## -Rogue Battle Actions/Prep AREA OF EFFECT ROLL OUT RANGE DURATION 9 LEVEL 3 SNS: 2 6 Squares 4 pts 1 Minute Up To 1 Day No Surprise 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 Point person acts as a scout watching for potentail issues. ENHANCEMENTS: Point person is not able use any skills or efforts that require a maintained concentraction. Lvl 20 AOE X4 20 SP Lvl 12 AoF X2 6 SP AREA OF EFFECT DURATION 9/ STACK 1 COST RANGE ROLL OUT SAVE: LEVEL 4 SKL: 2 4 pts Not Noticed Self 2x2 Squares 4 Rounds 4 Hours Watchful Stand Non-obvious continous scanning / monitoring of the surroundings from a standstill. Ends when interrupted or Duration ends. COUNTER: None This cannot be done while focusing on singular issues like traps, locks, disguises. ENHANCEMENTS: Lvl 10 Rollout Halved Saves vs Agility, Senses, and Serendipty better by 1 column. Flank AC = Front AC, lastsuntil end of Duration or end of round 1 in battle. Lvl 5 Initiative +4 4 SP Lvl 14 Duration X2 8 SP Battle Offense RANGE AREA OF FFFECT DURATION STACK 1 COST ROLL OUT No Save LEVEL 2 4 nts 1 Square 1 Target Next Initiative 1 Round Backstab - Melee 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: Lvl 14 Damage X2 12 SP This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Ivl 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 STACK 99 RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 3 4 pts Move x2 1 Target Initiative 1 Round 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. COUNTER:Set For Charge LvI:1 Rogue gains: bonuses to Initiative +8, ToHIT +8, Damage +8, and Movement X2. ENHANCEMENTS: 6 SP Detriments: to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). Lvl 9 Range +50% Lvl 5 Initiative +4 4 SP No other attacks (including 'Extra' attacks) can be attempted in the same round. AREA OF EFFECT COST DURATION SAVE: No Save LEVEL 3 1 Sq / Tier 1 Melee Target Pre-Battle Instant 1 Round Surprise Throw Quickly throw a weapon before the fighting begins! Single hand weapon only. 1 Attack instead of normal number per round. COUNTER: None Surprise Thrown attack is done before battle is started. Creates a round 0. ENHANCEMENTS: Rogue gains +15 Init and +6 ToHIT. Also, Damage is rolled on Critical chart. Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP If other Surprise attacks happen, highest Init wins & others fail to happen. Lvl 9 Damage +50% 8 SP **Battle Reaction** AREA OF EFFECT DURATION AGL: 2 LEVEL 1 4 pts Avoids an AoO Movement 1 Round Avoid 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) COUNTER: None This skill does NOT interfere with the Rogues normal attacks in the round. ENHANCEMENTS: Lvl 0 No Enhancements O SP Rogue and attacker must use a comparison Save.

AREA OF EFFECT COST LEVEL 3 No Save Self 1 Blunder Instant 4 pts Instant Blunder Reroll Rogue desparately attempts to lessen the impact of a Blunder. Allows Rogue to attempt to mitigate a Blunder roll COUNTER: None Rogue disregards the first Blunder roll and rolls again. ENHANCEMENTS: Rogue must take the 2nd roll. 0 SP

Lvl 0 No Enhancements





