

**-Rogue**

## Battle-Actions

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



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.

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## Battle-Defense

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
	Avoid An AoO				4 pts	Self	Movement	Instant	Instant		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.

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## Battle-Offense

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Backstab = Melee				4 pts	1 Square	1 Target	Instant	1 Round		



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.

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LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Change - Rogue				4 pts	Move x2	1 Target	Initiative	1 Round		



The rogue races forward to deliver an intimidating hit.  
One attack only, Minimum Move of 4 in a direct line, AC -4, ToHit +8, & Damage +8.  
'Extra' Attack. Only 1 Extra attack is allowed per round.  
When announced before/during initiative add 10 to Initiative.  
Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

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LEVEL <b>3</b>		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: >05 
<b>Distraction</b>			4 pts	In Sight	In Sight	Initiative	Up to 30 Min	Distracted



Draw attention. May draw aggro or distract a crowd. Must be maintained to continue. Roll >05, Move x1/4, Attk=0. Target: AC-4, no multi rd

THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR: THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

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LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<div> <div>Supernova Throw</div> <div> <div>4 pts</div> <div>1 Sq / Tier</div> <div>1 Melee Target</div> <div>Pre-Battle Instant</div> <div>1 Round</div> </div> </div>												




Character quickly throws a weapon before the fighting begins! Single hand weapon only. Init+15, ToHit+6, Damage: Crit chart roll. 1 Attack instead of normal number per round. Surprise Thrown attack is done before battle is started. Which will create a round 0. Rogue gains +15 Initiative and +6 ToHit. Also, Damage is rolled on Critical chart. If other Surprise attacks happen, highest rolled Init wins and others fail to happen.

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**-Rogue**

## Battle-Prep

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4									
<b>Focused Thrown Attacks</b>			4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		
 <p>Concentrates on a target and throws at the last second.  Rogue holds all attacks until an initiative of 0.  Thrown attacks gain a +6 ToHit and Damage to a single target at the end of the round.  Initiative for these attacks are set to 0.  For all normal attacks in the round. Does not affect additional attacks.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div>							

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Rounds


DURATION

20 Minutes

SAVE:

No Save

Watchful Approach



Rogue is obviously and continuously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.

Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved


6 SP

Lvl 5


Initiative +4


4 SP

Climb-

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
Climbing				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>Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.</p> <p>No packs/sacks &amp; hands must remain free. Failed Save = a fall.(2nd Grab Skill?)</p> <p>Falling damage is 2d8 for every section the character has climbed.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0    No Enhancements    0 SP</p>

## Communication-

<b>LEVEL</b>	<b>1</b>	<b>STACK</b>	1	<b>COST</b>	4 pts	<b>RANGE</b>	In Sight	<b>AREA OF EFFECT</b>	In Sight	<b>ROLL OUT</b>	Initiative	<b>DURATION</b>	Instant	<b>SAVE:</b>	Sent & Rcvd	<b>SKL:</b>	3	<b>GM</b>
<b>Rogue To Rogue Signals</b>																		
 <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>																		

LEVEL	2			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 3	GM
<b>Convincing Another (or Lie)</b>						4 pts		Hearing		Varies		5 Rounds		Usually 2 Days				Believed
 <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>																		
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14   Save -1 Col   8 SP</div>																		

LEVEL

2

STACK

99

COST

4 pts

RANGE

4 Sqs/Tier

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round


SAVE:

SKL: 2

GM

Convincing

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


# -Rogue


## Disguise-



LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4									
Disguise						4 pts	1 Person	Audience	30 Minutes	12 Hours		Disguise works									
		<p>Rogue alters the recipient to evade notice.</p> <p>Changes appearance of gender, costuming (within class), Hair (color, style, condition) Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). All are within skill. Additional enhancements available higher levels are: Weight&gt;10 lbs, Height&gt;4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.</p>										<p>FOCUS:-2 Col </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 9</td><td>Alter Weight 5lbs (2.2</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Alter Skin/Hide/Scales</td><td>6 SP</td></tr><tr><td>Lvl 9</td><td>Alter Height 2in (2.5c</td><td>6 SP</td></tr></table>	Lvl 9	Alter Weight 5lbs (2.2	6 SP	Lvl 9	Alter Skin/Hide/Scales	6 SP	Lvl 9	Alter Height 2in (2.5c	6 SP
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## Find-Hide-Reveal


LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2						
Find Entry Gate				4 pts	Urban	Community	1 Round	30 Minutes	Get clear description							
		<p>The Rogues quickly surveys the situation and knows the direction to go!</p> <p>Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark.</p> <p>This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.</p> <p>Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, &amp; such.</p> <p>Does not give distance, best path, or elevations.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
Lvl 12	Rollout Init	12 SP														
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LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var			
						4 pts	Self	Self	1 Round	1 Minute			Hidden		
Hide															
		<p>Character attempts to stay completely hidden. Many factors change the Save column.</p> <p>If at any time the character comes out of hiding the skill ends.</p> <p>This can be done while moving. The player must explain how the hiding is to be done.</p> <p>Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence &amp; number of pursuers, etc...</p>										<p>COUNTER:0 Lvl:</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr></table>	Lvl 20	Rollout Instant	16 SP
Lvl 20	Rollout Instant	16 SP													

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Reveal Value						4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	
				<p>Rogue appraises small and medium sized items.</p> <p>The value of an item can depend on many things, but rogues can give an estimate.</p> <p>Initial evaluation answering 'Is it less than 100gp?' done without skill points.</p> <p>To estimate values over 100 gp requires a Save.</p> <p>This does NOT determine providence of the item.</p>								<div>FOCUS:Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10   Rollout Halved   6 SP</div>	

LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3										
Find Hidden Accesses						4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		Access found										
				<p>Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)</p> <p>Search for panels, doors, and other cleverly hidden issues.</p> <p>Will reveal if there are issues in range and give descriptions.</p> <p>Difficulty, lighting, &amp; other conditions alter the Saving throw column.</p>								<p>FOCUS:Col -1</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 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Range At 3 Sqs</td><td>8 SP</td></tr></table>		Lvl 14	Save -1 Col	8 SP	Lvl 10	Rollout Halved	6 SP	Lvl 14	Range At 3 Sqs	8 SP
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## Locks-


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2										
Set Or Open Padlock						4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unlocked										
				<p>Inspect the lock during rollout &amp; choose to try to open it (or re-lock it). 3 tries.</p> <p>Inspection first, if issue is found (trap?) points are spent &amp; lock not touched.</p> <p>Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.</p> <p>Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.</p> <p>Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.</p>									<div>FOCUS:Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 5</td><td>Slim Key Locks</td><td>4 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>	Lvl 5	Slim Key Locks	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3							
Set Or Open Door Lock						4pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked							
				<p>Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.</p> <p>After inspection if an issue is found (trap?) points are spent but lock not touched.</p> <p>Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts.</p> <p>Slim key door locks enhancement requires 5th level and cost 8 more points.</p> <p>Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.</p>								<div>FOCUS:Col -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 5</td><td>Slim Key Locks</td><td>4 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 5	Slim Key Locks	4 SP	Lvl 10	Rollout Halved	6 SP
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Lvl 10	Rollout Halved	6 SP																	




# -Rogue


## Movement-

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	
<b>Walk Quietly</b>													
 <p>Rogue attempts to not be noticed while walking quietly. No load (including packs &amp; sacks) or heavy armor then no Save is required. Carrying standard packs &amp; Sacks requires a standard Save. Non-Rogue armor raises the Save column by 2. Rogue can reduce the Save column by 1 by moving at 1/2 speed.</p>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 18 Duration X4		
											10 SP		
											Lvl 14 Duration X2		
											8 SP		


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						4 pts	Self	6 Squares	1 Minute	8 Hours		Detect someone	
<b>Take Point</b>													
 <p>Rogue initailly surveys the area, then continues to scout as the party travels. Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle. Rogue acts as a scout watching for potentail issues. Rogue 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		

## Traps-

LEVEL	1			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
						4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	
<b>Message -Create/Find/Remove</b>													
 <p>Un-enhanced traps makes noticable noise and are only blended &amp; can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total) Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts)</p>											FOCUS:Required		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 14 Save +1 Col		
											8 SP		
											Lvl 14 Duration X2		
											8 SP		
											Lvl 9 Duration +50%		
											6 SP		

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
						6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success	
<b>Impedance Trap-Create/Find/Remove</b>													
 <p>Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total). Un-enhanced traps are only blended, but can be hidden (+4 pts). Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts)</p>											FOCUS:Required		
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											8 SP		
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											10 SP		
											Lvl 9 Duration +50%		
											6 SP		

## Tricks-

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
						4 pts	Self	Arms Length	5 Rounds	Instant		Success	
<b>Sleight of Hand</b>													
 <p>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</p>											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 12 Rollout Init		
											12 SP		
											Lvl 10 Rollout Halved		
											6 SP		
											Lvl 5 Initiative +4		
											4 SP		