

Battle Actions/Prep

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour	No Save
Avoid Incoming (Ranged/Thrown)							

 Character is able to better dodge missles and thrown objects.
Dodging (+2 AC) vs Ranged and Thrown attacks from the front only.
Does not protect vs Melee.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	No Save
Take Point							

 Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.
Rogue acts as a scout (Point person) watching for potential issues.
Rogue is not able use any skills or efforts that require a maintained concentration.

COUNTER: None
ENHANCEMENTS:
Lvl 20 AOE X4 20 SP
Lvl 16 AoE X2 16 SP

Battle Offense

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

 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.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Damage X2 12 SP
Lvl 17 Damage +8 / die 16 SP
Lvl 9 Damage +50% 8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Move x2	1 Target	Initiative	1 Round	No Save
Rogues Charge							

 The rogue races forward to deliver an intimidating hit. (Extra Attack)
Charge must be a straight path to the non-moving target and not end with a pivot.
Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2.
Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).
No other attacks (including 'Extra' attacks) can be attempted in the same round.

COUNTER: No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	99	4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round	No Save
Critical Surprise Throw							

 Quickly throw a weapon before the fighting begins! Single hand weapon only.
1 Attack instead of normal number per round.
Surprise Thrown attack is done before battle is started. Creates a round 0.
Rogue gains +6 ToHIT. Also, Damage is rolled on Critical chart.
If other Surprise attacks happen, highest Init wins & others fail to happen.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Damage X2 12 SP
Lvl 9 Damage +50% 8 SP

Battle Reaction

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

 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.

COUNTER: None

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	Movement	Instant	1 Round	Agility Avoids an AoO
Dodge AoO Attacks							

 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 skill does NOT interfere with the Rogues normal attacks in the round.
Rogue and attacker must use a comparison Save.
Must be called before AoO damage is rolled.

COUNTER: None

-Rogue

LEVEL	3	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill to NonSkill Comparison	GM
					4 pts	In Sight	In Sight	Instant	Up to 30 Min			
Draw Attention												
										COUNTER: None		
May draw aggro or distract a crowded. Must be maintained to continue. 1 Attack from the Rogue may be done. Caution: This could alter the audiences view. Comparison Save between Rogue and target audience, Rogue uses Skill Save, A target Rogue also uses Skill Save, but non-Rogue target uses the non-Skill Save.												
Class Specialty												
LEVEL	1	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen	GM
					4 pts	Move	Vertical Area	Initiative	5 Minutes			
Climbing												
										FOCUS:Skill Roll +20		
No items in backpack. Can carry items in the Hidden Spaces Rogues climb up/down is movement. Others climb at half walk movement. Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used. Failed Save = fall. (2nd Grab Skill) Falling damage is 2d8 for every climb (1/2 walk move upwards)												
LEVEL	1	JUST	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sent & Rcvd	GM
					4 pts	In Sight	In Sight	Next Initiative	30 Minutes			
Rogue To Rogue Signals												
										COUNTER: None		
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'.												
LEVEL	2	JUST	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works	GM
					4 pts	1 Square	Self		30 Minutes			
Basic Disguise												
										FOCUS:Save Roll +20		
Does require "AoE Select Target" Enhancement to disguise another person. Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)												
LEVEL	2	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Believed	GM
					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days			
Convincing Another (or Lie)												
										COUNTER: None		
Rogue embellishes, 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.												
LEVEL	2	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No sound made	GM
					4 pts	Self	Self	Initiative	20 Minutes			
Silent Movements												
										COUNTER: None		
Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or armor then no Save is required. Carrying standard packs & Sacks requires a standard Save. Rogue can help the Save roll by +20 by moving at 1/2 speed. Rogue wearing robes or less can help the Save roll by +20.												
LEVEL	2	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Convincing	GM
					4 pts	4 Sq/Tier	1 Square	Initiative	1 Round			
Ventriloquism												
										COUNTER: None		
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.												

-Rogue

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success	GM
Sleight of Hand				4 pts	Self	Arms Length	1 Round	Instant			



Rogue can perform skillful deception with their hands. Use comparison Save. Skillful deception Roll Save to fool an audience. May include small items only. Rogue can perform skillful deception like that of a street magician. Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4. Save column with add skills such as... Ventriloquism, Distraction, etc are easier

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 12	Rollout Init	12 SP
Lvl 5	Initiative +4	4 SP

Find or Reveal

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
Find Entrance/Gate				4 pts	Urban	Community	Initiative	Instant			



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 & 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.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

Search For Item

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL Issue/Item Found	GM
Search For Item				4 pts	Touch	Variable	1 Minute	Instant			



Many factors change the Save column, including a general quick search. Scanning for 'anything' is possible, but requires a penalty of -30 to the Save Roll. This is meant to scan a small area or person for a single item. When searching a person the Save Roll is comparative (search vs searched).

COUNTER: No Counter Available. Lvl:

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
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Reveal Value

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill GM gives info	GM
Reveal Value				4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent			



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.

FOCUS: Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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Search The Area

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Access found	GM
Search The Area				4 pts	Touch	2w x 2d x 1h Sqs	10 Minutes	2 Hours			



Search in and FOR areas. (Camouflage, concealed, and Hidden.) Search for multiple issues within panels, doors, and other items. Will reveal if there are issues in range and give descriptions. Difficulty, lighting, & other conditions alter the Saving throw column. This does not work as well when searching for a specific item (Save Roll - 30)

FOCUS: Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

Mechanicals

LEVEL	1	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Trap in place	GM
Create Message Trap				20 pts	Touch	1 Square	20 Minutes	Until Triggered			



Creates a single trap that reveals a message when sprung. Requires description of the trigger, Message, and Location. This is the creation of a hidden non-damaging trigger type trap. Enhancements and Rogues Kit's can add 1 column to Save. Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE: Message Trap

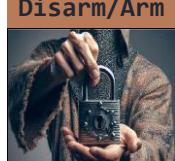
FOCUS: Trap Seen +20

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll -20	8 SP
Lvl 14	Save Roll +20	8 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Locked/Unlocked	GM
Disarm/Arm Locks and Traps				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset			



For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save. 3 tries only. Simple Issues require Skill Save Advanced Issues require Skill -20 Save Complex Issues require Skill -50 Save (or more) non-Dmg traps, Padlocks, Skeleton keys. Dmg Traps, Imbedded locks, Slim keys. Hidden or large mechanicals

FOCUS: Save +20

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL 2



STACK 7

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1x2 Squares

ROLL OUT

5 Minutes

DURATION

Until Triggered

SAVE: No Save

Create Impediment Trap

Single trap that covers the AoE with miscellaneous items that impede movement by half.
Should have description of the trigger, as well as the specific location.
This is the creation of a hidden non-damaging trigger type trap.
Enhancements and Rogues Kit's can add 1 column to Save.
Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Impediment Trap	
FOCUS:Trap Seen +20	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP