-Rogue

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)

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	99

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 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.

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)

Battle-Prep

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

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.

1 ENHANCEMENT(S)
0 COUNTER(S)

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

Rogue is obvisouly 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.

2 ENHANCEMENT(S)
0 COUNTER(S)

-Rogue

Climb-

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION ⏳	ROLL OUT ⏳	SAVING THROW 🎭		STACK
1	**Climbing** 829-1	4 pts	Move	Vertical Area	5 Minutes	1 Minute	AGL	3	99

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)

Communication-

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION ⚔	ROLL OUT ⏱	SAVING THROW GM		STACK
1	**Rogue To Rogue Signals** 645-1	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		COST	RANGE	AREA OF EFFECT	DURATION ☀	ROLL OUT 5	SAVING THROW GM		STACK
2	**Convincing Another (or Lie)** 646-1	4 pts	Hearing	Varies	Usually 2 Days	5 Rounds	SKL	3	99

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.

1   ENHANCEMENT(S)
0   COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION ⚔	ROLL OUT ⏱	SAVING THROW GM		STACK
2	**Ventriloquism** 615-1	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		COST	RANGE	AREA OF EFFECT	DURATION 🕐	ROLL OUT ⏳	SAVING THROW 🎭		STACK
2	**Disguise** 811-1	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)

Find-Hide-Reveal

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION ⏳	ROLL OUT ⏱	SAVING THROW 🎭		STACK
1	**Find Entry Gate** 739-1	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		COST	RANGE	AREA OF EFFECT	DURATION ⏳	ROLL OUT ⚔	SAVING THROW 🎭		STACK
1	**Hide** 903-1	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		COST	RANGE	AREA OF EFFECT	DURATION ∞	ROLL OUT ⏳	SAVING THROW GM		STACK
3	**Reveal Value** 744-1	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)

-Rogue

		LEVEL		COST	RANGE	AREA OF EFFECT	DURATION ☀️	ROLL OUT ⏳	SAVING THROW 🎭	STACK

4 Find Hidden Accesses 899-1

COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
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)

Locks-

1 Set Or Open Padlock 807-1

COST	RANGE	AREA OF EFFECT	DURATION ∞	ROLL OUT	SAVING THROW		STACK
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)

4 Set Or Open Door Lock 831-1

COST	RANGE	AREA OF EFFECT	DURATION ∞	ROLL OUT	SAVING THROW		STACK
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)

Movement-

2 Walk Quietly 790-1

COST	RANGE	AREA OF EFFECT	DURATION ⏳	ROLL OUT	SAVING THROW		STACK
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)

3 Take Point 746-1

COST	RANGE	AREA OF EFFECT	DURATION 🕐	ROLL OUT	SAVING THROW		STACK
4 pts	Self	6 Squares	8 Hours	1 Minute	SNS	2	99

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.

2 ENHANCEMENT(S)
0 COUNTER(S)

Traps-

1 Message -Create/Find/Remove 867-1

COST	RANGE	AREA OF EFFECT	DURATION 📅1	ROLL OUT ⏳	SAVING THROW GM		STACK
4 pts	Touch	1 Square	Year or Tripped	20 Minutes	AGL	3	7

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
9 ENHANCEMENT(S)
0 COUNTER(S)

2 Impedance Trap-Create/Find/Remove 644-1

COST	RANGE	AREA OF EFFECT	DURATION 📅1	ROLL OUT ⏳	SAVING THROW GM		STACK
6 pts	Touch	1x2 Squares	Year or Tripped	20 Min	AGL	3	7

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
10 ENHANCEMENT(S)
1 COUNTER(S)

Tricks-

4 Sleight of Hand 750-1

COST	RANGE	AREA OF EFFECT	DURATION ⏱️	ROLL OUT ⏳	SAVING THROW GM		STACK
4 pts	Self	Arms Length	Instant	5 Rounds	SKL	2	99

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

3 ENHANCEMENT(S)
0 COUNTER(S)