-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

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	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.

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

LEVEL 3
Charge - Rogue

		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.
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.

COUNTER:Set For Charge Lvl:1
ENHANCEMENTS:
Lvl 9   Range +50%   6 SP
Lvl 5   Initiative +4   4 SP
Lvl 9   Damage +50%   8 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		

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.

COUNTER: None
ENHANCEMENTS:
Lvl 5   Initiative +4   4 SP
Lvl 14   Damage X2   12 SP
Lvl 9   Damage +50%   8 SP

LEVEL 4
Focused Thrown Attacks

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		

Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initative 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.

COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP

Battle Reaction

LEVEL 1
Avoid An AoO

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
	+		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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 3
Blunder Reroll

		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

-Rogue

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

Distraction

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
THE 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

Class Specialty

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

Climbing

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

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

Convincing Another (or Lie)

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

		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
LEVEL 2			4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works

Disguise

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

Communication

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
LEVEL 1			4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd

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
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Find or Reveal

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

Find Entry Gate

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

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
LEVEL 3			4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info

Reveal Value

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

-Rogue

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

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

Hide or Obscure

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var
Hide				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: ⦰
ENHANCEMENTS:
Lvl 20	Rollout Instant	16 SP

Mechanicals

LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
Deactivate/Activate Mechanical				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   non-Dmg traps, 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

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

Uses the Deactivate/Activate Mechanical Rogue Skill (as non-damage trap)
Use of a Rogues Kit will alter the Save by 1 column.   3 trys only.
Simple Issues   require SKL:2   non-Dmg traps, 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.

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

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

Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.
Inspection first, if issue is found (trap?) points are spent & lock not touched.
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5	Slim Key Locks	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL 2			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
Impedance Trap-Create/Find/Remove				6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

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)

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

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

Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5	Slim Key Locks	4 SP
Lvl 10	Rollout Halved	6 SP

-Rogue

Urban Environment

LEVEL 2
Walk Quietly

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

Rogue attempts to not be noticed while walking quietly.
No load (including packs & sacks) or heavy armor then no Save is required.
Carrying standard packs & 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.

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

LEVEL 4
Sleight of Hand

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			4 pts	Self	Arms Length	5 Rounds	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 4
Watchful Approach

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			4 pts	Self	Self	4 Rounds	20 Minutes		Not Noticed

Rogue is obviously and continously scanning and monitoring their surroundings.
Must concentrate. Can search for traps and mechanicals using this.
Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty 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

Utility or Misc

LEVEL 2
Ventriloquism

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			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