	7
	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 8 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	787-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>12 Impersonate</b>		12 pts	Self	1 Person	6 Hours	30 min / Complexity	SKL	3	99
	Rogue alters themselves to appear to be another very specific person. Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. Save columns adjust based on knowledge, amount of prep, amount of practice, etc. Exact Cost based on original 12 points + cost of all enhancements that are needed.								Rogue's Kit Required 10 ENHANCEMENT(S) 0 COUNTER(S)

## Find-Hide-Reveal


LEVEL	739-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>1 Find Entry Gate</b>		4 pts	Urban	Community	30 Minutes	1 Round	SKL	2	99
	The Rogues quickly surveys the situation and knows the direction to go! Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark. This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Does not give distance, best path, or elevations.								2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	903-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>1 Hide</b>		4 pts	Self	Self	1 Minute	1 Round	SKL	Var	99
	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...								1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	744-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>3 Reveal Value</b>		4 pts	Self	1 Item	Permanent	10 Rounds	SKL	3	99
	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 1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	899-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	GM	STACK
<b>4 Find Hidden Accesses</b>		4 pts	Self	2w x 2d x 1h Sqs	Usually 2 Days	10 Minutes	SKL	3	1
	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 4 ENHANCEMENT(S) 1 COUNTER(S)


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LEVEL		741-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>6 Wander and Pass Unnoticed</b>			8 pts	Self	Urban	10 Rounds	1 Round	SKL	3 99
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 2 ENHANCEMENT(S) 0 COUNTER(S)

## Locks-


LEVEL		807-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>1 Set Or Open Padlock</b>			4 pts	Touch	Lock	Until Reset	2 Minutes	AGL	2 99
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 3 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		831-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>4 Set Or Open Door Lock</b>			4pts	Touch	Lock	Until Reset	6 Minutes	SKL	3 99
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 2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		904-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>6 Set Or Open Chest Lock</b>			8pts	Touch	Lock	Until Reset	6 Minutes	SKL	3 99
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 locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell Interference' OR 'Pause Magical Lock'.									Rogue's Kit Col-1 2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		832-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>9 Set Or Open Wall Lock / Mechanism</b>			12pts	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	3 99
Inspects a lock during rollout then can 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 Wall lock will cost no extra points to attempt. Create Lock X3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.									Rogue's Kit Required 2 ENHANCEMENT(S) 0 COUNTER(S)


## Movement-

LEVEL		790-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>2 Walk Quietly</b>			4 pts	Self	Self	20 Minutes	Initiative	SKL	VAR 99
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.									2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		746-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>3 Take Point</b>			4 pts	Self	6 Squares	8 Hours	1 Minute	SNS	2 99
Rogue initially 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.									2 ENHANCEMENT(S) 0 COUNTER(S)

## Tracking-

LEVEL		788-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>9 Urban Tracking</b>			12 pts	Self	Urban or Subtrrn	2 Hours	3d8 Minutes	SNS	2 99
Rogue attempts to follow a hot path, before it grows cold. Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old. Rogue attempts to follow a hot path, before it grows cold. GM rolls for the Rogues success.									1 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		817-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>10 Lose A Tail</b>			12 pts	Self	Urban	Permanent	3d8 Min	SKL	2 99
The Rogue winds back and forth using cover as needed to avoid notice. Used in an urban environment to lose an active tail which may take some time to do. A high SAVE leaves misleading clues. Players can improve the Save by role play and descriptions. GM rolls the Save for any pursuers.									1 ENHANCEMENT(S) 0 COUNTER(S)

**-Rogue**

Traps-

Tricks-