

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
Avoid Incoming (Ranged/Thrown)							

 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.

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	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 20	AOE X4	20 SP
Lvl 16	AoE X2	16 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
5	1	8 pts	Self	2x2 Squares	4 Rounds	4 Hours	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 5	Initiative +4	4 SP
Lvl 14	Duration X2	8 SP

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
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 14	Damage X2	12 SP
Lvl 17	Damage +8 / die	16 SP
Lvl 9	Damage +50%	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Move x2	1 Target	Initiative	1 Round	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 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	99	4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round	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 5	Initiative +4	4 SP
Lvl 14	Damage X2	12 SP
Lvl 9	Damage +50%	8 SP

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6	99	8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held	No Save
Held Throw, Single Target							

 Holds a thrown attack as they concentrate on a single target to find a weakness.
ToHTT +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	
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-Rogue

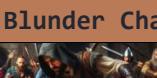
Battle Reaction

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Blunder Reroll				4 pts	Self	1 Blunder		Instant	Instant		

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

LEVEL	3	JUST	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			

LEVEL	5	JUST 1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
Disrupt Concentration											
	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.	COUNTER: None	ENHANCEMENTS:	Lvl 18 Range X4	10 SP						
				Lvl 12 Range X2	8 SP						

LEVEL	7	STACK	99	COST	8 pts	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Blunder Change Up											
	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									

Class Specialty

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
Rogue To Rogue Signals		4 pts	In Sight	In Sight	Next Initiative	30 Minutes	Sent & Rcvd	GM	COUNTER:	None

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			
	Rogue embellishes, bends, or breaks the truth in an attempt to convince someone.								COUNTER:	None	
	Players that role playing this out will get the Save column dropped by 1.								ENHANCEMENTS:		

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Icon
Silent Movements				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	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	Self	Arms Length	1 Round	Instant		Success
Sleight of Hand										
	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
				4 pts	Urban	Community	Initiative	Instant		

Find Entrance/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 & 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
				4 pts	Touch	Variable	1 Minute	Instant		GM

Search For Item



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
				4 pts	Touch	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: Save Roll +20
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				4 pts	Touch	2w x 2d x 1h Sq	10 Minutes	2 Hours		GM

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 Sq 8 SP

Mechanicals

LEVEL	1	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				20 pts	Touch	1 Square	20 Minutes	Until Triggered		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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		GM

Disarm/Arm Locks and Traps



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

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered		GM

Create Impediment 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:Impediment 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

LEVEL	5	STACK	7	COST	40 pts	RANGE	Touch	AREA OF EFFECT	1 Square	ROLL OUT	2 Hours	DURATION	Until Triggered	SAVE:	Skill	GM
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																