-Rogue

Battle Actions/Prep

LEVEL 3			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Take Point				4 pts	Self	6 Squares	1 Minute	Up To 1 Day		No Surprise

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.
Point person acts as a scout watching for potentail issues.
Point person is not able use any skills or efforts that require a maintained concentration.

COUNTER: None
ENHANCEMENTS:
Lvl 20   AOE X4   20 SP
Lvl 12   AoE X2   6 SP

Battle Offense

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

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
Charge - Rogue				4 pts	Move x2	1 Target	Initiative	1 Round		

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.
'Extra' Attack. Only 1 Extra attack is allowed per round.
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.

COUNTER:Set For Charge Lvl:1
ENHANCEMENTS:
Lvl 9   Range +50%   6 SP
Lvl 5   Initiative +4   4 SP
Lvl 9   Damage +50%   8 SP

LEVEL 3		+	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Surprise Throw				4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round		

Character quickly throws a weapon before the fighting begins! Single hand weapon only.
Init+15, ToHIT+6, Damage: Crit chart roll. 1 Attack instead of normal number per round.
Surprise Thrown attack is done before battle is started. Which will create a round 0.
Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on Critical chart.
If other Surprise attacks happen, highest rolled Init wins and 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 4			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Focused Thrown Attacks				4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		

Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initative of 0.
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.
For all normal attacks in the round. Does not affect additional attacks.

COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   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		

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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 8			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Whirling Mordra - Rogue				8 pts	Touch	Adjacent Sqs	Initiative	1 Round		

Rogue spins about and attacks all targets adjacent to them.
1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r
Roll ToHit once with +4 bonus. This ToHit applies to each target.
Roll Damage one with +4 bonus. This Damage applies to each target that was hit.
This is applied to all surrounding squares regardless wheter friend or foe.

COUNTER: None
ENHANCEMENTS:
Lvl 5   Initiative +4   4 SP
Lvl 14   Damage X2   12 SP
Lvl 17   Damage +8 / die   16 SP

-Rogue

Battle Reaction

LEVEL 1 — Avoid An AoO

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
			4 pts	Self	Movement	Instant	Instant		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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 3 — Blunder Reroll

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			4 pts	Self	1 Blunder	Instant	Instant	

Rogue desparately 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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 3 — Distraction

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05
	JUST 1		4 pts	In Sight	In Sight	Initiative	Up to 30 Min		Distracted

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue.
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd
THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP

LEVEL 7 — Blunder Change Up

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

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 orignal 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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Class Specialty

LEVEL 1 — Climbing

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
			4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen

Rogue removes bulky items, sacks, and packs to climb quickly
Rogues climb up/down is movement. Others climb at 1/2 their moment.
Use of a Rogues kit will allow any Saves for falling to be 1 column better.
No packs/sacks & hands must remain free.   Failed Save = fall.(2nd Grab Skill?)
Falling damage is 2d8 for every 2 Sqs the character has fallen.

FOCUS:Climb Save -1 Col
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 20   Rollout Instant   16 SP
Lvl 12   Rollout Init   12 SP

LEVEL 2 — Convincing Another (or Lie)

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
			4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed

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.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP

LEVEL 2 — Disguise

		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
			4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works

Rogue alters a look to evade notice.   The following can be changed within reason:
        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:-2 Col
COUNTER: None
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 9   AOE Select Target 6 SP

-Rogue

Communication

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
LEVEL	1			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.
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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Find or Reveal

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
LEVEL	1			4 pts	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.
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 Init   12 SP
Lvl 10   Rollout Halved   6 SP

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
LEVEL	3			4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	

Reveal Value

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:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
LEVEL	4			4 pts	Self	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.)
Search for panels, doors, and other cleverly hidden issues.
Will reveal if there are issues in range and give descriptions.
Difficulty, lighting, & other conditions alter the Saving throw column.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 10   Rollout Halved   6 SP
Lvl 14   Range At 3 Sqs   8 SP

Hide or Obscure

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
LEVEL	1			4 pts	Self	Self	1 Round	1 Minute		Hidden	

Search

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.
This can be done while moving. The player must explain how the hiding is to be done.
Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers,
    distractions, disguise before/after, intelligence & number of pursuers, etc…

COUNTER:No Counter Available. Lvl:
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
LEVEL	6			8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed	

Wander and Pass Unnoticed

Rogue assumes a common look as they stroll around and attempt to blend.
This is used when there is an active search for the Rogue.
Disguise, distractions and like skills should enhance the Savings roll.
Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc.
Non Rogues attempting this must pass a NON:3 Save

FOCUS:Col-1
COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

Mechanicals

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
						8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked

Deactivate/Activate Mechanical

For Locks, Traps, and other Mechanical issues.
Use of a Rogues Kit will alter the Save by 1 column.   3 trys only.
Simple Issues   require SKL:2   non-Dmg traps, Padlocks, Skeleton keys.
Advanced Issues require SKL:3   Dmg Traps, Imbedded locks, Slim keys.
Complex Issues require SKL:4(or more) Hidden or large mechanicals.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 16   Rollout 1 Min   8 SP

LEVEL	1			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
						8 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Message Traps

Uses the Deactivate/Activate Mechanical Rogue Skill (as non-damage trap)
Use of a Rogues Kit will alter the Save by 1 column.   3 trys only.
Simple Issues   require SKL:2   non-Dmg traps, Padlocks, Skeleton keys.
Advanced Issues require SKL:3   Dmg Traps, Imbedded locks, Slim keys.
Complex Issues require SKL:4(or more) Hidden or large mechanicals.

COUNTER: None
ENHANCEMENTS:
Lvl 14   Save +1 Col   8 SP
Lvl 5   Find Trap   4 SP
Lvl 12   AoE X2   6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
						4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unlocked

Set Or Open Padlock

Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.
Inspection first, if issue is found (trap?) points are spent & lock not touched.
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5   Slim Key Locks   4 SP
Lvl 12   Rollout Init   12 SP
Lvl 10   Rollout Halved   6 SP

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
						6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

Impedance Trap-Create/Find/Remove

Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total).
Un-enhanced traps are only blended, but can be hidden (+4 pts).
 Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
 Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall/Door   (+8 pts)
     Type: Pop out/up   (+0 pts),   Drop down (+4 pts),   Shoot out   (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save +1 Col   8 SP
Lvl 18   Duration X4   10 SP
Lvl 9   Duration +50%   6 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						4pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked

Set Or Open Door 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.
Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5   Slim Key Locks   4 SP
Lvl 10   Rollout Halved   6 SP

LEVEL	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
						12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Damage Trap -Create/Find/Remove

Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).
 Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
 Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall/Door   (+8 pts)
             Drop down (+4 pts),   Shoot out   (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save +1 Col   8 SP
Lvl 10   Rollout Halved   6 SP
Lvl 17   Damage +8 / die   16 SP

LEVEL	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
						8 pts	Touch	Per Spell	20 Minutes	Used / EOY		Success

Set Up Eolas Spell Release (Trap)

Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).
 Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
 Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall   (+8 pts)
     Type: Pop out/up   (+0 pts),   Drop down (+4 pts),   Shot out   (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 1   Visible   -2 SP
Lvl 14   Save +1 Col   8 SP
Lvl 10   Rollout Halved   6 SP

-Rogue

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
LEVEL 6				8 pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked

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.
Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks
enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell
Interference' OR 'Pause Magical Lock'.

COUNTER: None
ENHANCEMENTS:
Lvl 5   Slim Key Locks   4 SP
Lvl 10   Rollout Halved   6 SP

Traveling (PMP)

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL 6				8 pts	Self	Self	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.
There is a lower likelihood of an encounter and a higher likelihood of surprise.
After using this skill 8 straight hours of sleep may be needed within an hour.

COUNTER: None
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 10   Rollout Halved   6 SP

Urban Environment

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR
LEVEL 2				4 pts	Self	Self	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.
Carrying standard packs & Sacks requires a standard Save.
Non-Rogue armor raises the Save column by 2.
Rogue can reduce the Save column by 1 by moving at 1/2 speed.

COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL 4				4 pts	Self	Arms Length	5 Rounds	Instant		Success

Sleight of Hand

Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience. Use comparison Save.
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 12   Rollout Init   12 SP
Lvl 10   Rollout Halved   6 SP
Lvl 5   Initiative +4   4 SP

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL 4				4 pts	Self	Self	4 Rounds	20 Minutes		Not Noticed

Watchful Approach

Rogue is obviously and continously scanning and monitoring their surroundings.
Must concentrate. Can search for traps and mechanicals using this.
Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP
Lvl 5   Initiative +4   4 SP

Utility or Misc

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL 2				4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing

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   8 SP
Lvl 9   Range +50%   6 SP