

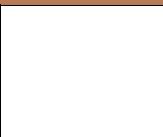
Battle Actions/Prep

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Self	1 Battle	1 Minute	1 Battle or 1 Hour	No Save
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.
Does not protect vs Melee.

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

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 h	No Save
Thrown Weapon Expertise							

 Rogue selects one of their current weapons to focus on with attacks.
After the rollout the Rogue is able to use that weapon more efficiently.
The Rogue will gain a +1 for each of their Rogue Tiers for the duration.
The selected weapon must be a Thrown weapon.

COUNTER: None

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Self	6 Squares ahead	1 Minute	Up To 1 Day	No Save
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.
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

Battle Offense

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	1	4 pts	1 Square	1 Target	Initiative	1 Round	No Save
Melee Backstab							

 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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	99	4 pts	Move x2	1 Target	Initiative	1 Round	No Save
Rogues Charge							

 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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4	99	4 pts	3 Sqs / Tier	1 Melee Target	Pre-Battle Instant	1 Round	No Save
Critical Surprise Throw							

 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

Battle Reaction

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

 Rogue desperatly 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

-Rogue

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Ability	
					4 pts	Self	Movement	Instant	1 Round	Avoids an AoO		
Dodge AoO Attacks												
	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		
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												
	May draw aggro or distract a crowd. 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												
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Ability	
					4 pts	Move	Vertical Area	Initiative	5 Minutes	Has not fallen		
Climbing												
	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	
					4 pts	In Sight	In Sight	Next Initiative	30 Minutes			
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		
LEVEL	2		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Disguise works	
					4 pts	1 Square	Self		30 Minutes	12 Hours		
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)									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	
					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days			
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 droped 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	
LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill No sound made	
					4 pts	Self	Self	Initiative	20 Minutes			
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 ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP	

-Rogue

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill Convincing	
Ventriloquism				4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		

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					
	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				
	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	

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

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	

