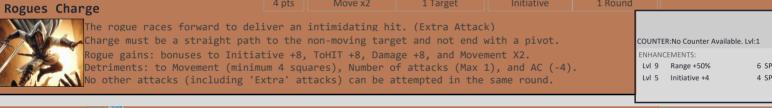
-Rogue Battle Actions/Prep SAVE: No Save 1 Battle 1 Minute 1 Battle or 1 Hour 4 pts Avoid Incoming (Ranged/Thrown) Character is able to better dodge missles and thrown objects. Dodging (+2 AC) vs Ranged and Thrown attacks from the front only. COUNTER: None Does not protect vs Melee. ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP SAVE: No Save 4 pts Self 6 Squares ahead 1 Minute Up To 1 Day Take Point 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. COUNTER: None Rogue acts as a scout (Point person) watching for potential issues. ENHANCEMENTS: Lvl 20 AOE X4 20 SP Rogue is not able use any skills or efforts that require a maintained concentration. Lvl 16 AoE X2 16 SP Battle Offense SAVE: No Save 4 nts 1 Target Melee Backstab Rogue takes advantage of a nearby targets flank. ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank. COUNTER: None This skill improves the effect of a normal backstab. ENHANCEMENTS: This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. Lvl 9 Damage +50% 8 SP 1 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. COUNTER:No Counter Available. Lvl:1 Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2. ENHANCEMENTS: Lvl 9 Range +50% 6 SP Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). Lvl 5 Initiative +4 4 SP No other attacks (including 'Extra' attacks) can be attempted in the same round.



	20							110 3010	
	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.								
								ER: None CEMENTS: Initiative +4	4 SP
	If other Surprise attacks happe	en, high	nest Init wins 8	others fail to	happen.			Damage X2	12 SP

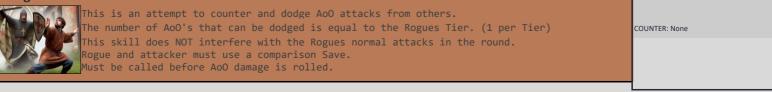
3	Enow Z	STACK 1		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save			
ider I	Reroll		4 pts	Self	1 Blunder	Instant	Instant _				
	Rogue desparately attempts to lessen the impact of a Blunder.										

logue disregards the first Blunder roll and rolls again.

Rogue must take the 2nd roll.

R1 un

LEVEL 3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Agility	
Dodge AoO Attacks		4 pts	Self	Movement	Instant	1 Round	Avoids an AoO	
This is an att								



4 nts

Up to 30 Min

SAVE: Skill to NonSkill



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

Class Specialty

1 Climbing

In Sight

Next Initiative

5 Rounds

Initiative

5 Minutes

30 Minutes

SAVE: Agility

8 SP

16 SP

16 SP

GM

No items in backpack. Can carry items in the Hidden Spaces

Rogues climb up/down is movement. Others climb at half walk movement.

4 pts

Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.

In Sight

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:

COUNTER: None

Lvl 14 Save Roll +20

SAVE: Skill Sent & Rcvd

Lvl 20 Rollout Instant

Lvl 16 AoE X2

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.

f 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'.

4 pts

1 Square

Self

Self

1 Square

In Sight

30 Minutes

SAVE: Skill Disguise work

Basic Disguise

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)

Hearing

FOCUS:Save Roll +20 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2

Lvl 12 AOF +2

8 SP 12 SP

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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.

COUNTER: None

ENHANCEMENTS: Lvl 14 Save Roll +20

: Skill

No sound made

SAVE: Skill

If the target is general ("Any one person in the crowd") the column is reduced.

4 pts

Silent Movements

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

1 Round

20 Minutes

Usually 2 Days

ENHANCEMENTS:

Lvl 18 Duration X4

SAVE: Skill

10 SP Lvl 14 Duration X2 8 SP

Ventriloquism

A voice/sound is coming an unidentified place/person.

4 pts

Best: Prep the crowd and act out with cohorts with a practiced persona.

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.

4 Sqs/Tier

COUNTER: None ENHANCEMENTS:

Lvl 12 Range X2 8 SP

Lvl 9 Range +50%

6 SP

Create Message Trap SAVE: Skill

Until Reset

eton keys.

m keys.

FOCUS:Save +20 COUNTER: None

ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 16 Rollout 1 Min

6 SP

8 SP

LEVEL 1	STACK 99				RULL UU I
Disarm/Arm	Locks and Traps	8 pts	Touch	1 Mechanical	10 Minutes
63/3	For Locks, Traps, and other Me Use of a Rogues Kit will alter			ly.	
Able	Simple Issues require Skill Advanced Issues require Skill	Save -20 Save	n e Di	on-Dmg traps, Pac mg Traps, Imbedde	ed locks, Slir

-Rogue

6 SP

LEVEL 2

5 Minutes

Until Triggered

Lvl 9 Duration +50%

SAVE: No Save

Create Impedance Trap

Touch 1x2 Squares 12 pts 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