






# -Rogue



## Battle Actions/Prep


LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
				4 pts	Self	6 Squares	1 Minute	Up To 1 Day		No Surprise	
	<p>Point person initailly surveys the area, then continues to scout a head of the party.</p> <p>Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.</p> <p>Point person acts as a scout watching for potentail issues.</p> <p>Point person is not able use any skills or efforts that require a maintained concentration.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 20 AOE X4 20 SP
											Lvl 12 AoE X2 6 SP


LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				4 pts	Self	2x2 Squares	4 Rounds	4 Hours		Not Noticed	
	<p>Non-obvious continous scanning / monitoring of the surroundings from a standstill.</p> <p>Ends when interrupted or Duration ends.</p> <p>This cannot be done while focusing on singular issues like traps, locks, disguises.</p> <p>Saves vs Agility, Senses, and Serendipity better by 1 column.</p> <p>Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 10 Rollout Halved 6 SP
											Lvl 5 Initiative +4 4 SP
											Lvl 14 Duration X2 8 SP


## Battle Offense

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	1 Square	1 Target	Next Initiative	1 Round			
	<p>Rogue takes advantage of a nearby targets flank.</p> <p>ToHIT +4 &amp; Dmg +4 per Tier. This special attack must target the enemies flank.</p> <p>This skill improves the effect of a normal backstab.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>										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	
				4 pts	Move x2	1 Target	Initiative	1 Round			
	<p>The rogue races forward to deliver an intimidating hit. (Extra Attack)</p> <p>Charge must be a straight path to the non-moving target and not end with a pivot.</p> <p>Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2.</p> <p>Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).</p> <p>No other attacks (including 'Extra' attacks) can be attempted in the same round.</p>										COUNTER:Set For Charge Lvl:1 
											ENHANCEMENTS:
											Lvl 9 Range +50% 6 SP
											Lvl 5 Initiative +4 4 SP



LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round			
	<p>Quickly throw a weapon before the fighting begins! Single hand weapon only.</p> <p>1 Attack instead of normal number per round.</p> <p>Surprise Thrown attack is done before battle is started. Creates a round 0.</p> <p>Rogue gains +15 Init and +6 ToHIT. Also, Damage is rolled on Critical chart.</p> <p>If other Surprise attacks happen, highest Init wins &amp; others fail to happen.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 5 Initiative +4 4 SP
											Lvl 14 Damage X2 12 SP
											Lvl 9 Damage +50% 8 SP


LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	By Weapon	1 Target	Initiative	5 Attacks			
	<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>ToHIT +5 &amp; Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.</p> <p>If the target is out of sight/range for a round or more this effort is broken.</p> <p>During the wait time the following non-damaging skills can be used on the same target:</p> <p>Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 0 No Enhancements 0 SP




LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Touch	Adjacent Sqs	Initiative	1 Round			
	<p>Rogue spins about and attacks all targets adjacent to them.</p> <p>1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r</p> <p>Roll ToHit once with +4 bonus. This ToHit applies to each target.</p> <p>Roll Damage one with +4 bonus. This Damage applies to each target that was hit.</p> <p>This is applied to all surrounding squares regardless wheten friend or foe.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 5 Initiative +4 4 SP
											Lvl 14 Damage X2 12 SP
											Lvl 17 Damage +8 / die 16 SP


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## Battle Reaction



LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Avoid An AoO					4 pts	Self	Movement	Instant	1 Round		Avoids an AoO	
<div><div><p>This is an attempt to counter and dodge AoO attacks from others.</p><p>The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)</p><p>This skill does NOT interfere with the Rogues normal attacks in the round.</p><p>Rogue and attacker must use a comparison Save.</p></div></div>												
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0   No Enhancements   0 SP</div>												


LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
<b>Blunder Reroll</b>						4 pts	Self	1 Blunder	Instant	Instant			
				<p>Rogue desperately attempts to lessen the impact of a Blunder.</p> <p>Allows Rogue to attempt to mitigate a Blunder roll</p> <p>Rogue disregards the first Blunder roll and rolls again.</p> <p>Rogue must take the 2nd roll.</p>								COUNTER: None	
												ENHANCEMENTS:	
												Lvl 0   No Enhancements   0 SP	


LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05	
Distraction (Doesn't Counter)					4 pts	In Sight	In Sight	Instant	Up to 30 Min		Distracted	
			<p>Draw attention. May draw aggro or distract a crowd. Must be maintained to continue.</p> <p>Roll &gt;05, Move x1/4, Attck=0. Target: AC-4, no multi rd</p> <p>DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:</p> <p>THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.</p>									
			<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 18   Duration X4   10 SP</p>									

LEVEL	7	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Blunder Change Up					8 pts	Self	Self	Instant	Instant		
<div><div></div><div><p>Rogue uses a different column for a better outcome to the Blunder.</p><p>Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.</p><p>The original 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.</p></div></div>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 0   No Enhancements   0 SP	

## Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3									
<b>Climbing</b>						4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen									
																					
<p>Rogue removes bulky items, sacks, and packs to climb quickly</p> <p>Rogues climb up/down is movement. Others climb at 1/2 their moment.</p> <p>Use of a Rogues kit will allow any Saves for falling to be 1 column better.</p> <p>No packs/sacks &amp; hands must remain free. Failed Save = fall.(2nd Grab Skill?)</p> <p>Falling damage is 2d8 for every 2 Sqs the character has fallen.</p>												<p>FOCUS:Climb Save -1 Col</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP	Lvl 20	Rollout Instant	16 SP	Lvl 12	Rollout Init	12 SP
Lvl 14	Save -1 Col	8 SP																			
Lvl 20	Rollout Instant	16 SP																			
Lvl 12	Rollout Init	12 SP																			

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Rogue To Rogue Signals						4 pts	In Sight	In Sight	Next Initiative	15 Minutes		Sent & Rcvd	
<div></div> <p>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'.</p>													
COUNTER: None													
ENHANCEMENTS:													
Lvl 0   No Enhancements												0 SP	

LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Convincing Another (or Lie)					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
<div></div> <p>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 &amp; contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.</p>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 14   Save -1 Col   8 SP		




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LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
				4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works	

## Disguise



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

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR	
				4 pts	Self	Self	Initiative	20 Minutes		No sound made	

## Silent Movements



Rogue attempts to not be noticed while walking quietly.  
No load (including no packs & sacks) or heavy armor then no Save. Skill or AGL.  
Carrying standard packs & Sacks requires Save at 2nd column.  
Rogue can reduce the Save column by 1 by moving at 1/2 speed.  
Rogue wearing robes or less reduce the Save by 1.

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:	SKL: 2	
				4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing	GM

## 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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				4 pts	Self	Arms Length	1 Round	Instant		Success	GM

## 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

## Find or Reveal

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
				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

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

## 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

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LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
<b>Find Hidden Accesses</b>						4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		Access found	



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

## Mechanicals

LEVEL	1			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
<b>Create Message Trap</b>						8 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	




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.  
Normal Save would be SKL:2, but could be more difficult in some circumstances..  
Enhancements and Rogues Kit's can add 1 column to Save.

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	
<b>Deactivate/Activate Mechanical</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 by 1 column. 3 trys only.  
Simple Issues require SKL:2 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	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
<b>Create Impedance Traps</b>						6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success	



Creates a single trap that covers the AoE with vines/ropes/items that impede movement.  
Requires description of the trigger, as well as the specific location.  
This is the creation of a hidden non-damaging trigger type trap that impedes movement.  
Normal Save would be SKL:2, but could be more difficult in some circumstances.  
Enhancements and Rogues Kit's can add 1 column to Save.


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	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
<b>Create Damage Trap</b>						12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	



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.  
Normal Save would be SKL:2, but could be more difficult in some circumstances.  
Enhancements and Rogues Kit's can add 1 column to Save.

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