

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT1 Battle

ROLL OUT1 Minute

DURATION1 Battle or 1 Hour

SAVE: No Save



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.dd

COUNTER: None

ENHANCEMENTS:
Lvl 18Duration X410 SP
Lvl 14Duration X28 SP

LEVEL2

STACK1

COST4 pts

RANGETouch

AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONEnd of Battle or 24 h

SAVE: No Save

Rogue selects one of their current weapons to focus on with attacks.
After the rollout the Rogue is able to use that weapon more efficiently.
The Rogue will gain a +1 for each of their Rogue Tiers for the duration.
The selected weapon must be a Thrown weapon.

COUNTER: None

LEVEL3

STACK1

COST4 pts

RANGETouch

AREA OF EFFECT1 Weapon

ROLL OUT2 Rounds

DURATIONEnd of Battle or 24 h

SAVE: No Save

Rogue selects one of their current weapons to focus on with attacks.
After the rollout the Rogue is able to use that weapon more efficiently.
The Rogue will gain a 1 Melee attack per Tier with a selected melee weapon.
The selected weapon must be a Melee weapon.
This is 1 attack per Tier each round

COUNTER: None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT6 Squares ahead

ROLL OUT1 Minute

DURATIONUp To 1 Day

SAVE: No Save



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+4 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 20AOE X420 SP
Lvl 16AoE X216 SP

Battle Offense

LEVEL2

+

STACK99

COST4 pts


RANGE1 Square

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



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 14Damage X212 SP
Lvl 17Damage +8 / die16 SP
Lvl 9Damage +50%8 SP

LEVEL4

JUST 8

STACK99

COST4 pts


RANGEMove x2

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



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 9Range +50%6 SP
Lvl 5Initiative +44 SP

LEVEL4

JUST 8

STACK99

COST4 pts


RANGE3 Sqs / Tier

AREA OF EFFECT1 Melee Target

ROLL OUTPre-Battle Instant

DURATION1 Round

SAVE: No Save




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 5Initiative +44 SP
Lvl 14Damage X212 SP
Lvl 9Damage +50%8 SP

Battle Reaction

LEVEL3



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



STACK99

COST4 pts


RANGEIn Sight

AREA OF EFFECTIn Sight

ROLL OUTInstant

DURATIONUp to 30 Min

SAVE: Physical Senses
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

Class Specialty

LEVEL1

STACK99

COST4 pts


RANGEMove

AREA OF EFFECTVertical Area

ROLL OUTInitiative

DURATION5 Minutes

SAVE: Agility
Has not fallen



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 +208 SP
Lvl 20 Rollout Instant16 SP
Lvl 16 AoE X216 SP

LEVEL1

STACK3

COST4 pts


RANGEIn Sight

AREA OF EFFECTIn Sight

ROLL OUTNext Initiative

DURATION30 Minutes

SAVE: Skill
Sent & Rcvd



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

LEVEL2

STACK1

COST4 pts


RANGE1 Square

AREA OF EFFECTSelf

ROLL OUT30 Minutes

DURATION12 Hours

SAVE: Skill
Disguise works



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 X28 SP
Lvl 12 AOE +212 SP

LEVEL2

STACK99

COST4 pts


RANGEHearing

AREA OF EFFECTVaries

ROLL OUT5 Rounds

DURATIONUsually 2 Days

SAVE: Skill
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 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 +208 SP

-Rogue																						
LEVEL	2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	Skill					
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.																				
		COUNTER: None ENHANCEMENTS: <table> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </table>															Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 18	Duration X4	10 SP																				
Lvl 14	Duration X2	8 SP																				

A person wearing a dark, textured, possibly leather or heavy fabric robe is holding a large, ornate metal padlock. The padlock is dark and has a complex, decorative design. The person's hands are visible, holding the padlock from the sides. The background is dark and indistinct.

LEVEL2

STACK7

COST20 pts

RANGETouch


AREA OF EFFECT1 Square

ROLL OUT20 Minutes

DURATIONUntil Triggered

SAVE: SkillTrap in place

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 14Save Roll -20

8 SP

Lvl 14Save Roll +20

8 SP

LEVEL3

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

CREATE:Impedance Trap

FOCUS:Trap Seen +20

COUNTER: None

ENHANCEMENTS:

Lvl 14Save Roll -20

8 SP

Lvl 18Duration X4

10 SP

Lvl 9Duration +50%

6 SP