




-Rogue

AAA-My Party



LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	1000	Yard	Stare	March		8 pts	Self	Self	10 Minutes	20 Hours		
 <p>Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 20	Rollout Instant 16 SP
											Lvl 10	Rollout Halved 6 SP

Battle-Actions


LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Blunder	Instant	Instant		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP



LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	Instant	Instant		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

Battle-Defense

LEVEL	1		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2  Avoids an AoO
						4 pts	Self	Movement	Instant	Instant		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

Battle-Offense

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Instant	1 Round		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 14	Damage X2 12 SP
											Lvl 17	Damage +8 / die 16 SP
											Lvl 9	Damage +50% 8 SP

LEVEL	3		+	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. One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8. 'Extra' Attack. Only 1 Extra attack is allowed per round. When announced before/during initiative add 10 to Initiative. Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.</p>											COUNTER: Set For Charge - FTR Lvl:1 	
											ENHANCEMENTS:	
											Lvl 20	Rollout Instant 16 SP
											Lvl 9	Range +50% 6 SP
											Lvl 5	Initiative +4 4 SP

-Rogue

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05	
					4 pts	In Sight	In Sight	Initiative	Up to 30 Min			Distracted

Distraction



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

Surprise Throw



Character quickly throws a weapon before the fighting begins! Single hand weapon only.
Init+15, ToHit+6, Damage: Crit chart roll. 1 Attack instead of normal number per round.
Surprise Thrown attack is done before battle is started. Which will create a round 0.
Rogue gains +15 Initiative and +6 ToHit. Also, Damage is rolled on Critical chart.
If other Surprise attacks happen, highest rolled Init wins and 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

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		

COUNTER: Disruptive Factor



Character draws attention to themselves in attempt to interrupt others.
This action might disrupt other actions or break concentration of others.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
Enhancements are able to increase the range.
This is a Counter Action and can only be used once in a round.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		 			8 pts	By Weapon	1 Target	Initiative	5 Attacks		

Held Throw - Single Target



Holds a thrown attack as they concentrate on a single target to find a weakness.
ToHit +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
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		 			8 pts	Touch	Adjacent Sqs	Initiative	1 Round		

Whirling Mordra - Rogue



Rogue spins about and attacks all targets adjacent to them.
1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r
Roll ToHit once with +4 bonus. This ToHit applies to each target.
Roll Damage one with +4 bonus. This Damage applies to each target that was hit.
This is applied to all surrounding squares regardless wheter friend or foe.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Damage X2 12 SP
Lvl 17 Damage +8 / die 16 SP

Battle-Prep

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		 			4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		

Focused Thrown Attacks



Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initiative of 0.
Thrown attacks gain a +6 ToHit and Damage to a single target at the end of the round.
Initiative for these attacks are set to 0.
For all normal attacks in the round. Does not affect additional attacks.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		 			4 pts	Self	Self	4 Rounds	20 Minutes		

Watchful Approach





Rogue is obviously and continuously scanning and monitoring their surroundings.
Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.
Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column.
This cannot be done while focusing on singular issues like traps, locks, disguises.
Must roll SKL:2 to not be noticed while using this skill.


COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 5 Initiative +4 4 SP


-Rogue


Climb-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	
	Climbing					4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen	
 <p>Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column. No packs/sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Falling damage is 2d8 for every section the character has climbed.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP		



Communication-

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
	Rogue To Rogue Signals					4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd	
 <p>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'.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP		



LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
	Convincing Another (or Lie)					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
 <p>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.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP		

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
	Ventriloquism					4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing	
 <p>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.</p>											COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP		

Disguise-

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4	
	Disguise					4 pts	1 Person	Audience	30 Minutes	12 Hours		Disguise works	
 <p>Rogue alters the recipient to evade notice. Changes appearance of gender, costuming (within class), Hair (color, style, condition) Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). All are within skill. Additional enhancements available higher levels are: Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.</p>											FOCUS:-2 Col COUNTER: None ENHANCEMENTS: Lvl 9 Alter Weight 5lbs (2.2 6 SP Lvl 9 Alter Skin/Hide/Scales 6 SP Lvl 9 Alter Height 2in (2.5c 6 SP		

Find-Hide-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	
 <p>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.</p>											COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP		

-Rogue

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
Hide				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:0 Lvl: 
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Reveal Value				4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	GM




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

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Wander and Pass Unnoticed				8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed	



Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue. Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save


FOCUS:Col-1 
COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

Locks-

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Set Or Open Padlock				4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unlocked	




Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries. Inspection first, if issue is found (trap?) points are spent & lock not touched. Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts. Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points. Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL: 'Pause Magical Lock'.

FOCUS:Col -1 
COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Set Or Open Door Lock				4pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked	




Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

FOCUS:Col -1 
COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Set Or Open Chest Lock				8 pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked	



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell Interference' OR 'Pause Magical Lock'.

COUNTER: None 
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 10 Rollout Halved 6 SP

-Rogue

Movement-

LEVEL

2

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

20 Minutes


SAVE:

No sound made

SKL: VAR



Walk Quietly



Rogue attempts to not be noticed while walking quietly.

No load (including packs & sacks) or heavy armor then no Save is required.

Carrying standard packs & Sacks requires a standard Save.

Non-Rogue armor raises the Save column by 2.

Rogue can reduce the Save column by 1 by moving at 1/2 speed.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

LEVEL: 3

Take Point

STACK 99

COST 4 pts

RANGE Self


AREA OF EFFECT 6 Squares

ROLL OUT 1 Minute

DURATION 8 Hours

SAVE: SNS: 2

Detect someone



Rogue initailly surveys the area, then continues to scout as the party travels.
Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.
Rogue acts as a scout watching for potentail 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 12 AoE X2 6 SP

Traps-

LEVEL: 1	STACK: 7	COST: 4 pts	RANGE: Touch	AREA OF EFFECT: 1 Square	ROLL OUT: 20 Minutes	DURATION: Until Triggered	SAVE: Success	AGL: 3	GM
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Message -Create/Find/Remove

Un-enhanced traps makes noticeable noise and are only blended & can be hidden (+4 pts)
 Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total)

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)


Type: Pop out/up (+0 pts), Drop down (+4 pts)

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save +1 Col	8 SP
Lvl 14 Duration X2	8 SP
Lvl 9 Duration +50%	6 SP

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Impedance Trap-Create/Find/Remove						6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered			Success
	Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total). Un-enhanced traps are only blended, but can be hidden (+4 pts).												
	Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)												
	Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)												
	Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts)												
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

12 pts

RANGE

Touch

AREA OF EFFECT

1 Square

ROLL OUT

20 Minutes

DURATION

Until Triggered


SAVE:

AGL: 3

Success

GM

Damage Trap -Create/Find/Remove



Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.

Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)

Drop down (+4 pts), Shoot out (+8 pts)

FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 14 Save +1 Col8 SP

Lvl 10 Rollout Halved6 SP

Lvl 17 Damage +8 / die16 SP

LEVEL

5

STACK

7

COST

8 pts

RANGE

Touch

AREA OF EFFECT

Per Spell

ROLL OUT

20 Minutes

DURATION

Used / EOY


SAVE:

AGL: 3

Success

GM

Set Up Eolas Spell Release (Trap)



Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.

Traps make noise can be noticed and are only blended & can be hidden (+4 pts).

Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)

Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall (+8 pts)

Type: Pop out/up (+0 pts), Drop down (+4 pts), Shot out (+8 pts)

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 1 Visible-2 SP

Lvl 14 Save +1 Col8 SP

Lvl 10 Rollout Halved6 SP

Tricks-

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Arms Length

ROLL OUT

5 Rounds


DURATION

Instant


SAVE:

SKL: 2

Success



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