-Rogue

Battle Actions/Prep

LEVEL 3 — Take Point
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
		4 pts	Self	6 Squares	1 Minute	Up To 1 Day		No Surprise

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.
Point person acts as a scout watching for potentail issues.
Point person is not able use any skills or efforts that require a maintained concentration.

COUNTER: None
ENHANCEMENTS:
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL 4 — Watchful Stand
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	Self	2x2 Squares	4 Rounds	4 Hours		Not Noticed

Non-obvious continous scanning / monitoring of the surroundings from a standstill.
Ends when interrupted or Duration ends.
This cannot be done while focusing on singular issues like traps, locks, disguises.
Saves vs Agility, Senses, and Serendipty better by 1 column.
Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle.

COUNTER: None
ENHANCEMENTS:
Lvl 10	Rollout Halved	6 SP
Lvl 5	Initiative +4	4 SP
Lvl 14	Duration X2	8 SP

Battle Offense

LEVEL 2 — Backstab - Melee
	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	1 Square	1 Target	Next Initiative	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.

COUNTER: None
ENHANCEMENTS:
Lvl 14	Damage X2	12 SP
Lvl 17	Damage +8 / die	16 SP
Lvl 9	Damage +50%	8 SP

LEVEL 3 — Rogues Charge
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		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:Set For Charge Lvl:1
ENHANCEMENTS:
Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

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

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 +15 Init and +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 6 — Held Throw - Single Target
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	By Weapon	1 Target	Initiative	5 Attacks		

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
ENHANCEMENTS:
Lvl 0	No Enhancements	0 SP

LEVEL 8 — Whirling Mordra - Rogue
	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Touch	Adjacent Sqs	Initiative	1 Round		

Rogue spins about and attacks all targets adjacent to them.
1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r
Roll ToHit once with +4 bonus. This ToHit applies to each target.
Roll Damage one with +4 bonus. This Damage applies to each target that was hit.
This is applied to all surrounding squares regardless wheter friend or foe.

COUNTER: None
ENHANCEMENTS:
Lvl 5	Initiative +4	4 SP
Lvl 14	Damage X2	12 SP
Lvl 17	Damage +8 / die	16 SP

-Rogue

Mounted Melee Attack

LEVEL 9		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
			12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted

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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Battle Reaction

Avoid An AoO

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

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Blunder Reroll

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

Rogue desparately 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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Distraction (Doesn't Counter)

LEVEL 3	JUST 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SNS: >05
			4 pts	In Sight	In Sight	Instant	Up to 30 Min	Distracted

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue.
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd
DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP

Blunder Change Up

LEVEL 7		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
			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 orignal 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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

2nd Attempt To Grab

LEVEL 9		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
			12 pts	Touch	Self	Instant	Instant	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 -1 Col   8 SP

Class Specialty

Climbing

LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 3
			4 pts	Move	Vertical Area	1 Minute	5 Minutes	Has not fallen

Rogue removes bulky items, sacks, and packs to climb quickly
Rogues climb up/down is movement. Others climb at 1/2 their moment.
Use of a Rogues kit will allow any Saves for falling to be 1 column better.
No packs/sacks & hands must remain free.   Failed Save = fall.(2nd Grab Skill?)
Falling damage is 2d8 for every 2 Sqs the character has fallen.

FOCUS:Climb Save -1 Col
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 20   Rollout Instant   16 SP
Lvl 12   Rollout Init   12 SP

-Rogue

LEVEL 1 — Rogue To Rogue Signals

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
1	4 pts	In Sight	In Sight	Next Initiative	15 Minutes		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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 2 — Convincing Another (or Lie)

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
99	4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed

Rogue embelishes, bends, or breaks the truth in an attempt to convince someone.
Players that role playing this out will get the Save column droped by 1.
Save column adjusted based on audience size and mood, the extremness 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 -1 Col   8 SP

LEVEL 2 — Disguise

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
7	4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works

Rogue alters a look to evade notice.   The following can be changed within reason:
   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:-2 Col
COUNTER: None
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP
Lvl 9   AOE Select Target   6 SP

LEVEL 2 — Silent Movements

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR
99	4 pts	Self	Self	Initiative	20 Minutes		No sound made

Rogue attempts to not be noticed while walking quietly.
No load (including no packs & sacks) or heavy armor then no Save.   Skill or AGL.
Carrying standard packs & Sacks requires Save at 2nd column.
Rogue can reduce the Save column by 1 by moving at 1/2 speed.
Rogue wearing robes or less reduce the Save by 1.

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

LEVEL 2 — Ventriloquism

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
99	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 — Sleight of Hand

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
99	4 pts	Self	Arms Length	1 Round	Instant		Success

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

COUNTER: None
ENHANCEMENTS:
Lvl 12   Rollout Init   12 SP
Lvl 10   Rollout Halved   6 SP
Lvl 5   Initiative +4   4 SP

LEVEL 12 — Impersonate A Person

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
99	12 pts	Self	1 Person	10 Min/Complexity	12 Hours		Success

Rogue alters themselves to appear to be another very specific person.
Change appearance of gender, costuming, Hair (color/style/condition), skin, &
Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
Exact Cost based on original 12 points + cost of all enhancements that are needed.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save -1 Col   8 SP
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

-Rogue

Find or Reveal

Find Entry Gate
LEVEL 1

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
	4 pts	Urban	Community	1 Round	30 Minutes		Get clear description	

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 and 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 |

Search
LEVEL 1

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var
	4 pts	Self	Self	1 Round	1 Minute		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: Ø
ENHANCEMENTS:
| Lvl 20 | Rollout Instant | 16 SP |

Reveal Value
LEVEL 3

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
	4 pts	Self	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:Col -1
COUNTER: None
ENHANCEMENTS:
| Lvl 10 | Rollout Halved | 6 SP |

Find Hidden Accesses
LEVEL 4

STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
	4 pts	Self	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.
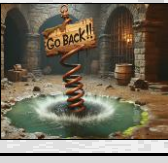Difficulty, lighting, & other conditions alter the Saving throw column.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 14	Range At 3 Sqs	8 SP

Mechanicals

Create Message Trap
LEVEL 1

STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
	8 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

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.
Normal Save would be SKL:2, but could be more difficult in some circumstances..
Enhancements and Rogues Kit's can add 1 column to Save.

COUNTER: None
ENHANCEMENTS:
Lvl 14	Save +1 Col	8 SP
Lvl 5	Find Trap	4 SP
Lvl 12	AoE X2	6 SP

Deactivate/Activate Mechanical
LEVEL 1

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
	8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked

For Locks, Traps, and other Mechanical issues.
Use of a Rogues Kit will alter the Save by 1 column.   3 trys only.
Simple Issues   require SKL:2   Padlocks, Skeleton keys.
Advanced Issues require SKL:3   Dmg Traps, Imbedded locks, Slim keys.
Complex Issues   require SKL:4(or more) Hidden or large mechanicals.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 16 | Rollout 1 Min | 8 SP |

Create Impedance Traps
LEVEL 2

STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
	6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

Creates a single trap that covers the AoE with vines/ropes/items that impede movement.
Requires description of the trigger, as well as the specific location.
This is the creation of a hidden non-damaging trigger type trap that impedes movement.
Normal Save would be SKL:2, but could be more difficult in some circumstances.
Enhancements and Rogues Kit's can add 1 column to Save.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14	Save +1 Col	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

-Rogue

LEVEL 5			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Create Damage Trap				12 pts	Touch	1 Square	20 Minutes	Until Triggered			Success

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.
Normal Save would be SKL:2, but could be more difficult in some circumstances.
Enhancements and Rogues Kit's can add 1 column to Save.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14	Save +1 Col	8 SP
Lvl 10	Rollout Halved	6 SP
Lvl 17	Damage +8 / die	16 SP

Urban Environment

LEVEL 9			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
Urban Tracking	JUST 1			12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours			Path found

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.
GM rolls for the Rogues success.

COUNTER:Lose A Tail - ROG Lvl:1
ENHANCEMENTS:
| Lvl 14 | Duration X2 | 8 SP |

LEVEL 10			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
Lose A Tail				12 pts	Self	Urban	3d8 Minutes	Permanent			No one following

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 -1 Col | 8 SP |
| Lvl 10 | Rollout Halved | 6 SP |