

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
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
5	1	8 pts	Self	2x2 Squares	4 Rounds	4 Hours	No Save
Patient and Watchful							
	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	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
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
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
6	99	8 pts	By Weapon	1 Target	Initiative	5 Attacks & Held	No Save
Held Throw, Single Target							
	Holds a thrown attack as they concentrate on a single target to find a weakness. ToHTT +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

-Rogue

LEVEL	8	JUST I	STACK	99	COST	8 pts	RANGE	Touch	AREA OF EFFECT	Adjacent SqS	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
Whirling Mordra, Rogue Style																

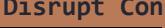
 Rogue spins about and attacks all targets adjacent to them. Friend and Foe alike. Single ToHIT roll & single Damage roll are applied to all 8 squares surrounding the Rogue. The ToHIT and Damage will gain bonuses of +4. When each target has differing AC's it is likely not all targets will be hit/damaged. This Skill was created in cooperation with the player "Mordra".

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

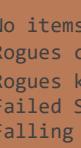
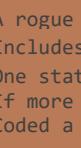
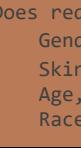
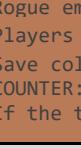
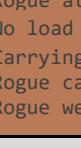
Battle Reaction

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	

LEVEL	3	JU I	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill to NonSkill Comparison	GM
Draw Attention					4 pts	In Sight	In Sight	Instant	Up to 30 Min			
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 audience's 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	

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
Disrupt Concentration										
	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

LEVEL	6	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
2nd Attempt To Grab				8 pts	Touch	Self	Instant	Instant		Grab works
	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
				8 pts	Self	Self	Instant	Instant		
Blunder Change Up										
										
<p>Rogue uses a different column for a better outcome to the Blunder.</p> <p>Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.</p> <p>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.</p>										
									COUNTER:	None
LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill vs non-Skill Life Detected
				16 pts	Self	Self	Instant	2 Rds Minimum		
Feign Death										
										
<p>Rogue falls to the ground and appears dead.</p> <p>Rogue appears dead to others. Rogue AC=3/3. Comparative Save needed on inspection.</p> <p>Rogue must make GM aware this skill will be used as soon as possible.</p> <p>Rogue can choose what segment to enact this, based on Rollout being instant.</p> <p>GM will roll the Save for others trying to detect life.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p>										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Agility Has not fallen
				4 pts	Move	Vertical Area	Initiative	5 Minutes		
Climbing										
										
<p>No items in backpack. Can carry items in the Hidden Spaces</p> <p>Rogues climb up/down is movement. Others climb at half walk movement.</p> <p>Rogues kit allows falling Saves to be at +20. Enhancement 'Save Roll +20' may be used.</p> <p>Failed Save = fall. (2nd Grab Skill)</p> <p>Falling damage is 2d8 for every climb (1/2 walk move upwards)</p>										
									FOCUS:	Skill Roll +20
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p> <p>Lvl 20 Rollout Instant 16 SP</p> <p>Lvl 16 AoE X2 16 SP</p>										
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										
										
<p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?</p> <p>Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.</p> <p>One statement per round. Only basic information is put across.</p> <p>If more subtle or complex communication is attempted a Save must be passed.</p> <p>Coded a message or local terminology is used the information is NOT 'readable'.</p>										
									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										
									FOCUS:	Save Roll +20
<p>Does require "AoE Select Target" Enhancement to disguise another person.</p> <p>Gender, Weight, and Items worn to imply another class or profession.</p> <p>Skin color (Not changing skin type)</p> <p>Age, Hair, Style, Color, and Facial Hair</p> <p>Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 SP</p> <p>Lvl 12 AoE +2 12 SP</p>										
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)										
										
<p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone.</p> <p>Players that role playing this out will get the Save column dropped by 1.</p> <p>Save column adjusted based on audience size and mood, the extremeness of the lie, etc.</p> <p>COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.</p> <p>If the target is general ("Any one person in the crowd") the column is reduced.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 14 Save Roll +20 8 SP</p>										
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										
										
<p>Rogue attempts to not be noticed while walking quietly.</p> <p>No load (including packs & sacks) or armor then no Save is required.</p> <p>Carrying standard packs & Sacks requires a standard Save.</p> <p>Rogue can help the Save roll by +20 by moving at 1/2 speed.</p> <p>Rogue wearing robes or less can help the Save roll by +20.</p>										
									COUNTER:	None
<p>ENHANCEMENTS:</p> <p>Lvl 18 Duration X4 10 SP</p> <p>Lvl 14 Duration X2 8 SP</p>										

-Rogue

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Convincing	GM
	Ventriloquism			4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round			
									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 Success	GM
	Sleight of Hand			4 pts	Self	Arms Length	1 Round	Instant			
									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 Success	GM
	Impersonate A Person			12 pts	Self	1 Person	10 Min/Complexity	12 Hours			
									FOCUS:Required		
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 14 Save Roll +20	8 SP	
									Lvl 18 Duration X4	10 SP	
									Lvl 14 Duration X2	8 SP	
<h2>Find or Reveal</h2>											
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
	Find Entrance/Gate			4 pts	Urban	Community	Initiative	Instant			
									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 Issue/Item Found	GM
	Search For Item			4 pts	Touch	Variable	1 Minute	Instant			
									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 gives info	GM
	Reveal Value			4 pts	Touch	1 Item	10 Rds (1 Min)	Permanent			
									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 Access found	GM
	Search The Area			4 pts	Touch	2w x 2d x 1h Sqs	10 Minutes	2 Hours			
									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	20 pts	RANGE	Touch	AREA OF EFFECT	1 Square	ROLL OUT	20 Minutes	DURATION	Until Triggered	SAVE: Skill	GM
Create Message Trap		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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Skill
Disarm/Arm Locks and Traps				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.							FOCUS:Save +20 COUNTER: None

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 Week	Permanent						

Urban Environment

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