

## **Rogue Swords Note and Such**

Re-keyed the “Free-Style” Skills Character skills. As before, remember, these are “suggestions” and players should use them in flexible ways.

I added the SpaceGamer magazine names in the highlighted Yellow just for reference. Other than the “Overkill” which isn’t needed, they are about the same. (A few moved around in groups.)

### **A few rules changes being considered worked (to simplify):**

Since combat is pretty central and we want players to distinguish themselves as well, increase the number of “Physical” starting skills to give level zero types a little more to do. I added a few skills like “Stabby Stab” and “Clobber” which should give characters some options. This should work out to just add ~ 4 Physical skills to start the character to give some options. (Remember you can use points for the skill and for an additional +1.)

Drop the Defensive Mod table for Characters (since that just complicates the dice for the Ref) but Added to the skill list at the end “Defensive Skills” ... so if you had a +2 Mod, you would pick up 2 “Defensive” skills. (I’ll work those on the progression chart or figure out an easy way determine when you get a new skill.) Think of these are more of a “Pistoleer” or “Fencer” option. This should just give one less complication to distract the action.

Thinking of NOT restricting the skills based on the Traits. It doesn’t make sense that you choose a path but you don’t have the Trait to allow you to use the skill. HOWEVER, to offset that, give the Traits a bonus with their appropriate group of skills. In other words, anyone can take “Gifted” skills but those with skill Methodical gain a +2 bonus. (Since ... basically +2 is one rank of difficulty, might choose to tweak them up to make the dice balance.) Hey, if it’s abused, we tweak. I like seeing the skills used.

Also note, in the descriptions, I described the bad effects as you fall down or you drop your weapon or you may not “Attack” next round. That doesn’t mean you have to not prep things and such. You can’t really attack (or can you?) without a weapon but you could dodge or Battle Cry.

Skill Type	Skill Name	Difficulty	Success	Mixed	Major Mishap
Physical	Acrobat	Difficult	May perform challenging maneuver like a flying catch or dive to sprint board	May perform simple maneuver like flip swing, juggle or leap	Fail during action and possibly receive spirit wound
Physical	Battle Cry	Simple	Self and companions are inspired and gain +2 to dice rolls	Companions add +1 bonus to dice rolls but player does not.	Lose Voice for remainder of battle.
Physical	Battle hard	Difficult	Ignore Bleeder injures for this and next round	Ignore Bruise / Cut for this and next round.	Lose attack next round
Physical	Berserk	Simple	Add "+1 dice" and ignore pain for rest of this battle	Ignore Faze and Stun of Pain for rest of the battle	Mistakenly hit your companions for Bleeder injury
Physical	Brawl	Simple	Tackle and capture an unarmed human opponent	Bruise / Cut (either phase) on unarmed opponent	Trip and Lose options for next round
Physical	Climb Mountaineering	Simple	Climb tasking surfaces or carry loads on difficult surfaces	Climb difficult surfaces or remain still on tasking surfaces	Fail and Take an injury
Physical	Clobber  (May be used at Difficult level for those without skill)	Difficult	Deliver Bleeder to near foe if attacked in Responsive Round	No Effect	Knocked Unconscious by your own weapon
Physical	Concentration (Responsive Only)	Difficult	Attack(s) NEXT round scores one better Ferocity.	No Effect	Lose Attack Next Round.
Physical	Distraction / Feign Feigns	Difficult	Everyone attacking the Player receives a Bruise / Cut Injury	Opponents MUST attack player and ignore the rest of the party	Increase the Ferocity of injuries received in round
Physical	Equestrian Gifted Skill	Difficult	Out-distance anyone pursuing you or attack without penalty while mounted	Attack without penalty while mounted	Drop weapon to ground
Physical	Endure Hardship	Tasking	Endure pain without visible sign or last for weeks without water  Ignore Effects of Pain.	Endure pain with visible sign or last weeks without water.  Ignore Effects of Pain.	Receive injury from hardship which has gone too long
Physical	Escape	Tasking	Thwart tasking traps with ease – uncanny	Escape simple bonds or escape tasking bonds with minor wounds	Fail to escape and receive minor injury

Skill Type	Skill Name	Difficulty	Success	Mixed	Major Mishap
Physical	Escape Animal Reflexes	Difficult	Reduce the Ferocity of one wound this round AND deliver a bruise / cut to opponent this round. (Must be taken in Responsive Phase.)	As success but fall and must stand next round.	Fall and must attack next round.
Physical	Foul Blow	Simple	Spurn and incapacitate a human opponent into losing attack this round	Opponent Suffers -1 to Rolls on attack rolls this and next rounds	Incite rate in opponent. Add +1 to Opponents attacks.
Physical	Hero's Great Weapon	Difficult	If Attack was in Advantage round, deliver a Bleeder. If Attack was in Responsive Round, deliver Bruise / Cut	Deliver a Bruise / Cut in Either Phase.	Dropped your Weapon
Physical	Iron Grip	Simple	Hold Something even after unconscious or death	Hold Something until pried from your hand	Unable to release at desired time
Physical	Irregular Blows Irregular Blows	Difficult	If Attack was in Advantage round, deliver a Bruise / Cut. If Attack was in Responsive Round, deliver Bleeder	Deliver a Bruise / Cut in Either Phase.	Drop your weapon
Physical	Mastery of Shield (Responsive Only)	Simple	Block or Deflect Injury from one opponent's attack	Deflect (decrease) Ferocity of injury by one level.	Lose Attack Next Round
Physical	Quick Blows (Responsive Only)	Difficult	Gain either D8 or D4 +2 Attacks next Advantage Phase.	Take Normal Action Next Round	Lose Attack in Next Round
Physical	Ranged Power Blow	Difficult	Deliver Bruise / Cut at stone's Throw Away	Deliver Bruise / Cut but only if attempted in the Advantage Phase	Hit an Ally for a Bruise / Cut
Physical	Ranged Precision Hit	Tasking	Deliver a Bleeder across the Battle Field when attempted in Either Phase	Deliver a Bleeder if attempted in the Advantage Phase.	Hit an ally for a Bleeder Wound
Physical	Ranged	Simple	Deliver Bruise / Cut to Creatures in engagement range	Deliver Bruise / Cut to Creatures in "Moderate" Range (Miss if they are close)	Exhaust Supply of projectiles and can no longer use Ranged until replenished.
Physical	Run Forever	Simple	Bolt at full speed without fatigue	Stride along at a fair rate without fatigue	Exhaust and pass out
Physical	Speed and Guile (Advantage Only)	Simple	Avoid one blow – faster than what seems humanely possible	Avoid full impact of one blow; take blow at Lower Ferocity	Stumble and Fall

Skill Type	Skill Name	Difficulty	Success	Mixed	Major Mishap
Physical	Stabby Stab  (May be used at Difficult level for those without skill)	Simple	Deliver a Bruise / Cut to front line of battle	As success but next Attack roll is -1	Cannot repeat this action next round.
Physical	Strength of Limb	Simple	Break chains or lift ten stone weight; punch an unarmed man unconscious	Crash wooden doors or tackle and hold an unarmed man	Bruise / Cut Injury to self
Physical	Swim	Difficult	Survive adrift at sea through a storm	Easily cross swift river with full load of gear	Struggle and wash ashore with Vicious Wound
Physical	Warrior's Sidearm	Simple	Deliver Bruise / Cut (Either Phase)	Deliver Bruise / Cut (Either Phase)	Miss
Physical	Wrist Speed	Simple	Ready your Weapon after waking from sound sleep	Ready weapon without loss of attack after throwing or dropping weapon	Draw too Quickly and lose grip
Defensive	Avoid Blow	Simple	Duck, jump, or shift position to avoid damage from one attack	As Success but damage at one level below damage is delivered (unblockable) to the character beside you	Knocked to the ground and weapon dropped
Defensive	Block  (Responsive Phase Only)	Simple	Eliminate all damage received from a single source this round.	Eliminate all but a single Bruise / Cut	Lose the ability use this skill for remainder of the Mission
Defensive	Defensive Stance  (Responsive Phase Only)	Difficult	For the duration of the situation at hand, reduce the Ferocity of all wounds by one level.	For the Next round, reduce the ferocity of all wounds for one round.	Lose the ability use this skill for remainder of the Mission
Defensive	Dodge Leap	Simple	Avoid One wound of any type by leaping out of the way	Reduce One wound by two levels of Ferocity by Dodging	Unbalanced by the blow, fall the ground.
Defensive	Divide Their Forces	Difficult	Remove d8 minions from the immediate action. They will return in d4+1 rounds	Remove d8 minions from the immediate action but they will return after one round.	Take d8 attacks from d8 minions against you at +1 attack
Defensive	Exploit Weakness	Difficult	Remove the Opponent's Defense Modifier	Halve the Opponent's Defense Modifier	Increase the Opponent's Defense Modifier by 2

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Defensive	Saber Parry  (Think like Light Saber Parry)	Simple	Character uses weapon to reduce the ferocity of a wound.  May be repeated in the same phase at no penalty until the skill fails.	Wound is not blocked but Sword Block attempts may continue.	Lose the ability use this skill for remainder of the Situation at Hand
Defensive	Trained Defense  (Responsive Phase Only)	Simple	Eliminate one Bruise / Cut  Receive +2 bonus to all rolls next round	Eliminate one Bruise / Cut	Lose the ability use this skill for remainder of the Mission
Defensive	Unkillable (Mostly)	Difficult	Ignore all damage received this round.	As Success but may not use skill again this Mission.	Suffer Bleeder Injury
Defensive	Zig Zag  (May only be used if NOT attacking)	Difficult	If NOT delivering damage this round, you may avoid all damage delivered to you this round.	As success but must have taken this action in Responsive round (otherwise no effect)	Run too far away from the fight and lose a round returning to the engagement
Learned	Create and Use Poisons  Alchemy	Difficult	Create "Tasking" contact Poison (Deadly)	Create "Difficult" mostly knock out drugs for food or drink	Poison yourself and take a Vicious Wound
Learned	Decode Map / Codes  Cartography	Difficult	Knows all Aspects of the document	Know location but not full map key	Misread warning or hazard
Learned	Disguise and Act  Theatrics	Tasking	Mimic another to fool all but most familiar with subject	Change appearance drastically or mimic another's gestures	Stand out as a fake
Learned	Estimate Value	Simple	Determine value from a glance and determine origin with study	Determine value with study and inspection	Determine value at Random (Could be right ... who knows)
Learned	Find Hidden Things  Perception	Simple	Find "Tasking" things like pin on dark floor	Find "Difficult" things like hidden panels	Satisfy yourself prematurely that nothing is hidden
Learned	Gambling Talents  Practiced Skill	Difficult	Win at games of chance without cheating	Cheat without being caught by manipulating cards, dice, and such	Get caught cheating even if you were not
Learned	Language  Literacy Linguistics	Tasking	Write and speak Elegantly	Understand and Speak Broken Sentences	Say such common phrases as "Lick my Boot Lackey Dogs" and smile Unknowingly

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Learned	Litigation	Difficult	Get Accused released even if crime was witnessed.	Get Reduced sentence such as Fee or Appropriate Gift	Incriminate self and become also charged with same crime.
Learned	Mechanical Devices	Difficult	Use of Hydraulics, buoyancy, and Optics to do Mechanical Tasks	Use of Levers, Gears, and Pulleys.	Set Up equipment with disastrous results.
Learned	Navigator <b>Seamanship</b>	Tasking	Discover and Correct flaws in Plotted course	Pilot a vessel away from shore on charted course	Become lost or worst misread warnings
Learned	Non-Subtle Persuasion	Difficult	Torture answer from victim (but in a way they either don't know they were tortured or don't know they gave the answer)	Gain Information but Victim is seriously injured (perhaps dead)	Gain Information but uncertain if it is correct.
Learned	Slave Taskmaster <b>Leadership</b>	Difficult	Increase Work performed on a project	Increase performance but many are seriously injured to exhaustion and unable to proceed	Incite a mutiny or riot under harsh conditions
Learned	Tracking	Tasking	Follow Trail that is old (perhaps a month) or shifting terrain (sand) ... Uncanny	Follow a fresh trail or a slightly older trail but slow travel rate	Fail to see deception and wander incorrectly (perhaps into ambush or hazard)
Learned	Write / Forge	Tasking	Create Master copy that's chosen over the Original	Create Passable but flawed copy in hours	Omit Important detail or create incriminating forgery
Practiced / Patient	Build and Use Gadgets <b>Engineering</b>	Tasking	Devise simple gadget instantly or invent taking gadget with proper tools.	Use "Tasking" gadget or invent "Difficult" gadget with proper tools.	Break gadget or hurt yourself with the item.
Practiced / Patient	Con / Proper Lie / Bribe	Difficult	Fool a skeptic or begin an elaborate con	Tell a plausible story or begin simple con	Tell conflicting story / obvious lies
Practiced / Patient	Hide and Spy <b>Spying</b>	Simple	Able to hide and move while avoiding search of general area	Able to hide or able to move in the dark	Fail to realize you have been detected
Practiced / Patient	Manipulate Gears and Such <b>Mechanics</b>	Difficult	Open "tasking" locks or disarm "difficult" traps	Open "difficult" locks or disarm "simple" traps	Damage tools or get caught in trap
Practiced / Patient	Pick Pocket	Difficult	Remove, inspect, and replace contents of pack or inside pockets	Remove an item from a closed pocket	Caught red-handed or drop the item
Practiced / Patient	Plans and Strategy <b>Strategy</b>	Tasking	Gain +1 bonus to rolls on mission of situation at hand	Gain +1 bonus for preliminary events	Suffer penalty of -1 for entire mission

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Practiced / Patient	Set or Find Traps	Simple	Find any mechanical or magic traps	Find mechanical traps	Fail to find the trap or worst, activate the trap
Practiced / Patient	Sit Still (for Long Period)	Difficult	Sit still for days with reduced breathing	Sit still for hours	Fall Asleep
Practiced / Patient	Sleight of Hand	Difficult	Almost magical – may hide head sized object.	Make small things appear and disappear	Drop the object being manipulated
Practiced / Patient	Sneak and Move	Simple	Silent move through noisiest of ground cover or deceive keen senses	Silent in action – Gain Surprise	Detected, lose surprise, duped into a trap
Gifted	Act Sorrowful	Simple	Full Pardon with apology	Receive a stern warning	Enrage audience
Gifted	Animal Empathy	Tasking	Understand warnings and simple thoughts of animals	Know animal's basic attitude and fears	Anger animal to attack or lash out in irritation
Gifted	Beg <b>Innocuous</b>	Simple	Elicit tears and coins	Elicit coins but with indifferent attitude ("stay away dog")	Violently offend the mark
Gifted	Calm Animal	Difficult	Wild animals will not attack party	Wild animals will not attack those with Calm Animal skill	Wild animal madly attacks with fear
Gifted	Contort <b>Contortion</b>	Tasking	Easily bend body into inhuman poses and shapes	Bend body but with pain	Strain body and suffer exhaustion injury
Gifted	Fake Death	Difficult	Drastically slow breathing and heart	Drop and convince all without prolonged inspection	Fall Unconscious from holding breath
Gifted	Glutton Food	Simple	No hunger for a week; no fatigue for a month	Get by with a single meal a day	Get sick and feel fatigued
Gifted	Grimace	Simple	Cause apprehension in adversary (suffer penalty of -1 to attack)	Scare away bystanders from area; intimidate them to speak against you	Cause onlookers to attack in terror
Gifted	Guesses and Hunches <b>Hunches</b>	Difficult	Determine unknowable Information (query the Ref info)	Determine simple Yes / No Information	Filled with self doubt, suffer a Spirit Wound or lose use of skill for remainder of mission
Gifted	Keen Hearing	Simple	Overhear conversation or gain warning of ambush	Hear through doors and walls when party remains silent	Hear discussion but misinterpret, or alert your target that you are listening (or both)
Gifted	Luck	Simple	Be at the right place and time for advantage	Right place but a bit early or just late for surprise	Attack trouble. Wrong place. Wrong time.

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Gifted	Magic Immunity	Simple	Dispel hostile magic in the area	Resist any charm or magic of control	Redirect magical harm into an ally
Gifted	Memorize	Difficult	Memorize pages at a glance or exact chapters	Memorize a page in a few minutes	Memorize sketchy but some things may be wrong
Gifted	Owl Eyes	Simple	See in almost total darkness and fight without penalty	Observe accurately a situation from afar	Confuse self with too much information
Gifted	Resist Intoxicants	Difficult	Resist poisons and deadly effects with discomfort and fever	Drink without adverse affect / resist mistakes	Think you are sober but suffer normal effect
Gifted	Roguish Charm	Difficult	Gain the trust of a person after just meeting them	Inspire physical desires and abandonment of caution in person that trusts player	Remind person of a past traitor, enemy, tormentor or rejection
Gifted	Sense Danger	Difficult	Know type of danger and rough locations	Know that danger is present but not where or what	Become paranoid and jump away from shadows and innocents sounds
Gifted	Spirit Protector	Difficult	Take back last (stupid) act as if warned before-hand of ill consequences	Suffer a reduced penalty of consequence from an ill-thought action	Become paranoid for a brief period and refuse to take action in self defense.
Gifted	Tunnel Sense Travel Sense	Difficult	Know the exact location and probable exits from Underworld with a bit of study	Know the rough location and bearing in an Underworld	Determine false location and bearing in the Underworld