



## -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 235 1580 237"> 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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## 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		



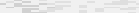
Rogue removes bulky items, sacks, and packs to climb quickly  
Rogues climb up/down is movement. Others climb at 1/2 their moment.  
Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.  
No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?)  
Falling 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	2nd Attempt To Grab	12 pts	Touch	Self	Instant	Instant		Grab works


 A Rogue attempts 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.

NO FOCUS USE

ENHANCEMENTS: 1

## 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
<b>2 Convincing Another (or Lie)</b>		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 &amp; 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

[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: 8


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

[illegible]

# Find-Hide-Reveal

<b>LEVEL</b>	<b>STACK</b> 99	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b>	<b>SKL: 2</b>
<b>1 Find Entry Gate</b>		4 pts	Urban	Community	1 Round	30 Minutes		Get clear description
	<p>The Rogues quickly surveys the situation and knows the direction to go!</p> <p>Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark.</p> <p>This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.</p> <p>Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, &amp; such.</p> <p>Does not give distance, best path, or elevations.</p>							NO FOCUS USE
							<b>ENHANCEMENTS: 2</b>	

LEVEL

1 Hide

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: Var

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

## -Rogue

	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.
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LEVEL

4 Find Hidden Accesses

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

2w x 2d x 1h Sqs

ROLL OUT

10 Minutes

DURATION


2 Hours

SAVE:

Access found

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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="width: 25%;"> <h2 style="margin: 0;">6 Wander and Pass Unnoticed</h2>  </div> <div style="width: 70%;"> <p>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.</p> <p>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</p> </div> <div style="width: 5%; text-align: center;">  </div> </div>										
			8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed	

Rogue's Kit

Col-1



ENHANCEMENTS: 2

## Locks-

LEVEL

STACK 99

COST 4 pts

RANGE Touch


AREA OF EFFECT Lock

ROLL OUT 2 Minutes

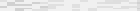
DURATION Until Reset

SAVE: Locked/Unlocked

AGL: 2



## 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

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
<b>6 Set Or Open Chest Lock</b>	99	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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
9 Set Or Open Wall Lock / Mechanism		12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset			

## 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 No sound made



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



## -Rogue

[illegible]

# Tracking-

LEVEL

9 Urban Tracking

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE

SNS: 2

GM

12 pts


Self

Urban or Subtrrn

3d8 Minutes

2 Hours

Path found



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.

NO FOCUS USE

LOSE A TAIL - ROG Lvl:10

ENHANCEMENTS: 1

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: SKL: 2

10 Lose A Tail

12 pts


Self

Urban

3d8 Minutes

Permanent

No one following



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.

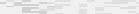
NO FOCUS USE

URBAN TRACKING - ROG Lvl: 9

ENHANCEMENTS: 1

## 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	




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

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
<b>5 Damage Trap -Create/Find/Remove</b>		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

STACK 7

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

AGL: 3

GM

5 Set Up Eolas Spell Release (Trap)

8 pts


Touch

Per Spell

20 Minutes

Used / EOY

Success



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

## Tricks-

LEVEL

4 Sleight of Hand



STACK 99

COST 4 pts

RANGE Self

AREA OF EFFECT Arms Length

ROLL OUT 5 Rounds

DURATION Instant

SAVE:

SKL: 2

GM Success

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