

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT1 Battle

ROLL OUT1 Minute

DURATION1 Battle or 1 Hour

SAVE: No Save

Avoid Incoming (Ranged/Thrown)



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

LEVEL1

STACK1

COST4 pts

RANGETouch

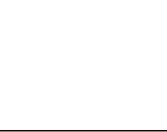
AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONEnd of Battle or 24 h

SAVE: No Save

Thrown Weapon Expertise



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

STACK99

COST4 pts

RANGESelf


AREA OF EFFECT6 Squares ahead

ROLL OUT1 Minute

DURATIONUp To 1 Day

SAVE: No Save

Take Point



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.

COUNTER: None

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

LEVEL5

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT2x2 Squares

ROLL OUT4 Rounds

DURATION4 Hours

SAVE: No Save

Patient and Watchful



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.

COUNTER: None

ENHANCEMENTS:  
Lvl 5Initiative +44 SP  
Lvl 14Duration X28 SP

Battle Offense

LEVEL2

+

STACK1

COST4 pts

RANGE1 Square


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save

Melee Backstab



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

LEVEL3

JUST 1

STACK99

COST4 pts

RANGEMove x2


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save

Rogues Charge



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 1

STACK99

COST4 pts

RANGE3 Sqs / Tier


AREA OF EFFECT1 Melee Target

ROLL OUTPre-Battle Instant

DURATION1 Round

SAVE: No Save

Critical Surprise Throw




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







# -Rogue




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 & Held			
		<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>								COUNTER: None	



LEVEL	8	<div><div>JUST</div><div>8</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Whirling Mordra, Rogue Style					8 pts	Touch	Adjacent Sqs	Initiative	1 Round			
<div></div> <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>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 5	Initiative +4	4 SP
										Lvl 14	Damage X2	12 SP
										Lvl 17	Damage +8 / die	16 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	1 Square	1 Horse	Initiative	1 Battle		
<div><div></div><div><p>Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.</p></div></div>												
											COUNTER: None	

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>			 <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>								
			COUNTER: None								

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility	
Dodge AoO Attacks					4 pts	Self	Movement	Instant	1 Round	Avoids an AoO		
			<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> <p>Must be called before AoO damage is rolled.</p>								<p>COUNTER: None</p>	

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill to NonSkill	
Draw Attention					4 pts	In Sight	In Sight	Instant	Up to 30 Min	Comparison	
			<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, Rogue uses Skill Save, 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											

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses	
Disrupt Concentration					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Not Disrupted		
 <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>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 18	Range X4	10 SP
										Lvl 12	Range X2	8 SP



# -Rogue

LEVEL6

STACK1

COST8 pts


RANGETouch

AREA OF EFFECTSelf

ROLL OUTInstant

DURATIONInstant

SAVE: No Save



A Rogue a 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.

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save Roll +208 SP

LEVEL7

STACK99

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUTInstant

DURATIONInstant

SAVE: No Save



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 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.

COUNTER: None

LEVEL13

JUST 8

STACK99

COST16 pts


RANGESelf


AREASelf

ROLL OUTInstant

DURATION2 Rds Minimum

SAVE: Skill vs non-Skill Life Detected





Rogue falls to the ground and appears dead.

Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.

Rogue must make GM aware this skill will be used as soon as possible.

Rogue can choose what segment to enact this, based on Rollout being instant.

GM will roll the Save for others trying to detect life.

COUNTER: None

ENHANCEMENTS:  
Lvl 14 Save Roll +208 SP

## Class Specialty

LEVEL1

STACK99

COST4 pts


RANGEMove


AREAVertical 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

STACK1

COST4 pts


RANGEIn Sight


AREAIN 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

STACK7

COST4 pts


RANGE1 Square


AREASelf

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


AREAVaries

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	
						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:  
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	



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: Skill	GM
						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

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
						12 pts	Self	1 Person	10 Min/Complexity	12 Hours	Success	




Rogue alters themselves to appear to be another very specific person.  
Added Skill Point costs based on complexity and level,  
Costumes +4 (How to wear it)  
Prosthetic +10 (Race Change)  
Badges/Certificates +10 (Making it 'official')

FOCUS:Required  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save Roll +20 8 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP

## Find or Reveal


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
						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
						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

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



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



## -Rogue

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 The Area



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

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 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



Disarm/Arm Locks and Traps



For Locks, Traps, and other Mechanical issues.

Use of a Rogues Kit will alter the Save. 3 tries 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

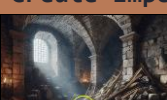
COUNTER: None

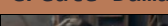
ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

Lvl 16 Rollout 1 Min 8 SP



LEVEL	2				STACK	7				COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Create Impedance Trap										12 pts	Touch		1x2 Squares		5 Minutes		Until Triggered				
		<p>Single trap that covers the AoE with miscellaneous items that impede movement by half.</p> <p>Should have description of the trigger, as well as the specific location.</p> <p>This is the creation of a hidden non-damaging trigger type trap.</p> <p>Enhancements and Rogues Kit's can add 1 column to Save.</p> <p>Need Campfire, Straps, Triggers, &amp; Levers. (Parts are available to buy).</p>																			
<div><div>CREATE:Impedance Trap</div><div>FOCUS:Trap Seen +20</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 14</div><div>Save Roll -20</div><div>8 SP</div></div><div><div>Lvl 18</div><div>Duration X4</div><div>10 SP</div></div><div><div>Lvl 9</div><div>Duration +50%</div><div>6 SP</div></div></div>																					

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Create Damaging Trap				40 pts	Touch	1 Square	2 Hours	Until Triggered	Trap set in place	
		<p>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.</p>								

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

Nae'Ems

LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Bestow House Authority</b>						48 pts	1 Recipient	1 Target	1 Week	Permanent	
 <p>Character is able to draw followers to their banner.            Character knows if the follower has acted properly according to House ideals.            But, the creator of the House will NOT know the mind of the follower.            This skill allows the character to create a house that they alone own.            Only the character using the "House Authority" cause another to be a non-owner authority.</p>				<div>FOCUS: Sense Alliegience</div> <div>COUNTER: None</div>							

## Urban Environment

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
				12 pts	Self	Urban or Subtrrn	3d8 Minutes	4 Hours	Path found



Urban Tracking

Rogue attempts to follow a hot path, before it grows cold.  
 Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.  
 Rogue attempts to follow a hot path, before it grows cold.  
 Rogue and GM roll Comparison Save to determine success.

COUNTER:Lose A Tail - ROG Lvl:1

ENHANCEMENTS:

Lvl 14    Duration X2    8 SP



LEVEL

10

STACK

99

COST

12 pts

RANGE

Self

AREA OF EFFECT

Urban

ROLL OUT


3d8 Rounds

DURATION


30 Minutes

SAVE: Skill


Evasion Is working



**-Rogue**



The Rogue winds back and forth using cover as needed to avoid notice.  
Used in an urban environment to lose an active tail which may take some time to do.  
A high SAVE leaves misleading clues.  
Players can improve the Save by role play and descriptions.  
GM rolls the Save for any pursuers. Rogue and tracker use a comparison Save.

COUNTER:Urban Tracking - ROG Lvl:1

ENHANCEMENTS:

Lvl 14

Save Roll +20

8 SP

Lvl 10

Rollout Halved

6 SP