## -Rogue AAA-My Party AREA OF EFFECT SAVE: No Save STACK 1 ROLL OUT DURATION 8 pts 10 Minutes 20 Hours 1000 Yard Stare March 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. COUNTER: None There is a lower likelihood of an encounter and a higher likelihood of surprise. ENHANCEMENTS: After using this skill 8 straight hours of sleep may be needed within an hour. Lvl 20 Rollout Instant 16 SP Lvl 10 Rollout Halved 6 SP **Battle-Actions** AREA OF EFFECT ROLL OUT SAVE: No Save LEVEL 3 4 pts 1 Blunder Instant Instant Blunder Reroll Rogue desparately attempts to lessen the impact of a Blunder. Allows Rogue to attempt to mitigate a Blunder roll COUNTER: None Rogue disregards the first Blunder roll and rolls again. ENHANCEMENTS: Lvl 0 No Enhancements Rogue must take the 2nd roll. AREA OF FEFECT STACK 99 ROLL OUT DURATION COST RANGE No Save LEVEL 7 8 nts 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. COUNTER: None The orignal number rolled must still be used, but the Rogue is able to search other columns FNHANCEMENTS Lvl 0 No Enhancements to find the same number which could give a different result. **Battle-Defense** RANGE AREA OF EFFECT DURATION STACK 99 COST ROLL OUT AGL: 2 LEVEL 1 4 pts Self Movement Instant Avoids an AoO Instant Avoid 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) COUNTER: None This skill does NOT interfere with the Rogues normal attacks in the round. ENHANCEMENTS: Lyl 0 No Enhancements Rogue and attacker must use a comparison Save. **Battle-Offense** RANGE AREA OF FEFECT ROLL OUT DURATION COST LEVEL 2 No Save 4 pts 1 Square 1 Target Instant 1 Round Backstab - Melee Rogue takes advantage of a nearby targets flank. TOHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. COUNTER: None This skill improves the effect of a normal backstab. ENHANCEMENTS Lvl 14 Damage X2 12 SP 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. Lvl 17 Damage +8 / die 16 SP Lvl 9 Damage +50% 8 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 4 pts Move x2 1 Target Initiative 1 Round Charge - Rogue The rogue races forward to deliver an intimidating hit. One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8. COUNTER:Set For Charge - FTR LvI:1 'Extra' Attack. Only 1 Extra attack is allowed per round. ENHANCEMENTS:

Lvl 20 Rollout Instant

Lvl 9 Range +50%

Lvl 5 Initiative +4

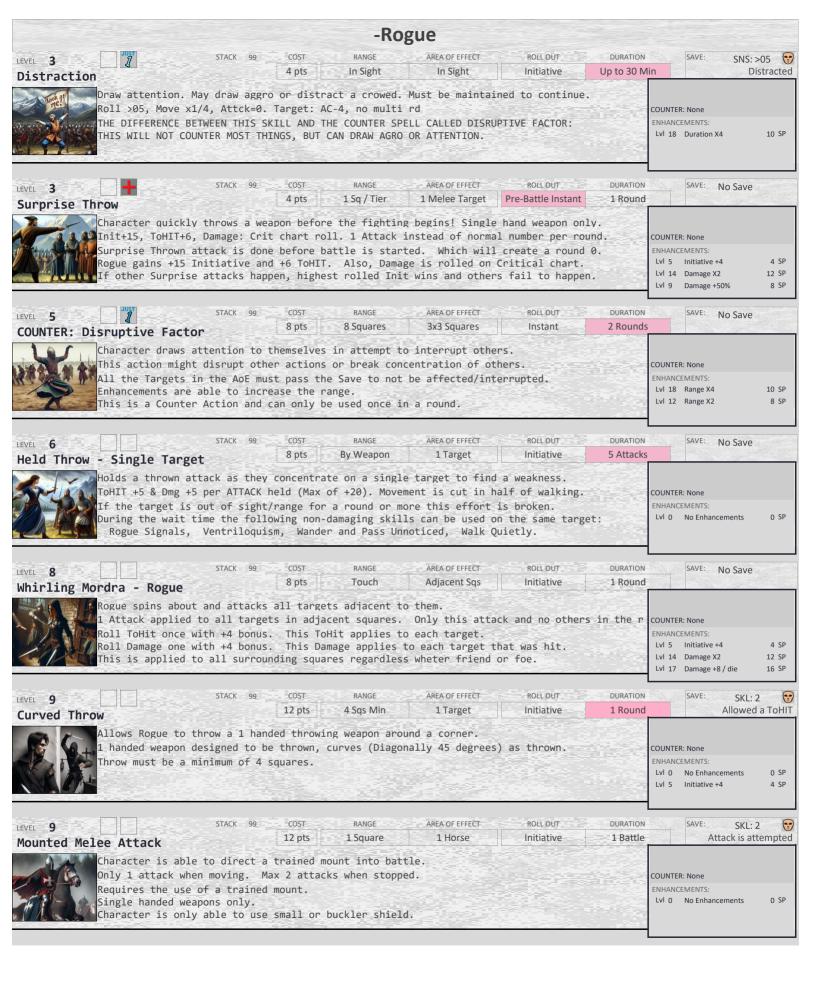
16 SP

6 SP

4 SP

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.



## -Rogue Battle-Prep AREA OF EFFECT STACK 99 RANGE ROLL OUT DURATION SAVE: No Save LEVEL 4 4 nts Thrown 1 Target Pre-Battle Instant 1 Round Focused Thrown Attacks Concentrates on a target and throws at the last second. Rogue holds all attacks until an initative of 0. COUNTER: None ENHANCEMENTS: 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. Lvl 12 Range X2 8 SP For all normal attacks in the round. Does not affect additional attacks. AREA OF EFFECT ROLL OUT DURATION STACK 1 COST RANGE LEVEL 4 SAVE: No Save 4 pts Self 4 Rounds 20 Minutes Watchful Approach Rogue is obvisouly and continously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed. COUNTER: None Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column. ENHANCEMENTS Lvl 10 Rollout Halved 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. Lvl 5 Initiative +4 4 SP Climb-RANGE AREA OF FFFECT ROLL OUT DURATION COST AGL: 3 LEVEL 1 4 nts Move Vertical Area 1 Minute 5 Minutes Has not fallen Climbing Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. COUNTER: None ENHANCEMENTS: Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column. Lvl 0 No Enhancements No packs/sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Falling damage is 2d8 for every section the character has climbed. STACK 1 AREA OF FEFECT ROLL OUT DURATION SKI: 2 LEVEL 9 12 pts Instant Instant Grab works 2nd Attempt To Grab 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. COUNTER: None If the Save fails the 2nd attempt to grab fails. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Communication-COST AREA OF EFFECT ROLL OUT SKL: 3 4 pts In Sight In Sight Initiative Instant 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. COUNTER: None One statement per round. Only basic information is put across. ENHANCEMENTS: Lvl 0 No Enhancements 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'. DURATION LEVEL 2 AREA OF EFFECT SAVE: SKL: 3 4 pts Usually 2 Days Believed 5 Rounds Convincing Another (or Lie) $m{Z}$ Rogue embelishes, 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. COUNTER: None Save column adjusted based on audience size and mood, the extremness of the lie, etc. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP 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. AREA OF EFFECT ROLL OUT SAVE: STACK 99 COST RANGE LEVEL 2 SKI: 2 4 Sqs/Tier 1 Square Initiative 1 Round Convincing 4 pts **Ventriloquism**

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 X2
Lvl 9 Range +50%

8 SP

6 SP

## -Rogue Disguise-AREA OF EFFECT RANGE ROLL OUT DURATION 9 SKI: 4 4 pts 1 Person 30 Minutes 12 Hours Disguise works Disguise Rogue alters the recipient to evade notice. FOCUS:-2 Col Changes appearance of gender, costuming (within class), Hair (color, style, condition) COUNTER: None Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). ENHANCEMENTS: 6 SP All are within skill. Lvl 9 Alter Weight 5lbs (2.2 Additional enhancements available higher levels are: Alter Skin/Hide/Scales Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color. Lvl 9 Alter Height 2in (2.5c 6 SP DURATION STACK 99 COST AREA OF EFFECT ROLL OUT GM LEVEL 12 SKL: 3 12 pts Success 1 Person 15 Min/Complexity 6 Hours **Impersonate** Rogue alters themselves to appear to be another very specific person. FOCUS:Required Change appearance of gender, costuming, Hair (color/style/condition), skin, & COUNTER: None Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. ENHANCEMENTS Lvl 4 Alter Weight 5lbs/2.3k Save columns adjust based on knowledge, amount of prep, amount of practice, etc. Exact Cost based on original 12 points + cost of all enhancements that are needed. Lvl 9 Alter Weight 5lbs (2.2 6 SP Alter Skin/Hide/Scales Find-Hide-Reveal AREA OF FFFECT ROLL OUT DURATION STACK 99 RANGE SAVE: SKL: 2 LEVEL 1 4 nts Urban Community 1 Round 30 Minutes Get clear description Find Entry Gate 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 and a landmark. COUNTER: None This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. ENHANCEMENTS: Lvl 12 Rollout Init Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Lvl 10 Rollout Halved 6 SP Does not give distance, best path, or elevations. AREA OF FEFECT ROLL OUT DURATION SKL: Var LEVEL 1 4 pts 1 Round 1 Minute Hidden Hide 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. COUNTER:0 Lvl: This can be done while moving. The player must explain how the hiding is to be done. ENHANCEMENTS: 16 SP actors: Armor, burdens, environment, noise level, crowds, blocking items, observers, Lvl 20 Rollout Instant distractions, disguise before/after, intelligence & number of pursuers, etc... AREA OF EFFECT DURATION LEVEL 3 SKI . 3 1 Item 10 Rds (1 Min) Permanent GM gives info Reveal Value Rogue appraises small and medium sized items. FOCUS:Col -1 The value of an item can depend on many things, but rogues can give an estimate. COUNTER: None Initial evaluation answering 'Is it less than 100gp?' done without skill points. ENHANCEMENTS: To estimate values over 100 gp requires a Save. Lvl 10 Rollout Halved 6 SP This does NOT determine providence of the item. COST AREA OF FEFECT ROLL OUT SKL: 3 I EVEL 4 4 pts 2w x 2d x 1h Sqs 10 Minutes 2 Hours Access found Find Hidden Accesses Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.) FOCUS:Col -1 Search for panels, doors, and other cleverly hidden issues. COUNTER: None Will reveal if there are issues in range and give descriptions. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Difficulty, lighting, & other conditions alter the Saving throw column. Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP AREA OF EFFECT ROLL OUT DURATION STACK 99 COST RANGE SKL: 3 LEVEL 6 Urhan 10 Rds (1 Min) Unnoticed 8 pts Self 1 Round Wander and Pass Unnoticed Rogue assumes a common look as they stroll around and attempt to blend. FOCUS:Col-1 This is used when there is an active search for the Rogue. COUNTER: None Disguise, distractions and like skills should enhance the Savings roll. ENHANCEMENTS: Lvl 18 Duration X4 Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Lvl 14 Duration X2 8 SP Non Rogues attempting this must pass a NON:3 Save

## -Rogue Locks-AREA OF EFFECT ROLL OUT DURATION STACK 99 RANGE LEVEL 1 AGI: 2 Until Reset 4 pts Touch 2 Minutes Locked/Unlocked Set Or Open Padlock Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries. FOCUS:Col -1 Inspection first, if issue is found (trap?) points are spent & lock not touched. COUNTER: None Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts. ENHANCEMENTS: Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points. Lvl 5 Slim Key Locks 4 SP Lvl 12 Rollout Init Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'. Lvl 10 Rollout Halved 6 SP AREA OF EFFECT DURATION STACK 99 COST RANGE ROLL OUT SAVE: 9 LEVEL 4 SKL: 3 Until Reset Locked/Unlocked 4pts Touch Lock 6 Minutes Set Or Open Door Lock Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. FOCUS:Col -1 After inspection if an issue is found (trap?) points are spent but lock not touched. COUNTER: None Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts. ENHANCEMENTS: Lvl 5 Slim Key Locks 4 SP Slim key door locks enhancement requires 5th level and cost 8 more points. Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'. Lvl 10 Rollout Halved 6 SP STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SKI . 3 IEVEL 6 Until Reset Lock 6 Minutes Locked/Unlocked 8 pts Touch Set Or Open Chest 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. COUNTER: None Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks ENHANCEMENTS Lvl 5 Slim Kev Locks 4 SP enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell 6 SP Interference' OR 'Pause Magical Lock'. Lvl 10 Rollout Halved AREA OF EFFECT ROLL OUT DURATION GM COST No Save LEVEL 9 12pts Touch / 1 Sq Lock 10 Minutes **Until Reset** Set Or Open Wall Lock / Mechanism Inspects a lock during rollout then can open it (or re-lock it). 3 tries only. FOCUS:Required After inspection, if an issue is found (trap?) points are spent but lock not touched. COUNTER: None Skeleton Key Wall lock will cost no extra points to attempt. Create Lock X3 pts. ENHANCEMENTS: Slim key door locks enhancement requires 5th level and cost 8 more points. Lvl 5 Slim Key Locks 4 SP Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'. Lvl 10 Rollout Halved 6 SP Movement-AREA OF EFFECT COST RANGE ROLL OUT DURATION LEVEL 2 SKI · VAR Initiative 20 Minutes No sound made Walk Quietly Rogue attempts to not be noticed while walking quietly. No load (including packs & sacks) or heavy armor then no Save is required. COUNTER: None Carrying standard packs & Sacks requires a standard Save. ENHANCEMENTS: Non-Rogue armor raises the Save column by 2. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Rogue can reduce the Save column by 1 by moving at 1/2 speed. COST RANGE AREA OF FEFECT ROLL OUT 9 SNS. 2 LEVEL 3 4 pts 6 Squares 1 Minute 8 Hours Detect someone Take Point Rogue initailly surveys the area, then continues to scout as the party travels. Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle. COUNTER: None Rogue acts as a scout watching for potentail issues. ENHANCEMENTS: Lvl 20 AOE X4 20 SP Rogue is not able use any skills or efforts that require a maintained concentraction. Lvl 12 AoE X2 6 SP Tracking-COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL 9 SNS: 2 12 pts Self Urban or Subtrrn 3d8 Minutes 2 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. COUNTER:Lose A Tail - ROG LvI:10 9 Rogue attempts to follow a hot path, before it grows cold. ENHANCEMENTS. 8 SP GM rolls for the Rogues success. Lvl 14 Duration X2

