






# -Rogue



## Battle Actions/Prep



LEVEL	3	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
	<p>Point person initailly surveys the area, then continues to scout a head of the party.</p> <p>Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.</p> <p>Point person acts as a scout watching for potentail issues.</p> <p>Point person is not able use any skills or efforts that require a maintained concentration.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 20 AOE X4 20 SP
											Lvl 12 AoE X2 6 SP


LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				4 pts	Self	2x2 Squares	4 Rounds	4 Hours			Not Noticed
	<p>Non-obvious continous scanning / monitoring of the surroundings from a standstill.</p> <p>Ends when interrupted or Duration ends.</p> <p>This cannot be done while focusing on singular issues like traps, locks, disguises.</p> <p>Saves vs Agility, Senses, and Serendipity better by 1 column.</p> <p>Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle.</p>										COUNTER: None
											ENHANCEMENTS:
											Lvl 10 Rollout Halved 6 SP
											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								
						4 pts	1 Square	1 Target	Next Initiative	1 Round										
<div></div> <p>Rogue takes advantage of a nearby targets flank. ToHIT +4 &amp; 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.</p>																				
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 17</td><td>Damage +8 / die</td><td>16 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>												Lvl 14	Damage X2	12 SP	Lvl 17	Damage +8 / die	16 SP	Lvl 9	Damage +50%	8 SP
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LEVEL	3	<div><div></div><div>+</div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Move x2	1 Target	Initiative	1 Round		
	<p>The rogue races forward to deliver an intimidating hit. (Extra Attack)</p> <p>Charge must be a straight path to the non-moving target and not end with a pivot.</p> <p>Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2.</p> <p>Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).</p> <p>No other attacks (including 'Extra' attacks) can be attempted in the same round.</p>										<div>COUNTER:Set For Charge Lvl:1<div></div></div> <div>ENHANCEMENTS:</div> <div><div>Lvl 9Range +50%</div><div>Lvl 5Initiative +4</div></div> <div><div>6 SP</div><div>4 SP</div></div>

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save										
Surprise Throw					4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round												
			<p>Quickly throw a weapon before the fighting begins! Single hand weapon only.</p> <p>1 Attack instead of normal number per round.</p> <p>Surprise Thrown attack is done before battle is started. Creates a round 0.</p> <p>Rogue gains +15 Init and +6 ToHIT. Also, Damage is rolled on Critical chart.</p> <p>If other Surprise attacks happen, highest Init wins &amp; others fail to happen.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>		Lvl 5	Initiative +4	4 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
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		
		<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>ToHIT +5 &amp; 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> <p>Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>							COUNTER: None	
									ENHANCEMENTS:	
									Lvl 0 No Enhancements 0 SP	

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Whirling Mordra - Rogue						8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
		<p>Rogue spins about and attacks all targets adjacent to them.</p> <p>1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r</p> <p>Roll ToHit once with +4 bonus. This ToHit applies to each target.</p> <p>Roll Damage one with +4 bonus. This Damage applies to each target that was hit.</p> <p>This is applied to all surrounding squares regardless wheten friend or foe.</p>										
COUNTER: None												
ENHANCEMENTS:												
Lvl 5 Initiative +4										4 SP		
Lvl 14 Damage X2										12 SP		
Lvl 17 Damage +8 / die										16 SP		

# -Rogue

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted		



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  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

## Battle Reaction

LEVEL	1		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Avoid An AoO						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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Blunder Reroll						4 pts	Self	1 Blunder	Instant	Instant			



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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	3		JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05	
Distraction (Doesn't Counter)						4 pts	In Sight	In Sight	Instant	Up to 30 Min	Distracted		



Draw attention. May draw aggro or distract a crowd. Must be maintained to continue.  
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd  
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

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  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
2nd Attempt To Grab						12 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 -1 Col 8 SP

LEVEL	13		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 3	GM
Feign Death						16 pts	Self	Self	Instant	2 Rds Minimum	Life Detected		



Rogue falls to the ground and appears dead.  
Rogue appears dead to others. Rogue AC=3/3.  
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 +1 Col 8 SP



# -Rogue

## Class Specialty

LEVEL

1

STACK

99

COST

4 pts

RANGE

Move

AREA OF EFFECT

Vertical Area

ROLL OUT

1 Minute

DURATION

5 Minutes

SAVE:

AGL: 3



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

LEVEL

1

STACK

1

COST

4 pts

RANGE

In Sight

AREA OF EFFECT

In Sight

ROLL OUT

Next Initiative

DURATION

15 Minutes

SAVE:

SKL: 3



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

LEVEL

2

STACK

99

COST

4 pts

RANGE

Hearing

AREA OF EFFECT

Varies

ROLL OUT

5 Rounds

DURATION

Usually 2 Days

SAVE:

SKL: 3



Convincing Another (or Lie)



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 -1 Col

8 SP

LEVEL

2

STACK

7

COST

4 pts

RANGE

1 Square

AREA OF EFFECT

Self

ROLL OUT

30 Minutes

DURATION

12 Hours

SAVE:

SKL: 3



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

LEVEL

2

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative

DURATION

20 Minutes

SAVE:

SKL: VAR



Silent Movements



Rogue attempts to not be noticed while walking quietly.  
No load (including no packs & sacks) or heavy armor then no Save. Skill or AGL.  
Carrying standard packs & Sacks requires Save at 2nd column.  
Rogue can reduce the Save column by 1 by moving at 1/2 speed.  
Rogue wearing robes or less reduce the Save by 1.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

LEVEL

2

STACK

99

COST

4 pts

RANGE

4 Sqs/Tier

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

SKL: 2



Ventriloquism



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

4 pts

RANGE

Self

AREA OF EFFECT

Arms Length

ROLL OUT

1 Round

DURATION

Instant

SAVE:

SKL: 2



Sleight of Hand



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

## -Rogue

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	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.  
Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.  
Save columns adjust based on knowledge, amount of prep, amount of practice, etc.  
Exact Cost based on original 12 points + cost of all enhancements that are needed.

FOCUS:Required	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14	Save -1 Col 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:	SKL: 2	
Find Entry Gate						4 pts	Urban	Community	1 Round	30 Minutes		Get clear description	



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

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
Search						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

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Reveal Value						4 pts	Self	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:Col -1	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10	Rollout Halved 6 SP

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

## Mechanicals

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



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.  
Normal Save would be SKL:2, but could be more difficult in some circumstances..  
Enhancements and Rogues Kit's can add 1 column to Save.

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	
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 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

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



Creates a single trap that covers the AoE with vines/ropes/items that impede movement. Requires description of the trigger, as well as the specific location. This is the creation of a hidden non-damaging trigger type trap that impedes movement. Normal Save would be SKL:2, but could be more difficult in some circumstances. Enhancements and Rogues Kit's can add 1 column to Save.

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	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Create Damage Trap						12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	

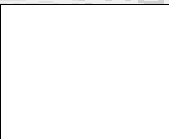


Creates a single trap that covers the AoE with which inflicts damage when triggered. Requires description of the damage method, as well as the specific location. This is the creation of a hidden damaging trigger type trap. Normal Save would be SKL:2, but could be more difficult in some circumstances. Enhancements and Rogues Kit's can add 1 column to Save.

FOCUS:Required				
COUNTER: None				
ENHANCEMENTS:				
Lvl 14	Save +1 Col		8	SP
Lvl 10	Rollout Halved		6	SP
Lvl 17	Damage +8 / die		16	SP

## Nae'Ems

LEVEL	14	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority							48 pts	1 Recipient	1 Target	1 Month	Permanent		



Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals 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 Eolas using the "House Authority" cause another to be a non-owner authority.

CREATE:				
COUNTER: None				
ENHANCEMENTS:				
Lvl 0	No Enhancements		0	SP

## Urban Environment

LEVEL	9		JUST		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
Urban Tracking							12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 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. GM rolls for the Rogues success.

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

LEVEL	10				STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
Lose A Tail							12 pts	Self	Urban	3d8 Minutes	Permanent		No one following	



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 -1 Col		8	SP
Lvl 10	Rollout Halved		6	SP