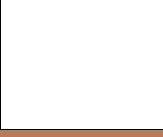


## Battle Actions/Prep

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour	No Save
<b>Avoid Incoming (Ranged/Thrown)</b>							
	Character is able to better dodge missles and thrown objects. Dodging (+2 AC) vs Ranged and Thrown attacks from the front only. Does not protect vs Melee.						
1	1	4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 h	No Save
<b>Thrown Weapon Expertise</b>							
	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.						
3	99	4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	No Save
<b>Take Point</b>							
	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. 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.						
5	1	8 pts	Self	2x2 Squares	4 Rounds	4 Hours	No Save
<b>Patient and Watchful</b>							
	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.						

## Battle Offense

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	4 pts	1 Square	1 Target	Initiative	1 Round	No Save
<b>Melee Backstab</b>							
	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.						
3	99	4 pts	Move x2	1 Target	Initiative	1 Round	No Save
<b>Rogues Charge</b>							
	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.						
4	99	4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round	No Save
<b>Critical Surprise Throw</b>							
	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.						

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held		
<b>Held Throw, Single Target</b>										
									COUNTER:	None
<p>Holds a thrown attack as they concentrate on a single target to find a weakness. ToHIT +5 &amp; 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.</p>										
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Touch	Adjacent Sq's	Initiative	1 Round		
<b>Whirling Mordra, Rogue Style</b>										
									COUNTER:	None
<p>Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll &amp; 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".</p>										
Battle Reaction										
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Blunder	Instant	Instant		
<b>Blunder Reroll</b>										
									COUNTER:	None
<p>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.</p>										
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Avoids an AoO
				4 pts	Self	Movement	Instant	1 Round		
<b>Dodge AoO Attacks</b>										
									COUNTER:	None
<p>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. Must be called before AoO damage is rolled.</p>										
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill to NonSkill Comparison
				4 pts	In Sight	In Sight	Instant	Up to 30 Min		
<b>Draw Attention</b>										
									COUNTER:	None
<p>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.</p>										
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Not Disrupted
				8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
<b>Disrupt Concentration</b>										
									COUNTER:	None
<p>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.</p>										
LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Touch	Self	Instant	Instant		
<b>2nd Attempt To Grab</b>										
									COUNTER:	None
<p>A Rogue 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.</p>										

## -Rogue

## Class Specialty

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
<b>Climbing</b>				4 pts	Move	Vertical Area	Initiative	5 Minutes	Has not fallen		
	No items in backpack. Can carry items in the Hidden Spaces								FOCUS:Skill Roll +20		
	Rogues climb up/down is movement. Others climb at half walk movement.								COUNTER: None		
	Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.								ENHANCEMENTS:		
	Failed Save = fall. (2nd Grab Skill))								Lvl 14 Save Roll +20	8 SP	
	Falling damage is 2d8 for every climb (1/2 walk move upwards)								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
<b>Rogue To Rogue Signals</b>		4 pts	In Sight	In Sight	Next Initiative	30 Minutes				

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

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
<b>Convincing Another (or Lie)</b>		4 pts	Hearing	Varies	5 Rounds	Usually 2 Days						

LEVEL	2	STACK	99	COST	4 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	Initiative	DURATION	20 Minutes	SAVE:	Skill	
<b>Silent Movements</b>  <p>Rogue attempts to not be noticed while walking quietly. No load (including packs &amp; sacks) or armor then no Save is required. Carrying standard packs &amp; 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.</p> <p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</p>																

## -Rogue

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Sleight of Hand</b>				4 pts	Self	Arms Length	1 Round	Instant		Success	



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

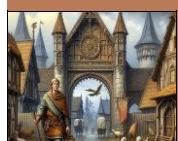
COUNTER: None

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
<b>Find Entrance/Gate</b>				4 pts	Urban	Community	Initiative	Instant			



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL	GM
<b>Search For Item</b>				4 pts	Touch	Variable	1 Minute	Instant		Issue/Item Found	



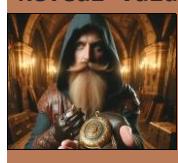
Many factors change the Save column, including a general quick search. Scanning for 'anything' is possible, but requires a penalty of -30 to the Save Roll. This is meant to scan a small area or person for a single item. When searching a person the Save Roll is comparative (search vs searched).

COUNTER: No Counter Available. Lvl:

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
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LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM gives info
<b>Reveal Value</b>				4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent			



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
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LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Search The Area</b>				4 pts	Touch	2w x 2d x 1h Sq	10 Minutes	2 Hours		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 Sq	8 SP

## Mechanicals

LEVEL	1	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Create Message Trap</b>				20 pts	Touch	1 Square	20 Minutes	Until Triggered		Trap in place	



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

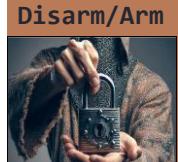
FOCUS: Trap Seen +20

COUNTER: None

ENHANCEMENTS:

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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
<b>Disarm/Arm Locks and Traps</b>				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked	



For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save. 3 tries only. Simple Issues require Skill Save Advanced Issues require Skill -20 Save Complex Issues require Skill -50 Save (or more) non-Dmg traps, Padlocks, Skeleton keys. Dmg Traps, Imbedded locks, Slim keys. Hidden or large mechanicals

FOCUS: Save +20

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL 2

**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 -20 8 SP  
Lvl 18 Duration X4 10 SP  
Lvl 9 Duration +50% 6 SP



SAVE: Skill

## 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 -20	8 SP
Lvl 10 Rollout Halved	6 SP
Lvl 17 Damage +8 / die	16 SP