Battle Actions/Prep

LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Avoid Incoming (Ranged/Thrown)				4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour	

Character is able to better dodge missles and thrown objects.
Dodging (+2 AC) vs Ranged and Thrown attacks from the front only.
Does not protect vs Melee.

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: No Save
Take Point				4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	

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.
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

LEVEL 5			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Patient and Watchful				8 pts	Self	2x2 Squares	4 Rounds	4 Hours	

Non-obvious continous 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, lastsuntil end of Duration or end of round 1 in battle.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4   4 SP
Lvl 14 Duration X2   8 SP

Battle Offense

LEVEL 2			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Melee Backstab				4 pts	1 Square	1 Target	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			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Rogues Charge				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:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 9 Range +50%   6 SP
Lvl 5 Initiative +4   4 SP

LEVEL 4			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Critical Surprise Throw				4 pts	3 Sqs / 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 +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			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Held Throw, Single Target				8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held	

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

Whirling Mordra, Rogue Style

LEVEL 8			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. 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

Mounted Melee Attack

LEVEL 11			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
				12 pts	1 Square	1 Horse	Initiative	1 Battle	

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

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

Dodge AoO Attacks

LEVEL 3			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility
				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.
Must be called before AoO damage is rolled.

COUNTER: None

Draw Attention

LEVEL 3			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill to NonSkill
				4 pts	In Sight	In Sight	Instant	Up to 30 Min	Comparison

May draw aggro or distract a crowed. 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			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
				8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
				8 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 Roll +20	8 SP

LEVEL 7			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Blunder Change Up				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

Class Specialty

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

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
Rogue To Rogue Signals				4 pts	In Sight	In Sight	Next Initiative	30 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

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

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
Convincing Another (or Lie)				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days	Believed

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 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 Roll +20 | 8 SP |

LEVEL 2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Silent Movements				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 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 |

LEVEL 2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Ventriloquism				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
Sleight of Hand		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
Impersonate A Person		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
Find Entrance/Gate		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
Search For Item		4 pts	Touch	Variable	1 Minute	Instant	Issue/Item Found	

Many factors change the Save column, including a general quick search.
Scanning for 'anything' is possible, but requires a penalty of -30 to the Save Roll.
This is meant to scan a small area or person for a single item.
When searching a person the Save Roll is comparitive (search vs searched).

COUNTER:No Counter Available. Lvl:
ENHANCEMENTS:
Lvl 14   Save Roll +20   8 SP

LEVEL 3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Reveal Value		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

LEVEL 4	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Search The Area		4 pts	Touch	2w x 2d x 1h Sqs	10 Minutes	2 Hours	Access found

Search in and FOR areas. (Camouflage, concealed, and Hidden.)
Search for multiple issues within panels, doors, and other items.
Will reveal if there are issues in range and give descriptions.
Difficulty, lighting, & other conditions alter the Saving throw column.
This does not work as well when searching for a specific item (Save Roll - 30)

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

LEVEL 1	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill	GM
Create Message Trap		20 pts	Touch	1 Square	20 Minutes	Until Triggered	Trap in place	

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

Disarm/Arm Locks and Traps

LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
		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.   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 Halved   6 SP
Lvl 16   Rollout 1 Min   8 SP

Create Impedance Trap

LEVEL 2	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		12 pts	Touch	1x2 Squares	5 Minutes	Until Triggered	

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 -20   8 SP
Lvl 18   Duration X4   10 SP
Lvl 9   Duration +50%   6 SP

Create Damaging Trap

LEVEL 5	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
		40 pts	Touch	1 Square	2 Hours	Until Triggered	Trap set in place

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 -20   8 SP
Lvl 10   Rollout Halved   6 SP
Lvl 17   Damage +8 / die   16 SP

Urban Environment

Urban Tracking

LEVEL 9	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
		12 pts	Self	Urban or Subtrrn	3d8 Minutes	4 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.
Rogue and GM roll Comparison Save to determine success.

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

Lose A Tail (Urban)

LEVEL 10	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
		12 pts	Self	Urban	3d8 Rounds	30 Minutes	Evasion Is working

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 +20   8 SP
Lvl 10   Rollout Halved   6 SP