

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
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
5	1	8 pts	Self	2x2 Squares	4 Rounds	4 Hours	No Save
Patient and Watchful							
	Non-obvious continous scanning / monitoring of the surroundings from a standstill. This level of observation ensures nothing will be missed. This cannot be done while focusing on singular issues like traps, locks, disguises. Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle.						COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Duration X2 8 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
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
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
6	99	8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held	No Save
Held Throw, Single Target							
	Holds a thrown attack as they concentrate on a single target to find a weakness. ToHTT +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.						COUNTER: None

-Rogue

LEVEL	8	JUST I	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	Adjacent SqS	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
Whirling Mordra, Rogue Style																

 Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll & single Damage roll are applied to all 8 squares surrounding the Rogue. The ToHIT and Damage will gain bonuses of +4. When each target has differing AC's it is likely not all targets will be hit/damaged. This Skill was created in cooperation with the player "Mordra".

COUNTER: None

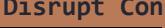
ENHANCEMENTS:

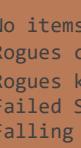
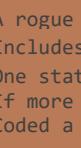
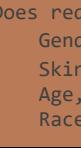
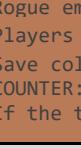
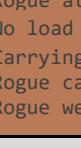
- Lvl 5 Initiative +4 4 SP
- Lvl 14 Damage X2 12 SP
- Lvl 17 Damage +8 / die 16 SP

LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Mounted Melee Attack		12 pts	1 Square	1 Horse	Initiative	1 Battle				

Battle Reaction

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

LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
				8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Disrupted
Disrupt Concentration										
	Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.									
									COUNTER:	None
									ENHANCEMENTS:	
									Lvl 18 Range X4	10 SP
									Lvl 12 Range X2	8 SP

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Self	Self	Instant	Instant		
Blunder Change Up										
										
<p>Rogue uses a different column for a better outcome to the Blunder.</p> <p>Allows Rogue to mitigate a Blunder 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>										
									COUNTER:	None
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected
				16 pts	Self	Self	Instant	2 Rds Minimum		
Feign Death										
										
<p>Rogue falls to the ground and appears dead.</p> <p>Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.</p> <p>Rogue must make GM aware this skill will be used as soon as possible.</p> <p>Rogue can choose what segment to enact this, based on Rollout being instant.</p> <p>GM will roll the Save for others trying to detect life.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p>										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen
				4 pts	Move	Vertical Area	Initiative	5 Minutes		
Climbing										
										
<p>No items in backpack. Can carry items in the Hidden Spaces</p> <p>Rogues climb up/down is movement. Others climb at half walk movement.</p> <p>Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.</p> <p>Failed Save = fall. (2nd Grab Skill)</p> <p>Falling damage is 2d8 for every climb (1/2 walk move upwards)</p>										
									FOCUS:	Skill Roll +20
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p> <p>Lvl 20 Rollout Instant 16 SP</p> <p>Lvl 16 AoE X2 16 SP</p>										
LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sent & Rcvd
				4 pts	In Sight	In Sight	Next Initiative	30 Minutes		
Rogue To Rogue Signals										
										
<p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?</p> <p>Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.</p> <p>One statement per round. Only basic information is put across.</p> <p>If more subtle or complex communication is attempted a Save must be passed.</p> <p>Coded a message or local terminology is used the information is NOT 'readable'.</p>										
									COUNTER:	None
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works
				4 pts	1 Square	Self	30 Minutes	12 Hours		
Basic Disguise										
									FOCUS:	Save Roll +20
<p>Does require "AoE Select Target" Enhancement to disguise another person.</p> <p>Gender, Weight, and Items worn to imply another class or profession.</p> <p>Skin color (Not changing skin type)</p> <p>Age, Hair, Style, Color, and Facial Hair</p> <p>Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 12 AoE +2 12 SP</p>										
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Believed
				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		
Convincing Another (or Lie)										
										
<p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone.</p> <p>Players that role playing this out will get the Save column dropped by 1.</p> <p>Save column adjusted based on audience size and mood, the extremeness of the lie, etc.</p> <p>COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.</p> <p>If the target is general ("Any one person in the crowd") the column is reduced.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p>										
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No sound made
				4 pts	Self	Self	Initiative	20 Minutes		
Silent Movements										
										
<p>Rogue attempts to not be noticed while walking quietly.</p> <p>No load (including packs & sacks) or armor then no Save is required.</p> <p>Carrying standard packs & Sacks requires a standard Save.</p> <p>Rogue can help the Save roll by +20 by moving at 1/2 speed.</p> <p>Rogue wearing robes or less can help the Save roll by +20.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>										

-Rogue

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Convincing	GM
	Ventriloquism			4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round			
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 12 Range X2	8 SP	
									Lvl 9 Range +50%	6 SP	
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			
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 12 Rollout Init	12 SP	
									Lvl 5 Initiative +4	4 SP	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Success	GM
	Impersonate A Person			12 pts	Self	1 Person	10 Min/Complexity	12 Hours			
									FOCUS:Required		
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 18 Duration X4	10 SP	
									Lvl 14 Duration X2	8 SP	
Find or Reveal											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Find Entrance/Gate			4 pts	Urban	Community	Initiative	Instant			
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 12 Rollout Init	12 SP	
									Lvl 10 Rollout Halved	6 SP	
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			
									COUNTER:	No Counter Available. Lvl:	
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
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			
									FOCUS:Save Roll +20		
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
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			
									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	20 pts	RANGE	1 Square	AREA OF EFFECT	20 Minutes	ROLL OUT	DURATION	SAVE: Skill Trap in place
Create Message Trap												

LEVEL	5	STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill	GM
Create Damaging Trap		40 pts		Touch		1 Square			2 Hours		Until Triggered		Trap set in place			

Nae'Ems

LEVEL	14	NAE'EM	█	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority				48 pts		1 Recipient		1 Target		1 Week		Permanent

Urban Environment