

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT1 Battle

ROLL OUT1 Minute

DURATION1 Battle or 1 Hour

SAVE: No Save



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

LEVEL3

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT6 Squares ahead

ROLL OUT1 Minute

DURATIONUp To 1 Day

SAVE: No Save



Point person initially 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 to 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



Non-obvious continuous 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, lasts until 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



Rogue takes advantage of a nearby target's flank.
ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemy's 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



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



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

LEVEL6

STACK99

COST8 pts


RANGEBy Weapon

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION5 Attacks & Held

SAVE: No Save



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

-Rogue

LEVEL 8

JUST ?

STACK 99

COST 8 pts

RANGE Touch


AREA OF EFFECT Adjacent Sqs

ROLL OUT Initiative

DURATION 1 Round

SAVE: No Save

Whirling Mordra, Rogue Style



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

LEVEL 11

STACK 99

COST 12 pts

RANGE 1 Square


AREA OF EFFECT 1 Horse

ROLL OUT Initiative

DURATION 1 Battle

SAVE: No Save

Mounted Melee Attack



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.

COUNTER: None

Battle Reaction

LEVEL 3

SHOW

STACK 1

COST 4 pts

RANGE Self


AREA OF EFFECT 1 Blunder

ROLL OUT Instant

DURATION Instant

SAVE: No Save

Blunder Reroll



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

Dodge AoO Attacks

LEVEL 3

+

STACK 99

COST 4 pts


RANGE Self

AREA OF EFFECT Movement

ROLL OUT Instant

DURATION 1 Round

SAVE: Agility Avoids an AoO



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

Draw Attention

LEVEL 3

JUST ?

STACK 99

COST 4 pts


RANGE In Sight

AREA OF EFFECT In Sight

ROLL OUT Instant

DURATION Up to 30 Min

SAVE: Skill to NonSkill Comparison



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

Disrupt Concentration

LEVEL 5

JUST ?

STACK 99

COST 8 pts


RANGE 8 Squares

AREA OF EFFECT 3x3 Squares

ROLL OUT Instant

DURATION 2 Rounds

SAVE: Senses Not Disrupted



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

2nd Attempt To Grab

LEVEL 6

STACK 1

COST 8 pts


RANGE Touch

AREA OF EFFECT Self

ROLL OUT Instant

DURATION Instant

SAVE: Skill Grab works



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 +20 8 SP

-Rogue

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	Instant	Instant		

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

LEVEL	13		JUST ?	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected	GM
						16 pts	Self	Self	Instant	2 Rds Minimum			

Feign Death



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 +20

8 SP

Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen	GM
						4 pts	Move	Vertical Area	Initiative	5 Minutes			

Climbing



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

8 SP

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	GM
						4 pts	In Sight	In Sight	Next Initiative	30 Minutes			

Rogue To Rogue Signals



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	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works	GM
						4 pts	1 Square	Self	30 Minutes	12 Hours			

Basic Disguise



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
						4 pts	Hearing	Varies	5 Rounds	Usually 2 Days			

Convincing Another (or Lie)



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	GM
						4 pts	Self	Self	Initiative	20 Minutes			

Silent Movements



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

-Rogue

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	Hidden	




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 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
						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
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LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	
						4 pts	Touch	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: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

LEVEL1

STACK7

COST20 pts

RANGETouch


AREA OF EFFECT1 Square

ROLL OUT20 Minutes

DURATIONUntil Triggered

SAVE: SkillTrap in place

GM



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 -208 SP
Lvl 14 Save Roll +208 SP

LEVEL1

STACK99

COST8 pts


RANGETouch

AREA OF EFFECT1 Mechanical

ROLL OUT10 Minutes

DURATIONUntil Reset

SAVE: SkillLocked/Unlocked



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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP

LEVEL2

STACK7

COST12 pts


RANGETouch

AREA OF EFFECT1x2 Squares

ROLL OUT5 Minutes

DURATIONUntil Triggered

SAVE: No Save



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 -208 SP
Lvl 18 Duration X410 SP
Lvl 9 Duration +50%6 SP

LEVEL5

STACK7

COST40 pts

RANGETouch


AREA OF EFFECT1 Square

ROLL OUT2 Hours

DURATIONUntil Triggered

SAVE: SkillTrap set in place

GM



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 -208 SP
Lvl 10 Rollout Halved6 SP
Lvl 17 Damage +8 / die16 SP

Nae'Ems

LEVEL14

NAE'EM

STACK99

COST48 pts


RANGE1 Recipient

AREA OF EFFECT1 Target

ROLL OUT1 Week

DURATIONPermanent

SAVE: No Save



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.

FOCUS:Sense Alliegience

COUNTER:None

Urban Environment

LEVEL9

JUST

STACK99

COST12 pts

RANGESelf


AREA OF EFFECTUrban or Subtrrn

ROLL OUT3d8 Minutes

DURATION4 Hours

SAVE: SkillPath found

GM



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 X28 SP

LEVEL10

STACK99

COST12 pts

RANGESelf


AREA OF EFFECTUrban

ROLL OUT3d8 Rounds

DURATION30 Minutes

SAVE: SkillEvasion Is working

GM



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 +208 SP
Lvl 10 Rollout Halved6 SP