

Battle Actions/Prep

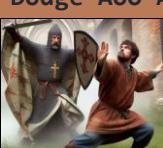
LEVEL	1	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Avoid Incoming (Ranged/Thrown)		4 pts	Self	1 Battle		1 Minute	1 Battle or 1 Hour			

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Thrown Weapon Expertise				4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 h	COUNTER:	None

Battle Offense

LEVEL	3	JUST	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									

-Rogue

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held		
Held Throw, Single Target										
									COUNTER:	None
<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.</p> <p>If the target is out of sight/range for a round or more this effort is broken.</p> <p>During the wait time the following non-damaging skills can be used on the same target:</p> <ul style="list-style-type: none"> Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly. 										
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	Touch	Adjacent Sq's	Initiative	1 Round		
Whirling Mordra, Rogue Style										
									COUNTER:	None
<p>Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike.</p> <p>Single ToHIT roll & single Damage roll are applied to all 8 squares surrounding the Rogue.</p> <p>The ToHIT and Damage will gain bonuses of +4.</p> <p>When each target has differing AC's it is likely not all targets will be hit/damaged.</p> <p>This Skill was created in cooperation with the player "Mordra".</p>										
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	1 Square	1 Horse	Initiative	1 Battle		
Mounted Melee Attack										
									COUNTER:	None
<p>Character is able to direct a trained mount into battle.</p> <p>Only 1 attack when moving. Max 2 attacks when stopped.</p> <p>Requires the use of a trained mount.</p> <p>Single handed weapons only.</p> <p>Character is only able to use small or buckler shield.</p>										
Battle Reaction										
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	1 Blunder	Instant	Instant		
Blunder Reroll										
									COUNTER:	None
<p>Rogue desperately attempts to lessen the impact of a Blunder.</p> <p>Allows Rogue to attempt to mitigate a Blunder roll</p> <p>Rogue disregards the first Blunder roll and rolls again.</p> <p>Rogue must take the 2nd roll.</p>										
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility
				4 pts	Self	Movement	Instant	1 Round	Avoids an AoO	
Dodge AoO Attacks										
									COUNTER:	None
<p>This is an attempt to counter and dodge AoO attacks from others.</p> <p>The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)</p> <p>This skill does NOT interfere with the Rogues normal attacks in the round.</p> <p>Rogue and attacker must use a comparison Save.</p> <p>Must be called before AoO damage is rolled.</p>										
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill to NonSkill Comparison
				4 pts	In Sight	In Sight	Instant	Up to 30 Min		
Draw Attention										
									COUNTER:	None
<p>May draw aggro or distract a crowd. Must be maintained to continue.</p> <p>1 Attack from the Rogue may be done. Caution: This could alter the audiences view.</p> <p>Comparison Save between Rogue and target audience,</p> <p>Rogue uses Skill Save,</p> <p>A target Rogue also uses Skill Save, but non-Rogue target uses the non-Skill Save.</p>										
LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Not Disrupted
				8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
Disrupt Concentration										
									COUNTER:	None
<p>Counters current issues that a target is concentrating to maintain.</p> <p>This action is meant to disrupt and break concentration of another.</p> <p>All the Targets in the AoE must pass the Save to not be affected/interrupted.</p> <p>This is a Counter Action and can only be used once in a round.</p> <p>LIST OF SPELL IN FULL DESCRIPTION.</p>										

-Rogue

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2nd Attempt To Grab				8 pts	Touch	Self	Instant	Instant		
	A Rogue attempts 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 original 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	
LEVEL 13		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected
Feign Death				16 pts	Self	Self	Instant	2 Rds Minimum		
	Rogue falls to the ground and appears dead. Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection. Rogue must make GM aware this skill will be used as soon as possible. Rogue can choose what segment to enact this, based on Rollout being instant. GM will roll the Save for others trying to detect life.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20	8 SP
Class Specialty										
LEVEL 1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen
Climbing				4 pts	Move	Vertical Area	Initiative	5 Minutes		
	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 Lvl 20 Rollout Instant Lvl 16 AoE X2	8 SP 16 SP 16 SP
LEVEL 1		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Sent & Rcvd
Rogue To Rogue Signals				4 pts	In Sight	In Sight	Next Initiative	30 Minutes		
	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 Disguise works
Basic Disguise				4 pts	1 Square	Self	30 Minutes	12 Hours		
	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 Lvl 12 AOE +2	8 SP 12 SP
LEVEL 2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Believed
Convincing Another (or Lie)				4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		
	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.								COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20	8 SP

-Rogue

LEVEL	2		STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Skill No sound made	
Silent Movements					4 pts		Self		Self		Initiative		20 Minutes			

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 from 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
				4 pts	Self	Arms Length	1 Round	Instant		Success
Sleight of Hand										
	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								

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				

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		

-Rogue

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	GM
				4 pts	Touch	2w x 2d x 1h Sq's	10 Minutes	2 Hours		Access found	

Mechanicals

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

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

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

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

Nae'Ems

LEVEL	14	NAE'EM	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	GM
						48 pts	1 Recipient	1 Target	1 Week	Permanent			

	Character is able to draw followers to their banner.		FOCUS:Sense Allegience
	Character knows if the follower has acted properly according to House ideals.		COUNTER:None

	But, the creator of the House will NOT know the mind of the follower.		
	This skill allows the character to create a house that they alone own.		

	Only the character using the "House Authority" cause another to be a non-owner authority.		
--	---	--	--

Urban Environment

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill	Path found	GM
				12 pts	Self	Urban or Subtrn	3d8 Minutes	4 Hours				

	Rogue attempts to follow a hot path, before it grows cold.		COUNTER:Lose A Tail - ROG Lvl:1
	Follow a person. Opposite of 'Lose A Tail'. Trail must be < 1 hr old.		ENHANCEMENTS:

-Rogue

LEVEL 10 [] []
Lose A Tail (Urban)



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

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