
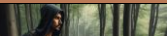


Battle Actions/Prep

LEVEL	1	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save		
Avoid Incoming (Ranged/Thrown)					4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour								
					Character is able to better dodge missiles 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	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save						
Take Point						4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day							
				<p>Point person initailly surveys the area, then continues to scout a head of the party.</p> <p>Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.</p> <p>Rogue acts as a scout (Point person) watching for potential issues.</p> <p>Rogue is not able use any skills or efforts that require a maintained concentration.</p>													
<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 16</td><td>AoE X2</td><td>16 SP</td></tr></table>												Lvl 20	AOE X4	20 SP	Lvl 16	AoE X2	16 SP
Lvl 20	AOE X4	20 SP															
Lvl 16	AoE X2	16 SP															

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

2x2 Squares

ROLL OUT

4 Rounds


DURATION

4 Hours

SAVE:

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

2

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE: No Save

4 pts


1 Square

1 Target

Initiative

1 Round

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

3

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save


4 pts

Move x2

1 Target

Initiative

1 Round



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

4

STACK

99

COST

4 pts

RANGE

3 Sqs / Tier

AREA OF EFFECT

1 Melee Target

ROLL OUT

Pre-Battle Instant


DURATION

1 Round

SAVE:

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

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Held Throw, Single Target		8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held			
		<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>To HIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.</p> <p>If the target is out of sight/range for a round or more this effort is broken.</p> <p>During the wait time the following non-damaging skills can be used on the same target:</p> <p>Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>							COUNTER: None

-Rogue

LEVEL8

JUST?

STACK99

COST8 pts


RANGETouch

AREA OF EFFECTAdjacent Sqs

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



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 +44 SP
Lvl 14 Damage X212 SP
Lvl 17 Damage +8 / die16 SP

LEVEL11

STACK99

COST12 pts


RANGE1 Square

AREA OF EFFECT1 Horse

ROLL OUTInitiative

DURATION1 Battle

SAVE: No Save



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

LEVEL3

SHOW

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT1 Blunder

ROLL OUTInstant

DURATIONInstant

SAVE: No Save



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

LEVEL3

+

STACK99

COST4 pts


RANGESelf


AREA OF EFFECTMovement

ROLL OUTInstant

DURATION1 Round

SAVE: Agility
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

LEVEL3

JUST?

STACK99

COST4 pts


RANGEIn Sight


AREA OF EFFECTIn Sight

ROLL OUTInstant

DURATIONUp to 30 Min

SAVE: Skill to NonSkill
Comparison





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 X410 SP

LEVEL5

JUST?

STACK99

COST8 pts


RANGE8 Squares


AREA OF EFFECT3x3 Squares

ROLL OUTInstant

DURATION2 Rounds

SAVE: Senses
Not Disrupted





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 X410 SP
Lvl 12 Range X28 SP

LEVEL6

STACK1

COST8 pts


RANGETouch


AREA OF EFFECTSelf

ROLL OUTInstant

DURATIONInstant

SAVE: Skill
Grab works





A Rogue a attempt 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.

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP

-Rogue

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	Instant	Instant		

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.

COUNTER: None

LEVEL	13		JUST 8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected	GM
						16 pts	Self	Self	Instant	2 Rds Minimum			

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.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP

Class Specialty

LEVEL	1			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



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)

FOCUS:Skill Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP

Lvl 20 Rollout Instant

16 SP

Lvl 16 AoE X2

16 SP

LEVEL	1			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



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'.

COUNTER: None

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works	GM
						4 pts	1 Square	Self	30 Minutes	12 Hours			

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)

FOCUS:Save Roll +20

COUNTER: None

ENHANCEMENTS:

Lvl 14 Duration X2

8 SP

Lvl 12 AOE +2

12 SP

LEVEL	2			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)



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 & contrary voices against the Rogue can affect column num.
If the target is general ("Any one person in the crowd") the column is reduced.

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save Roll +20

8 SP

LEVEL	2			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



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.

COUNTER: None

ENHANCEMENTS:

Lvl 18 Duration X4

10 SP

Lvl 14 Duration X2

8 SP

LEVEL2

STACK99

COST4 pts


RANGE4 Sqs/Tier

AREA OF EFFECT1 Square

ROLL OUTInitiative

DURATION1 Round

SAVE: Skill
Convincing



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.

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP
Lvl 9 Range +50%6 SP

LEVEL4

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTArms Length

ROLL OUT1 Round

DURATIONInstant

SAVE: Skill
Success

GM



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 +208 SP
Lvl 12 Rollout Init12 SP
Lvl 5 Initiative +44 SP

LEVEL12

STACK99

COST12 pts

RANGESelf


AREA OF EFFECT1 Person

ROLL OUT10 Min/Complexity

DURATION12 Hours

SAVE: Skill
Success

GM



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')

FOCUS:Required

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 18 Duration X410 SP
Lvl 14 Duration X28 SP

Find or Reveal

LEVEL1

STACK99

COST4 pts


RANGEUrban

AREA OF EFFECTCommunity

ROLL OUTInitiative

DURATIONInstant

SAVE: No Save



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 Init12 SP
Lvl 10 Rollout Halved6 SP

LEVEL1

STACK99

COST4 pts

RANGETouch


AREA OF EFFECTVariable

ROLL OUT1 Minute

DURATIONInstant

SAVE: SKL
Issue/Item Found

GM



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 +208 SP

LEVEL3

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT10 Rds (1 Min)

DURATIONPermanent

SAVE: Skill
GM gives info

GM



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 Halved6 SP

LEVEL4

STACK1

COST4 pts


RANGETouch

AREA OF EFFECT2w x 2d x 1h Sqs

ROLL OUT10 Minutes

DURATION2 Hours

SAVE: Skill
Access found



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 +208 SP
Lvl 10 Rollout Halved6 SP
Lvl 14 Range At 3 Sqs8 SP

Mechanicals

LEVEL1

STACK7

COST20 pts

RANGETouch

AREA OF EFFECT1 Square


ROLL OUT20 Minutes

DURATIONUntil Triggered

SAVE: Skill

GM

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

FOCUS:Trap Seen +20

COUNTER:None

ENHANCEMENTS:
Lvl 14 Save Roll -208 SP
Lvl 14 Save Roll +208 SP

LEVEL1

STACK99

COST8 pts

RANGETouch


AREA OF EFFECT1 Mechanical

ROLL OUT10 Minutes

DURATIONUntil Reset

SAVE: Skill

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

COUNTER:None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 Rollout 1 Min8 SP

LEVEL2

STACK7

COST12 pts

RANGETouch


AREA OF EFFECT1x2 Squares

ROLL OUT5 Minutes

DURATIONUntil Triggered

SAVE: No Save

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 add 1 column to Save.
Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Impedance Trap

FOCUS:Trap Seen +20

COUNTER:None

ENHANCEMENTS:
Lvl 14 Save Roll -208 SP
Lvl 18 Duration X410 SP
Lvl 9 Duration +50%6 SP

LEVEL5

STACK7

COST40 pts

RANGETouch

AREA OF EFFECT1 Square


ROLL OUT2 Hours

DURATIONUntil Triggered

SAVE: Skill

GM

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

FOCUS:+ 1d6 Dmg

COUNTER:None

ENHANCEMENTS:
Lvl 14 Save Roll -208 SP
Lvl 10 Rollout Halved6 SP
Lvl 17 Damage +8 / die16 SP

Nae'Ems

LEVEL14

NAE'EM

STACK99

COST48 pts

RANGE1 Recipient


AREA OF EFFECT1 Target

ROLL OUT1 Week

DURATIONPermanent

SAVE: No Save

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 Alliegience

COUNTER:None

Urban Environment

LEVEL9

JUST

STACK99

COST12 pts

RANGESelf

AREA OF EFFECTUrban or Subtrrn


ROLL OUT3d8 Minutes

DURATION4 Hours

SAVE: Skill

GM

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

ENHANCEMENTS:
Lvl 14 Duration X28 SP

LEVEL10

STACK99

COST12 pts

RANGESelf

AREA OF EFFECTUrban


ROLL OUT3d8 Rounds

DURATION30 Minutes

SAVE: Skill

GM

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 +208 SP
Lvl 10 Rollout Halved6 SP