

Battle Actions/Prep

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

Battle Offense

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Melee Backstab			4 pts	1 Square	1 Target	Initiative		1 Round		

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

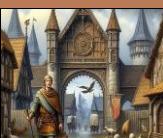
-Rogue

LEVEL	4	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round		
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 a ToHIT +3 / Tier. 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									
LEVEL	6	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held		
Held Throw											
	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.	COUNTER: None									
LEVEL	8	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
Whirling Marda											
	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	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	1 Square	1 Horse	Initiative	1 Battle		
Mounted Melee Attack											
	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.	COUNTER: None									
Battle Reaction											
LEVEL	3	HOW	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1 Blunder	Instant	Instant		
Blunder Reroll											
	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.	COUNTER: None									
LEVEL	3	+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Avoids an AoO
					4 pts	Self	Movement	Instant	1 Round		
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									
LEVEL	3	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Physical Senses Comparison
					4 pts	In Sight	In Sight	Instant	Up to 30 Min		
Draw Attention											
	May draw aggro or distract a crowd. 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.	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP									

-Rogue

LEVEL 5		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Comparison 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.								
LEVEL 6		STACK 1	COST 8 pts	RANGE Touch	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save
2nd Attempt To Grab  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.								
LEVEL 7		STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Blunder Change Up  Rogue uses a different column for a better outcome to the Blunder. Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart. 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.								
LEVEL 13		STACK 99	COST 16 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 2 Rds Minimum	SAVE: Skill vs non-Skill Life Detected
Feign Death  Rogue falls to the ground and appears dead. Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection. Rogue must make GM aware this skill will be used as soon as possible. Rogue can choose what segment to enact this, based on Rollout being instant. GM will roll the Save for others trying to detect life.								
LEVEL 1		STACK 99	COST 4 pts	RANGE Move	AREA OF EFFECT Vertical Area	ROLL OUT Initiative	DURATION 5 Minutes	SAVE: Agility Has not fallen
Climbing  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		STACK 3	COST 4 pts	RANGE In Sight	AREA OF EFFECT In Sight	ROLL OUT Next Initiative	DURATION 30 Minutes	SAVE: Skill Sent & Rcvd
Rogue To Rogue Signals  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		STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT Self	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE: Skill Disguise works
Basic Disguise  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)								

-Rogue

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Convincing Another				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days	Believed	
	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.								<p>COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP</p>	
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Silent Movements				4 pts	Self	Self	Initiative	20 Minutes	No sound made	
	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.								<p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>	
LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Sleight of Hand				4 pts	Self	Arms Length	1 Round	Instant	Success	
	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								<p>COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 12 Rollout Init 12 SP Lvl 5 Initiative +4 4 SP</p>	
LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Impersonate A Person				12 pts	Self	1 Person	10 Min/Complexity	12 Hours	Success	
	Rogue alters themselves to appear to be another very specific person. Added Skill Point costs based on complexity and level, Costumes +4 (How to wear it) Prosthetic +10 (Race Change) Badges/Certificates +10 (Making it 'official')								<p>FOCUS: Required COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>	
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.								<p>COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP</p>	
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	GM
Search For Item				4 pts	Touch	Variable	1 Minute	Instant	Issue/Item Found	
	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).								<p>COUNTER: No Counter Available. Lvl: ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP</p>	
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM gives info
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.								<p>FOCUS: Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>	

-Rogue

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Icon
				4 pts	Touch	2w x 2d x 2h Sq's	10 Minutes	2 Hours		Access found	

Search The Area



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	Icon
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 14 Range At 3 Sq's	8 SP

Mechanicals

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Icon
				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked	

Disarm/Arm Locks and Traps



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

FOCUS:Save +20	Icon
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Icon
				20 pts	Touch	1 Square	20 Minutes	Until Triggered		Trap in place	

Create Message Trap



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	Icon
FOCUS:Trap Seen +20	Icon
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 14 Save Roll +20	8 SP

LEVEL	3	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	Icon
				12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered			

Create Impedance 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 help if Save is needed.
Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

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

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

Create Damaging Trap



Creates a single trap that covers the AoE with which inflicts damage when triggered.
Requires description of the damage method, as well as the specific location.
This is the creation of a hidden damaging trigger type trap. Damage: 2d6.
Normal Save would be AGL:3, but could be more difficult in some circumstances.
Enhancements and Rogues Kit's can add 1 column to Save.

CREATE:Damage Trap	Icon
FOCUS:+ 1d6 Dmg	Icon
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Save Roll -20	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 17 Damage +8 / die	16 SP

Nae'Ems

LEVEL	14	NAE'EM	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	Icon
					48 pts	1 Recipient	1 Target	1 Week	Permanent			

Bestow House Authority



Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Allegience	Icon
COUNTER:None	

Urban Environment

LEVEL	9	Stack	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Icon
				12 pts	Self	Urban or Subtrn	3d8 Minutes	4 Hours		Path found	

Urban Tracking



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.
Rogue and GM roll Comparison Save to determine success.

COUNTER:Lose A Tail - ROG Lvl:1	Icon
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP

-Rogue

LEVEL 10



STACK 99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Urban

ROLL OUT

3d8 Rounds

DURATION

30 Minutes

SAVE: Comparison Skill

Evasion Is working

Lose A Tail (Urban)



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. Rogue and tracker use a comparison Save.

COUNTER:Urban Tracking - ROG Lvl:1

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP

Lvl 10 Rollout Halved

6 SP