

## Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Avoid Ranged/Thrown				4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour		

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Thrown Weapon Expertise				4 pts	Touch	1 Item	1 Minute	End of Battle or 24 h	COUNTER:	None

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Melee Weapon Speed</b>		4 pts	Touch	1 Weapon	2 Rounds	End of Battle or 24 hr				

LEVEL	4	STACK	99	COST	4 pts	RANGE	Self	AREA OF EFFECT	6 Squares ahead	ROLL OUT	1 Minute	DURATION	Up 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+4 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.															

## Battle Offense

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Rogues Charge</b>				4 pts	Move x2	1 Target	Initiative	1 Round		
	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	4	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round		
<b>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 a ToHIT +3 / Tier. 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	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</b>											
	Holds a thrown attack as they concentrate on a single target to find a weakness. ToHIT +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									
LEVEL	8	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
<b>Whirling Marda</b>											
	Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll & 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".	COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP									
<b>Battle Reaction</b>											
LEVEL	3	SHOW	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	1 Blunder	Instant	Instant		
<b>Blunder Reroll</b>											
	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									
LEVEL	3	+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
					4 pts	Self	Movement	Instant	1 Round		Avoids an AoO
<b>Dodge AoO Attacks</b>											
	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.	COUNTER: None									
LEVEL	3	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Physical Senses
					4 pts	In Sight	In Sight	Instant	Up to 30 Min		Comparison
<b>Draw Attention</b>											
	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.	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP									
LEVEL	5	+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Comparis
					8 pts	8 Squares	1 Target	Instant	2 Rounds		Not Disrupted
<b>Disrupt Concentration</b>											
	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	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>2nd Attempt To Grab</b>				8 pts	Touch	Self	Instant	Instant		
	A Rogue attempts 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 +20	8 SP
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Blunder Change Up</b>				8 pts	Self	Self	Instant	Instant		
	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	
<b>Class Specialty</b>										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Ability Has not fallen
<b>Climbing</b>				4 pts	Move	Vertical Area	Initiative	5 Minutes		
	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 +20 Lvl 20 Rollout Instant Lvl 16 AoE X2	8 SP 16 SP 16 SP
LEVEL	1	STACK	3	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		
	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	
LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works
<b>Basic Disguise</b>				4 pts	1 Square	Self	30 Minutes	12 Hours		
	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 Lvl 12 AoE +2	8 SP 12 SP
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Believed
<b>Convincing Another</b>				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		
	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 No sound made
<b>Silent Movements</b>				4 pts	Self	Self	Initiative	20 Minutes		
	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 Lvl 14 Duration X2	10 SP 8 SP

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										
 <p>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</p>																				
<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> <table> <tr> <td>Lvl 14</td> <td>Save Roll +20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 5</td> <td>Initiative +4</td> <td>4 SP</td> </tr> </table>												Lvl 14	Save Roll +20	8 SP	Lvl 12	Rollout Init	12 SP	Lvl 5	Initiative +4	4 SP
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
<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
				4 pts	Touch	Variable	1 Minute	Instant	Issue/Item Found	GM

LEVEL	3	STACK	99	COST	4 pts	RANGE	Touch	AREA OF EFFECT	1 Item	ROLL OUT	10 Rds (1 Min)	DURATION	Skill
<b>Reveal Value</b>													

## Mechanicals

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

LEVEL	5	STACK	7	COST	40 pts	RANGE	Touch	AREA OF EFFECT	1 Square	ROLL OUT	2 Hours	DURATION	SAVE:	Skill
<b>Create Damaging Trap</b>														