-Rogue

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Barties Bart	AAA-M	ly Part	ty								
Battle-Action=1					•						
		6	8 pts	1000 Yard Stare March	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1
Second S	Battle-	Action	ıs								
Buttle-Duttle-		Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
Battle-Defense		3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
Martin		7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99
Battle-Offices	Battle-	Defens	se								
Battle-Offense		Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
March Count Table Description Paring April Save Col Stack 2 4 pts Backstab - Melee Flank it NoHIT+4, Dmg+4 per Tier. 1 Square 1 Target 1 Attack Instant none 1 3 4 pts Charge, Rogue Move x2, Min 4 sqs. Init+10, ToHIT+4, Dmg+8, AC-4. Move x2 1 Target 1 Round Initiative none 99 3 4 pts Suprisor Trow Target 1 Target 1 Round Initiative none 99 3 4 pts Suprisor Trow Target 1 Attack Pre-Battle Instant none 1 4 pts Suprisor Trow Init-15, ToHIT+6, Dmg-Chi (Only) 4 attack, NON-battle. 1 sq. Target 1 Attack Pre-Battle Instant none 99 5 8 pts COUNTER: Disruptive Factor Attempt to stop a specific spell or action. Attempt to stop a specific spell or action. Adjustres 2 Rounds Instant none 99 8 8 pts Minifing Mordra - Rogue Single ToHIT+4 & Dmg+4 applied to all surrounding sqs. Touch Adjustres 2 Rounds Instant none 99 9 12 pts Mounted Throw Small Thanded thrown weapon. Min 4 sqs. 45 degree turn. 4 sqs Min Target 1 Attack Initiative none 99 9 12 pts Mounted Melee Attack 1 Attack Max 2 if stopped. Single handed wpn. Sm shid/buckler 1 Square 1 Attack Initiative Skt. 2 99 Matter 1 Pack Matter 1 Pack Pack Minifiary None 1 Pack Pack Minifiary None 1 Pack Pac		1	4 pts	COUNTER: Avoid An AoO	Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	Instant	Instant	SKL 2	99
2	Battle-	Offens	se								
3		Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
3		2	4 pts	Backstab - Melee	Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Attack	Instant	none	1
3 4 pts Surprise Throw Init+15. ToHIT+6. Dmg-Crit. Only 1 attack. NON-battle. 1 Sq. Tier 1 Melee Target 1 Attack Pre-Battle Insta none 99 5 8 pts COUNTER: Disruptive Factor Attempt to stop a specific spell or Specific S		3	4 pts	Charge - Rogue	Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.	Move x2	1 Target	1 Round	Initiative	none	99
Altempt to stop a specific spell or action. Altempt to stop a stop and specific spell or action. Altempt to stop a specific spell or action. Altempt to stop a stop and specific spell or action. Altempt to stop a stop and specific spell or action. Altempt to stop and specific spell all surrounding sps. Touch to specific spell specific spe		3	4 pts	Distraction	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Initiative	none	99
8 8 pts Held Throw- Single Target ToHIT+3 & Dmg +5 per ATTACK held (Max of +20). Move 1/2. By Weapon 1 Target 5 Attacks Initiative none 99 8 8 8 pts Whiting Mordra - Rogue Single ToHIT+4 & Dmg +4 applied to all surrounding sqs. Touch Adjacent Sqs 1 Round Initiative none 99 9 12 pts Curved Throw Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn. 4 Sqs. Min 1 Target 1 Attack Initiative SKL 2 99 9 12 pts Mounted Melee Attack 1 Attik, Max 2 if stopped. Single handed wpn. Sm shld/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99		3	4 pts	Surprise Throw	Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.	1 Sq / Tier	1 Melee Target	1 Attack	Pre-Battle Insta	none	99
8 8 pts Held Throw- Single Target ToHIT+3 & Dmg +5 per ATTACK held (Max of +20). Move 1/2. By Weapon 1 Target 5 Attacks Initiative none 99 8 8 8 pts Whiting Mordra - Rogue Single ToHIT+4 & Dmg +4 applied to all surrounding sqs. Touch Adjacent Sqs 1 Round Initiative none 99 9 12 pts Curved Throw Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn. 4 Sqs. Min 1 Target 1 Attack Initiative SKL 2 99 9 12 pts Mounted Melee Attack 1 Attik, Max 2 if stopped. Single handed wpn. Sm shld/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99		5	8 pts	COUNTER: Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
8 Bpts Whirling Mordra - Rogue Single ToHIT+4 & Dmg-4 applied to all surrounding sqs. Touch Adjacent Sqs 1 Round Initiative none 99 12 pts Curved Throw Small 1 handed thrown weapon. Min 4 sqs. 45 degree tum. 4 Sqs Min 1 Target 1 Attack Initiative SKL 2 99 12 pts Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shild/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99 12 pts Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shild/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99 12 pts Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shild/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99 12 pts Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shild/buckler 1 Square 1 Horse 1 Battle Initiative SKL 2 99 12 pts Mounted Melee Attack 1 Attk, Max 2 if stopped. Single handed wpn. Sm shild/buckler 1 Square 1 Horse 1 Battle Initiative SkL 2 99 12 pts Mounted Melee Attack Single Faret Initiative 1 Square 1 Square 1 Provent 1 Target 1 Round Initiative 0 none 99 12 pts Worthful Approach AC flank=front. AGL/SNS/SER-1 Col. Save to avoid notice. Self Self 20 Minutes 1 Minute none 1 Stack 1 4 pts Climbing Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col- Move Vertical Area 5 Minutes 1 Minute AGL 3 99 12 pts 2 nd Attempt To Grab 2 nd chance to grab and not fall. Save to grab. Touch Self Instant Instant SkL 2 1 Touch Self Instant Instant SkL 2 1 1 4 pts Rogue To Rogue Signals 1 simple statement per rd. Save to gass complex statement. In Sight Instant Initiative SkL 3 99 12 pts Verniquism Adj Save on noise, audience, and any prep. Hearing Varies Usually 2 Days 5 Rounds SkL 3 99 12 pts Verniquism Adj Save on noise, crowd, and any prep. Hearing Varies Usually 2 Days 5 Rounds SkL 3 99 12 pts Impersonate For Wt & Ht. Enh: Heir, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 Minutes SkL 4 7 1 Person 1 Hours 30 Minutes SkL 4 7 1 Person 1 Hearing Skin Personate For Wt & Ht. Enh: Heir, Skin, Costume, Eyes. More Wt & Ht. Self 1		6		·	ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.		·	5 Attacks	Initiative	none	99
9 12 pts 13 pts 14 pts 14 pts 15 pts 1		8			÷ , , , ,	•	-			none	
Battle-Prep Mounted Melee Attack		9		· · · · · · · · · · · · · · · · · · ·	* · · · · · · · · · · · · · · · · · · ·	4 Sas Min				SKL 2	
tol Cost Title Description Range AcE Duration RollOut Save Col Stack 4 4 pts Focused Thrown Attacks Single Target. Init set to 0. ToHIT+6. Dmg+6. Thrown 1 Target 1 Round Initiative-O none 99 AC flank=front. AGL/SNS/SER-1 Col. Save to avoid notice. Self Self 20 Minutes 1 Minute none 1 Climb Livi Cost Title Description Range AcE Duration RollOut Save Col Stack 1 4 pts Climbing Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-Move Vertical Area 5 Minutes 1 Minute AGL 3 99 12 pts 2nd Attempt To Grab 2nd chance to grab and not fall. Save to grab. Touch Self Instant Instant SKL 2 1 Communication- Livi Cost Title Description Range AcE Duration RollOut Save Col Stack 2 4 pts Convincing Another (or Lie) Adj Save on noise, audience, and any prep. Hearing Varies Usually 2 Days 5 Rounds SkL 3 99 2 4 pts Ventriloquism Adj Save on noise, crowd, and any prep. 4 Sqs/Tier 1 Square 1 Round Initiative SkL 2 99 Disguise- Livi Cost Title Description Range AcE Duration RollOut Save Col Stack 2 4 pts Ventriloquism Adj Save on noise, crowd, and any prep. 4 Sqs/Tier 1 Square 1 Round Initiative SkL 2 99 Disguise- Livi Cost Title Description Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 3 1 Range AcE Duration RollOut Save Col Stack Stack 4 pts Disguise Skill= Wh & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Acidence 12 Hours 30 Minutes SkL 4 7 Range AcE Duration RollOut Save Col Stack Stack 4 pts Person Acidence 12 Hours 30 Minutes SkL 4 7 Range AcE Duration RollOut Save Col Stack Stack 4 pts Person Acidence 12 Hours 30 Minutes SkL 4 7 Range AcE Duration RollOut Save Col Stack Stack 4 Preprint Range AcE Duration RollOut Save Col Stack Stack 4 Preprint Range AcE Duration RollOut Save Col Stack Range Range AcE Duration RollOut Save Col Stack Range Range		9		Mounted Melee Attack		•	-				
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4 4 pts Focused Thrown Attacks Single Target. Init set to 0. ToHIT+6. Dmg+6. Thrown 1 Target 1 Round Initiative=0 none 99 4 4 pts Watchful Approach AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice. Self Self 20 Minutes 1 Minute none 1 Climb- Climb- Climb Cost Title Description Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col- Move Vertical Area 5 Minutes 1 Minute AGL 3 99 12 pts 2nd Attempt To Grab 2nd Attempt To Grab 2nd chance to grab and not fall. Save to grab. Touch Self Instant Instant Instant SKL 2 1 Communication- Lot Cost Title Description Range ADE Duration RollOut Save Col Stack 1 4 pts Rogue To Rogue Signals 1 simple statement per rd. Save to pass complex statement. In Sight In Sight Instant Initiative SKL 3 1 2 4 pts Convincing Another (or Lie) Adj Save on noise, audience, and any prep. Hearing Varies Usually 2 Days 5 Rounds SKL 2 99 Disguise- Lot Cost Title Description Range ADE Duration RollOut Save Col Stack 2 4 pts Disguise Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Audience 12 Hours 30 Minutes SkL 4 7 12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SkL 3 99 Find-Hide-Reveal	Dallie-	•	Cost	Title	Description	Range	ΔoF	Duration	RollOut	Save Col	Stack
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Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 1 4 pts Rogue To Rogue Signals 1 simple statement per rd. Save to pass complex statement. In Sight In Sight Instant Initiative SKL 3 1 2 4 pts Convincing Another (or Lie) Adj Save on noise, audience, and any prep. Hearing Varies Usually 2 Days 5 Rounds SKL 3 99 2 4 pts Ventriloquism Adj Save on noise, crowd, and any prep. 4 Sqs/Tier 1 Square 1 Round Initiative SKL 2 99 Disguise- Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 2 4 pts Disguise Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Audience 12 Hours 30 Minutes SKL 4 7 12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SKL 3 99 13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1
1 4 pts Rogue To Rogue Signals 1 simple statement per rd. Save to pass complex statement. In Sight In Sight Instant Initiative SKL 3 1 2 4 pts Convincing Another (or Lie) Adj Save on noise, audience, and any prep. Hearing Varies Usually 2 Days 5 Rounds SKL 3 99 2 4 pts Ventriloquism Adj Save on noise, crowd, and any prep. 4 Sqs/Tier 1 Square 1 Round Initiative SKL 2 99 Disguise- Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 2 4 pts Disguise Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Audience 12 Hours 30 Minutes SKL 4 7 12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SKL 3 99 13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal	Comm	unicat	ion-								
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Disguise- Livi Cost Title Description Range AoE Duration RollOut Save Col Stack 2 4 pts Disguise Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Audience 12 Hours 30 Minutes SKL 4 7 12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SKL 3 99 13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		2	4 pts	Convincing Another (or Lie)	Adj Save on noise, audience, and any prep.	Hearing	Varies	Usually 2 Days	5 Rounds	SKL 3	99
Lvl Cost Title Description Range AoE Duration RollOut Save Col Stack 2 4 pts Disguise Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes. 1 Person Audience 12 Hours 30 Minutes SKL 4 7 12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SKL 3 99 13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		2	4 pts	Ventriloquism	Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL 2	99
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12 12 pts Impersonate For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. Self 1 Person 6 Hours 30 min / Compl SKL 3 99 13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		2	4 pts	Disguise	Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Person	Audience	12 Hours	30 Minutes	SKL 4	7
13 16 pts Feign Death GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv Self Self 2 Rds Minimum Instant SNS 2 99 Find-Hide-Reveal		12	12 pts	Impersonate	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	30 min / Compl	SKL 3	99
		13		Feign Death	GM rolls detection Save. AC=3/3. Rogue Prone, non-responsiv	Self	Self	2 Rds Minimum	Instant	SNS 2	99
	Find-H	ide-Re	eveal								
				Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack

-Rogue

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	1	4 pts	Find Entry Gate	Only Large ruins, dungeons, complexes require a Save.	Urban	Community	30 Minutes	1 Round	SKL 2	99
	1	4 pts	Hide	GM needs a description of efforts from player.	Self	Self	1 Minute	1 Round	SKL Var	99
	3	4 pts	Reveal Value	Max weight: 50 lbs to reveal if over 100 gp.	Self	1 Item	Permanent	10 Rounds	SKL 3	99
	4	4 pts	Find Hidden Accesses	Easy to Hard: camouflaged, concealed, and Hidden.	Self	2w x 2d x 1h Sqs	Usually 2 Days	10 Minutes	SKL 3	1
	6	8 pts	Wander and Pass Unnoticed	Any more than casual passage requires Save. Non-Rogues N	Self	Urban	10 Rounds	1 Round	SKL 3	99
Locks										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Set Or Open Padlock	Enh: Slim key+4 pts. Magical=TIRO/EOL needed.	Touch	Lock	Until Reset	2 Minutes	AGL 2	99
	4	4pts	Set Or Open Door Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
	6	8pts	Set Or Open Chest Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
	9	12pts	Set Or Open Wall Lock / Mechanism	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	99
End										
Move	ment-									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Walk Quietly	SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative	SKL VAR	99
	3	4 pts	Take Point	Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.	Self	6 Squares	8 Hours	1 Minute	SNS 2	99
Track	ina									
Hack	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Urban Tracking	Rogue attempts to follow a hot path within an hour.	Self	Urban or Subtrrn	2 Hours	3d8 Minutes	SNS 2	99
	10		•	·	Self	Urban	Permanent	3d8 Min		99
	10	12 pts	Lose A Tail	This skill is about avoiding a currently active pursuer.	Sell	Ulball	remanent	Suo IVIIII	SKL 2	99
Traps	-									
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Message -Create/Find/Remove	Trigger created to present a message.	Touch	1 Square	Year or Tripped	20 Minutes	AGL 3	7
	2	6 pts	Impedance Trap-Create/Find/Remove	Trap that entangles or slows movement.	Touch	1x2 Squares	Year or Tripped	20 Min	AGL 3	7
	5	12 pts	Damage Trap -Create/Find/Remove	Trigger sets off damage.	Touch	1 Square	Year or Tripped	20 Min	AGL 3	7
	5	8 pts	Set Up Eolas Spell Release (Trap)	Trigger releases/enacts an Eolas Spell.	Touch	Per Spell	Year or Tripped	20 Minutes	AGL 3	7
Tricks										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Sleight of Hand	Roll Save to fool audience. Close quarters actions (1 sq).	Self	Arms Length	Instant	5 Rounds	SKL 2	99