-Rogue

Battle-Actions

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Blunder Reroll		4 pts	Self	1 Blunder	Instant	Instant		

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.

NO FOCUS USE

Battle-Defense

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
1 Avoid An AoO		4 pts	Self	Movement	Instant	Instant		Avoids an AoO

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.

NO FOCUS USE

Battle-Offense

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Backstab - Melee		4 pts	1 Square	1 Target	Instant	1 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.

NO FOCUS USE

ENHANCEMENTS: 4

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		

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.

NO FOCUS USE

SET FOR CHARGE - FTR Lvl:1

ENHANCEMENTS: 3

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

Draw attention. May draw aggro or distract a crowed. 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.

NO FOCUS USE

ENHANCEMENTS: 1

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		

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.
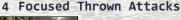
NO FOCUS USE

ENHANCEMENTS: 3

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 initative 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 obviosuly and continously 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 Serendipty 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

-Rogue

Climb-

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

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

Communication-

	LEVEL	STACK	1	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	99	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

Rogue embelishes, bends, or breaks the truth in an attempt to convince someone.
Players that role playing this out will get the Save column droped by 1.
Save column adjusted based on audience size and mood, the extremness 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.

NO FOCUS USE

ENHANCEMENTS: 1

	LEVEL	STACK	99	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

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.

NO FOCUS USE

ENHANCEMENTS: 2

Disguise-

	LEVEL	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
	2 Disguise			4 pts	1 Person	Audience	30 Minutes	12 Hours		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

	LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	1 Find Entry Gate			4 pts	Urban	Community	1 Round	30 Minutes		Get clear description

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.

NO FOCUS USE

ENHANCEMENTS: 2

	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 GM
	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

-Rogue

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
LEVEL		4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		Access found

4 Find Hidden Accesses

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

Locks-

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
LEVEL		4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unlocked

1 Set Or Open Padlock

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

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

4 Set Or Open Door Lock

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

Movement-

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR
LEVEL		4 pts	Self	Self	Initiative	20 Minutes		No sound made

2 Walk Quietly

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

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
LEVEL		4 pts	Self	6 Squares	1 Minute	8 Hours		Detect someone

3 Take Point

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 concentraction.

NO FOCUS USE

ENHANCEMENTS: 2

Traps-

	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL		4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

1 Message -Create/Find/Remove

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)

Rogue's Kit
Required

ENHANCEMENTS: 9

	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL		6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

2 Impedance Trap-Create/Find/Remove

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

Tricks-

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
LEVEL		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