



-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> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div> </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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Battle-Defense

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.

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.

-Rogue

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	COUNTER:		8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		



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.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Held Throw - Single Target		8 pts	By Weapon	1 Target	Initiative	5 Attacks		



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.

NO FOCUS USE

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8	Whirling Mordra - Rogue		8 pts	Touch	Adjacent Sqs	Initiative	1 Round		



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 whether friend or foe.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Allowed a ToHIT
9	Curved Throw		12 pts	4 Sqs Min	1 Target	Initiative	1 Round		



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.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
9	Mounted Melee Attack		12 pts	1 Square	1 Horse	Initiative	1 Battle		



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.

NO FOCUS USE

Battle-Prep

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Focused Thrown Attacks		4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		



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.

NO FOCUS USE

ENHANCEMENTS: 1

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



Rogue is obvisouly 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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 Has not fallen
1	Climbing		4 pts	Move	Vertical Area	1 Minute	5 Minutes		



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.

NO FOCUS USE

-Rogue

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
9		12 pts	Touch	Self	Instant	Instant		Grab works

Communication-

LEVEL

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

GREEN

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. 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.</p>									
							NO FOCUS USE		
									ENHANCEMENTS: 1

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
2 Ventriloquism		4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing	
 <p>A voice/sound is coming an unidentified place/person.</p> <p>Mimic sounds or a short sentence per round.</p> <p>Must indicate where sounds will seemly come from (within Range) Save to convince.</p> <p>Save column based on audience size, noise level, mimicry, skill of listeners, etc.</p> <p>Best: Prep the crowd and act out with cohorts with a practiced persona.</p>									
								NO FOCUS USE	
								ENHANCEMENTS: 2	

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
12 Impersonate		12 pts	Self	1 Person	15 Min/Complexity	6 Hours		Success	
	<p>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.</p>								
							Rogue's Kit Required		
								ENHANCEMENTS: 10	

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
13 Feign Death		16 pts	Self	Self	Instant	2 Rds Minimum		Convincing



Rogue falls to the ground and appears dead.

+ Rogue appears dead to others. Rogue AC=3/3.

Rogue must make GM aware this skill will be used in the upcoming round.

Rogue can choose what segment to start. If the skill isn't used the points still are.

GM will roll the Save for any checks for signs of life.

NO FOCUS USE

ENHANCEMENTS: 4

Find-Hide-Reveal

[illegible]

-Rogue

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
1 Hide			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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
3 Reveal Value			4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		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	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
4 Find Hidden Accesses			4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
6 Wander and Pass Unnoticed			8 pts	Self	Urban	1 Round	10 Rds (1 Min)		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

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
4 Set Or Open Door Lock			4pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked	



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	




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'.

NO FOCUS USE



ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
9 Set Or Open Wall Lock / Mechanism			12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset			



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

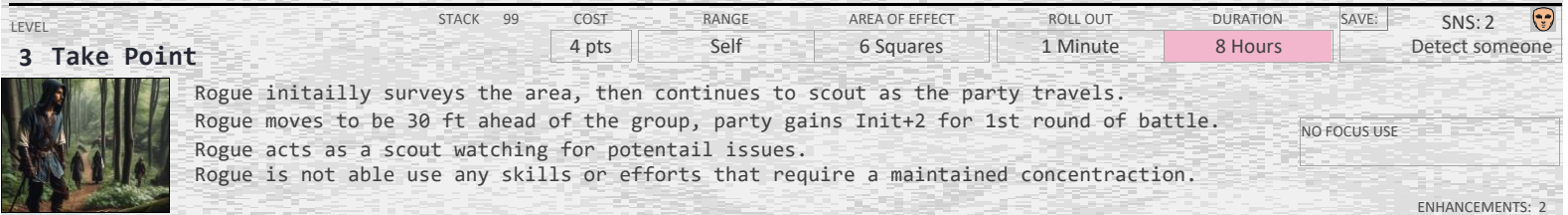


ENHANCEMENTS: 2


-Rogue

Movement-

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.



Tracking-




Rogue attempts to follow a hot path, before it grows cold.

1 Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.

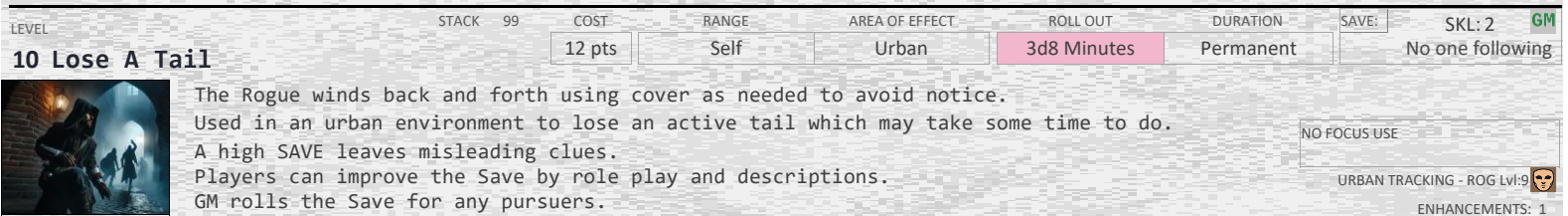
Rogue attempts to follow a hot path, before it grows cold.

GM rolls for the Rogues success.

NO FOCUS USE

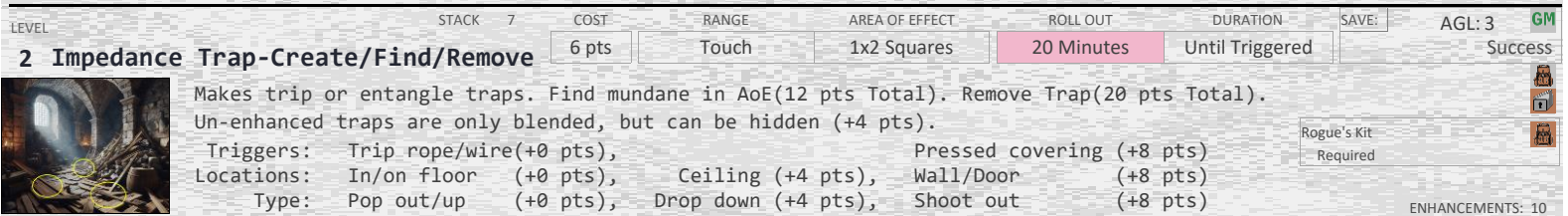
LOSE A TAIL - ROG Lvl:10 

ENHANCEMENTS: 1



Traps-

Un-enhanced traps makes noticeable 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)



LEVEL

5

STACK

7

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT

20 Minutes

DURATION

Until Triggered

SAVE:

AGL: 3

Success

5

Damage Trap -Create/Find/Remove

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)

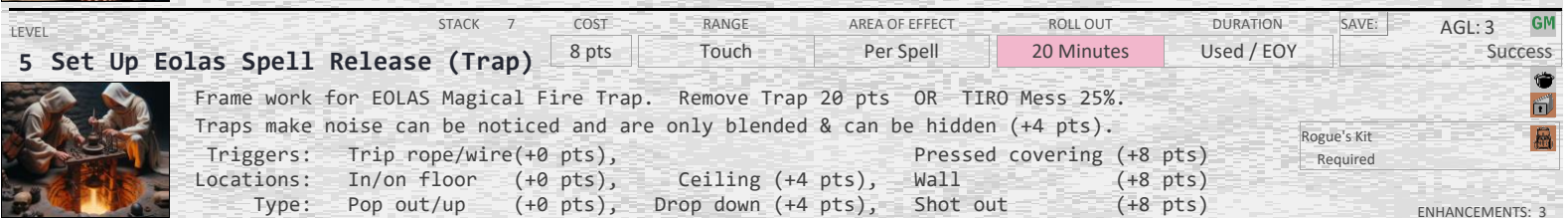
Drop down (+4 pts),

Shoot out (+8 pts)

Rogue's Kit

Required

ENHANCEMENTS: 7



-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