

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	

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
					4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	
Take Point										

 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+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.

COUNTER: None	
ENHANCEMENTS:	
Lvl 20 AOE X4	20 SP
Lvl 16 AoE X2	16 SP

Battle Offense

LEVEL	4	JUST I	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Rogues Charge				4 pts	Move x2	1 Target	Initiative	1 Round	

Battle Reaction

LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 1 Blunder	ROLL OUT Instant	DURATION Instant	SAVE: No Save
Blunder Reroll								<p>COUNTER: None</p>

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.

LEVEL 3		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Movement	ROLL OUT Instant	DURATION 1 Round	SAVE: Agility Avoids an AoO
Dodge AoO Attacks								<p>COUNTER: None</p>

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 In Sight	AREA OF EFFECT In Sight	ROLL OUT Instant	DURATION Up to 30 Min	SAVE: Physical Senses Comparison
Draw Attention								<p>COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP</p>

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.

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

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)

LEVEL 1		STACK 3	COST 4 pts	RANGE In Sight	AREA OF EFFECT In Sight	ROLL OUT Next Initiative	DURATION 30 Minutes	SAVE: Skill Sent & Rcvd
Rogue To Rogue Signals								<p>COUNTER: None</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'.

LEVEL 2		STACK 1	COST 4 pts	RANGE 1 Square	AREA OF EFFECT Self	ROLL OUT 30 Minutes	DURATION 12 Hours	SAVE: Skill Disguise works
Basic Disguise								<p>FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 12 AOE +2 12 SP</p>

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)

LEVEL 2		STACK 99	COST 4 pts	RANGE Hearing	AREA OF EFFECT Varies	ROLL OUT 5 Rounds	DURATION Usually 2 Days	SAVE: Skill Believed
Convincing Another								<p>COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP</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 & contrary voices against the Rogue can affect column num.
If the target is general ("Any one person in the crowd") the column is reduced.

-Rogue

LEVEL	2	<input type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill No sound made
Silent Movements					4 pts		Self		Self		Initiative		20 Minutes		

Find or Reveal

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL	GM
Search For Item		4 pts	Touch	Variable	1 Minute	Instant		Issue/Item Found		

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
									GM	GM gives info
Reveal Value		4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent				
	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
Search The Area				4 pts	Touch	2w x 2d x 2h Sq	10 Minutes	2 Hours		Access found

Mechanicals

LEVEL 2



STACK 7

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT

20 Minutes

DURATION

Until Triggered

SAVE: Skill

Trap in place

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 3



STACK 7

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1x2 Squares

ROLL OUT

5 Minutes

DURATION

Until Triggered

SAVE: No Save

Create Impedance 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 help if Save is needed.

Need Campfire, Straps, Triggers, & Levers. (Parts are available to buy).

CREATE:Impedance 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