

-Rogue

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AAA-My Party

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	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

Altered Reality

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	15% Max	TIRO: Beauty Contestant:2nd Prize	Recipient becomes more attractive by their race's standards.	Self	Self	12 Hours	5 Minutes	none	99
End	0.1	20% Max	TIRO: Pie Fight!	Blocks vision with Save.	4 Squares	1 Target	1 Round	Initiative	RM 1	99
	0.3	10% Max	TIRO: 2 Rope Image	Roll Save to create illusion of a cut rope now 1 rope.	1 Rope	1 Rope	2 Hours	1 Minute	SKL 1	1

Battle-Actions

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
End	7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99

Battle-Defense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Avoid An AoO	Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	Instant	Instant	SKL 2	99

Battle-Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	20% Max	TIRO: Fire Crack!	ToHit required. 1d3 Dmg. Metal armor requires Save.	6 Squares	1 Target	Instant	Initiative	RM 1	99
End	0.4	30% Max	TIRO: Quick Flash Fire	ToHIT needed. 1d12 Dmg. Save for no damage.	12 Squares	1 Target	Instant	Initiative	AGL 2	99
	2	4 pts	Backstab - Melee	Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Instant	none	1
End	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
	3	4 pts	Distraction	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Initiative	SNS >05	99
End	3	4 pts	Surprise Throw	Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.	1 Sq / Tier	1 Melee Target	1 Round	Pre-Battle Inst	none	99
	5	8 pts	COUNTER: Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
End	6	8 pts	Held Throw - Single Target	ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks	Initiative	none	99
	8	8 pts	Whirling Mordra - Rogue	Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.	Touch	Adjacent Sqs	1 Round	Initiative	none	99
End	9	12 pts	Curved Throw	Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn.	4 Sqs Min	1 Target	1 Round	Initiative	SKL 2	99
	9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99

Battle-Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: Armor of Light	AC = 16. Bright, sparkly magic armor around Caster.	Self	Self	4 Hours	1 Minute	none	99
End	4	4 pts	Focused Thrown Attacks	Single Target. Init set to 0. ToHIT+6. Dmg+6.	Thrown	1 Target	1 Round	Pre-Battle Inst	none	99
	4	4 pts	Watchful Approach	AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.	Self	Self	20 Minutes	4 Rounds	none	1

Call-Summon

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.3	30% Max	TIRO: I Have Your Item!	snatches item. Mgc armor: -1 Col.	4 Sqs	1 Item	1 Round	Initiative	RM 1	99

Climb-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Climbing	Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.	Move	Vertical Area	5 Minutes	1 Minute	AGL 3	99
End	9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1

Communication-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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End	0.2	20% Max	TIRO: Amplify Own Speech	Amplifies caster's voice to range of 1d20+4 Squares.	Self	3x3x3 Sq	5 Minutes	Initiative	none	99
	0.3	15% Max	TIRO: Colored Signal Flare	Random flare between Red, Blue, Yellow, and Green.	20 Squares	1 Flare	1 Minute	Initiative	none	0
End	0.4	25% Max	TIRO: Sloppy Spying	1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.	12 Squares	3x3x3 Sqs	5 Minutes	Initiative	none	99
	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
End	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

Creation-Meta

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	20% Max	TIRO: Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	3

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
End	12	12 pts	Impersonate	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	15 Min/Comple	SKL 3	99
	13	16 pts	Feign Death	GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.	Self	Self	2 Rds Minimum	Instant	SNS 2	99

Find-Hide-Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Find Entry Gate	Only Large ruins,dungeons,complexes require a Save.	Urban	Community	30 Minutes	1 Round	SKL 2	99
End	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 Rds (1 Min)	SKL 3	99
End	4	4 pts	Find Hidden Accesses	Easy to Hard: camouflaged, concealed, and Hidden.	Self	2w x 2d x 1h Sqs	2 Hours	10 Minutes	SKL 3	1
	6	8 pts	Wander and Pass Unnoticed	Any more than casual passage requires Save. Non-Rogues NON:3	Self	Urban	10 Rds (1 Min)	1 Round	SKL 3	99

Health-Life-Death

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.1	30% Max	TIRO: Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	99

Light-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.4	10% Max	TIRO: Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	none	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
End	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	8 pts	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
End	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

Movement-

	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
End	3	4 pts	Take Point	Self: 30ft in front. Grp:No supriz. Init+2 in 1st round.	Self	6 Squares	8 Hours	1 Minute	SNS 2	99

Personal-Connections

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	0.2	40% Max	TIRO: Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	SKL 3	99

Shelter-Rest-Protection

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
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0.2	20% Max	TIRO: Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	99
End									
Tracking-									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.4	30% Max	TIRO: Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	99
End									
9	12 pts	Urban Tracking	Rogue attempts to follow a hot path within an hour.	Self	Urban or Subtrn	2 Hours	3d8 Minutes	SNS 2	99
10	12 pts	Lose A Tail	This skill is about avoiding a currently active pursuer.	Self	Urban	Permanent	3d8 Minutes	SKL 2	99
End									
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	Until Triggered	20 Minutes	AGL 3	7
End									
2	6 pts	Impedance Trap-Create/Find/Remove	Trap that entangles or slows movement.	Touch	1x2 Squares	Until Triggered	20 Minutes	AGL 3	7
5	12 pts	Damage Trap -Create/Find/Remove	Trigger sets off damage.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
End									
5	8 pts	Set Up Eolas Spell Release (Trap)	Trigger releases/enacts an Eolas Spell.	Touch	Per Spell	Used / EOY	20 Minutes	AGL 3	7
End									
Travel-Planes									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.1	20% Max	TIRO: Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none	99
End									
0.3	40% Max	TIRO: Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	BRU 2	99
End									
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
End									
Utility-									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
0.4	25% Max	TIRO: Tasty Cumber Meals	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	99