

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.

COUNTER: None

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

LEVEL3

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT6 Squares ahead

ROLL OUT1 Minute

DURATIONUp To 1 Day

SAVE: No Save



Point person initially surveys the area, then continues to scout ahead of the party.
Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.
Rogue acts as a scout (Point person) watching for potential issues.
Rogue is not able to use any skills or efforts that require a maintained concentration.

COUNTER: None

ENHANCEMENTS:
Lvl 20AOE X420 SP
Lvl 16AoE X216 SP

Battle Offense

LEVEL2

+

STACK1

COST4 pts


RANGE1 Square

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



Rogue takes advantage of a nearby target's flank.
ToHit +4 & Dmg +4 per Tier. This special attack must target the enemy's 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

LEVEL3

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

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 Rogue's Tier. (1 per Tier)
This skill does NOT interfere with the Rogue's normal attacks in the round.
Rogue and attacker must use a comparison Save.
Must be called before AoO damage is rolled.


COUNTER: None




-Rogue


LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill to NonSkill Comparison	GM
Draw Attention					4 pts	In Sight	In Sight	Instant	Up to 30 Min		
		<p>May draw aggro or distract a crowd. Must be maintained to continue.</p> <p>1 Attack from the Rogue may be done. Caution: This could alter the audiences view.</p> <p>Comparison Save between Rogue and target audience,</p> <p>Rogue uses Skill Save,</p> <p>A target Rogue also uses Skill Save, but non-Rogue target uses the non-Skill Save.</p>									
											COUNTER: None
											ENHANCEMENTS:
											Lvl 18 Duration X4 10 SP



Class Specialty



LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
Climbing						4 pts	Move	Vertical Area	Initiative	5 Minutes	Has not fallen	
		<p>No items in backpack. Can carry items in the Hidden Spaces</p> <p>Rogues climb up/down is movement. Others climb at half walk movement.</p> <p>Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.</p> <p>Failed Save = fall. (2nd Grab Skill))</p> <p>Falling damage is 2d8 for every climb (1/2 walk move upwards)</p>										
												
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	GM
Rogue To Rogue Signals				4 pts	In Sight	In Sight	Next Initiative	30 Minutes	Sent & Rcvd		
			<p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?</p> <p>Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.</p> <p>One statement per round. Only basic information is put across.</p> <p>If more subtle or complex communication is attempted a Save must be passed.</p> <p>Coded a message or local terminology is used the information is NOT 'readable'.</p>								
			COUNTER: None								

LEVEL	2		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
Basic Disguise					4 pts	1 Square	Self	30 Minutes	12 Hours	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 X2										8 SP	
Lvl 12 AOE +2										12 SP	

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Convincing Another (or Lie)					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 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	
Silent Movements					4 pts	Self	Self	Initiative	20 Minutes	No sound made	
		<p>Rogue attempts to not be noticed while walking quietly.</p> <p>No load (including packs & sacks) or armor then no Save is required.</p> <p>Carrying standard packs & Sacks requires a standard Save.</p> <p>Rogue can help the Save roll by +20 by moving at 1/2 speed.</p> <p>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	

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
					4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round	Convincing	
	<p>A voice/sound is coming an unidentified place/person.</p> <p>Mimic sounds or a short sentence per round.</p> <p>Must indicate where sounds will seemly come from (within Range) Save to convince.</p> <p>Save column based on audience size, noise level, mimicry, skill of listeners, etc.</p> <p>Best: Prep the crowd and act out with cohorts with a practiced persona.</p>										
COUNTER: None											
ENHANCEMENTS:											
Lvl 12 Range X2										8 SP	
Lvl 9 Range +50%										6 SP	

-Rogue

LEVEL 4

STACK 99

COST 4 pts

RANGE Self


AREA OF EFFECT Arms Length

ROLL OUT 1 Round

DURATION Instant

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 +20 8 SP
Lvl 12 Rollout Init 12 SP
Lvl 5 Initiative +4 4 SP

Find or Reveal

LEVEL 1

STACK 99

COST 4 pts


RANGE Urban

AREA OF EFFECT Community

ROLL OUT Initiative

DURATION Instant

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 Init 12 SP
Lvl 10 Rollout Halved 6 SP

LEVEL 1

STACK 99

COST 4 pts

RANGE Touch


AREA OF EFFECT Variable

ROLL OUT 1 Minute

DURATION Instant

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 +20 8 SP

LEVEL 3

STACK 99

COST 4 pts

RANGE Touch


AREA OF EFFECT 1 Item

ROLL OUT 10 Rds (1 Min)

DURATION Permanent

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 Halved 6 SP

LEVEL 4

STACK 1

COST 4 pts


RANGE Touch

AREA OF EFFECT 2w x 2d x 1h Sqs

ROLL OUT 10 Minutes

DURATION 2 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 +20 8 SP
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 Sqs 8 SP

Mechanicals

LEVEL 1

STACK 7

COST 20 pts

RANGE Touch


AREA OF EFFECT 1 Square

ROLL OUT 20 Minutes

DURATION Until Triggered

SAVE: Skill Trap in place

GM



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 -20 8 SP
Lvl 14 Save Roll +20 8 SP

LEVEL 1

STACK 99

COST 8 pts


RANGE Touch

AREA OF EFFECT 1 Mechanical

ROLL OUT 10 Minutes

DURATION Until Reset

SAVE: Skill Locked/Unlocked



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 Halved 6 SP
Lvl 16 Rollout 1 Min 8 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 14Save Roll -208 SP

Lvl 18Duration X410 SP

Lvl 9Duration +50%6 SP