	-Rog	ue				
AAA-My Party						
EVEL 0	cost RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 20 Hours	SAVE: No Save	
Character can march on without s Able to walk 3 times the normal There is a lower likelihood of a After using this skill 8 straigh	distance for the given n encounter and a high	n situation in 20 ner likelihood o	0 hours. f surprise.		COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant Lvl 10 Rollout Halved	16 SP 6 SP
Altered Reality						
EVEL 0.1 STACK 99	cost RANGE Self	AREA OF EFFECT Self	ROLL OUT 5 Minutes	DURATION 12 Hours	SAVE: No Save	
Recipient becomes more attractive Caster lets colorful sparks cover which fade after a moment.					COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
EVEL U.1	cost RANGE 4 Squares	AREA OF EFFECT 1 Target	ROLL OUT	DURATION 1 Round	SAVE: RM: 1 Blocks	Vision
Glowing Pie appears as thrown pi The caster makes a throwing gest flying towards the target		t of colorful li	ght appears,		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP
EVEL U.S	cost RANGE 1 Rope	AREA OF EFFECT 1 Rope	ROLL OUT 1 Minute	DURATION 2 Hours	SAVE: SKL: 1 Rope I	not cut
The caster conjures a rope that Does allow the Caster to roll a Any use or actions with the rope	Save to merge the rop	es into one.		ires.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
Battle-Actions						
EVEL 3	cost range 4 pts Self	AREA OF EFFECT 1 Blunder	ROLL OUT Instant	DURATION Instant	SAVE: No Save	
Rogue desparately attempts to le Allows Rogue to attempt to mitig Rogue disregards the first Blund Rogue must take the 2nd roll.	ate a Blunder roll				COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
EVEL /	cost RANGE Self	AREA OF EFFECT Self	ROLL OUT	DURATION Instant	SAVE: No Save	
Rogue uses a different column for Allows Rogue to mitigate a Blund The orignal number rolled must s to find the same number which co	er roll by choosing a till be used, but the	different column Rogue is able to		lumns	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP

-Rogue Battle-Defense STACK 99 COST RANGE AREA OF FEFECT ROLL OUT 9 I EVEL 1 SKI:2 4 pts Self Movement Instant Instant Avoids an AoO Avoid An AoO Rogue dodges and weaves to avoid others taking pot shots at them. This is an attempt to counter and dodge AoO attacks from others. COUNTER: None The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier) ENHANCEMENTS: This is an 'Counter Action'. Only 1 is allowed per round. Lvl 0 No Enhancements 0 SP This skill does NOT interfere with the Rogues normal attacks in the round. Battle-Offense STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION RM·1 LEVEL 0.2 20% Max 6 Squares 1 Target Initiative Instant Damage taken TIRO: Fire Crack! Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements STACK 99 AREA OF FFFFCT ROLL OUT DURATION SAVE. COST RANGE LEVEL 0.4 AGL: 2 30% Max 12 Squares 1 Target Initiative Instant No Damage TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None ENHANCEMENTS: 1d12 Damage. Save for half damage. Lvl 0 No Enhancements STACK 1 RANGE AREA OF FEFECT ROLL OUT DURATION LEVEL 2 No Save 4 pts 1 Square 1 Target Instant 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: This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. Damage +50% 8 SP AREA OF EFFECT SAVE: No Save COST RANGE **ROLL OUT** DURATION LEVEL 3 Move x2 1 Target Initiative 1 Round Charge - Rogue 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. COUNTER:Set For Charge - FTR LvI:1 'Extra' Attack. Only 1 Extra attack is allowed per round. ENHANCEMENTS: When announced before/during initiative add 10 to Initiative. Lvl 20 Rollout Instant 16 SP Range +50% 6 SP Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot. Lvl 5 Initiative +4 4 SP COST RANGE AREA OF EFFECT ROLL OUT SNS: >05 LEVEL 3 4 pts In Sight In Sight Initiative Up to 30 Min Distracted Distraction Draw attention. May draw aggro or distract a crowed. Must be maintained to continue. Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd COUNTER: None



THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:

THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

ENHANCEMENTS: Lvl 18 Duration X4 10 SP

4 SP

12 SP

8 SP

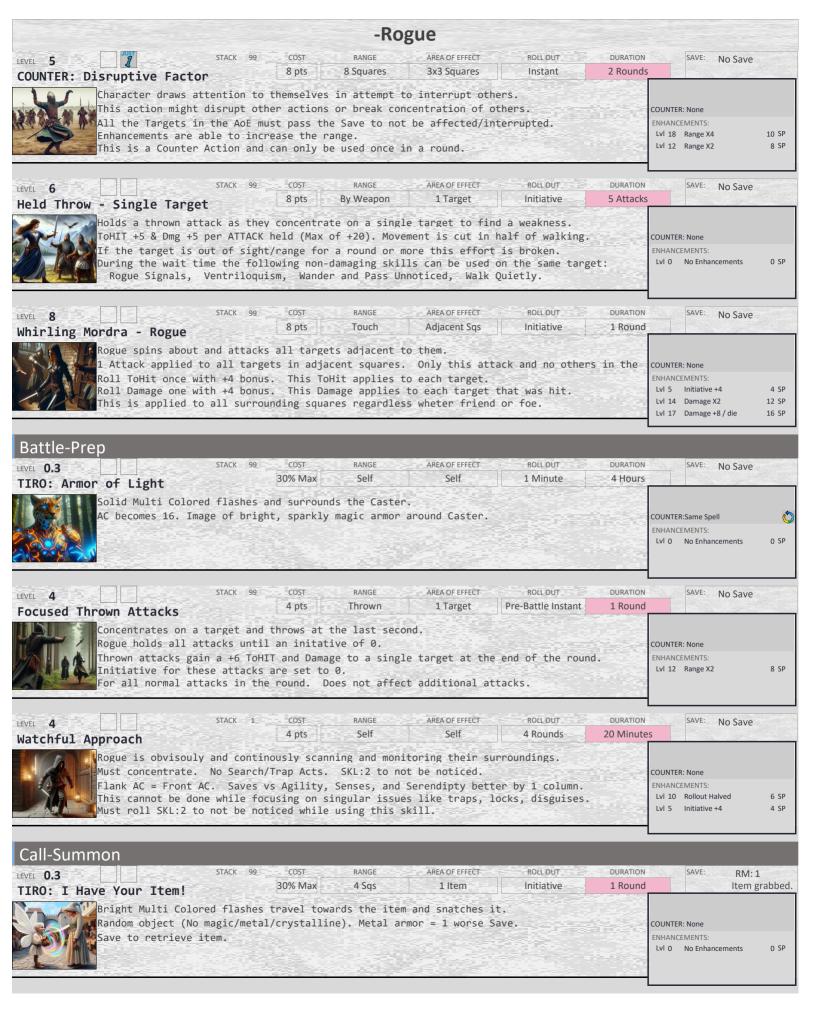
ENHANCEMENTS: Lvl 5 Initiative +4

Lvl 14 Damage X2

Lvl 9 Damage +50%

LEVEL 3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Surprise Throw		4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round		
Character quick Init+15, ToHIT-	cly throws a we	apon befor	e the fighti	ng begins! Singl	e hand weapon on:	ly.		
Init+15, ToHIT-	+6, Damage: Cri	t chart ro	oll. 1 Attack	instead of norm	al number per ro	und. COUN	ITER: None	

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.



-Rogue Climb-STACK 99 COST RANGE AREA OF FEFECT ROLL OUT I EVEL 1 AGI:3 4 pts Move Vertical Area 1 Minute 5 Minutes Has not fallen Climbing Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. COUNTER: None Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column. ENHANCEMENTS: No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Lvl 0 No Enhancements 0 SP Falling damage is 2d8 for every section the character has climbed. Communication-STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 0.2 20% Max Self 3x3x3 Sq Initiative 5 Minutes TIRO: Amplify Own Speech The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. COUNTER:Same Spel Amplify even whispers. ENHANCEMENTS: 0 SP Lvl 0 No Enhancements Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers. STACK 0 COST AREA OF FEFECT RANGE ROLL OUT DURATION LEVEL 0.3 No Save 15% Max 20 Squares 1 Flare Initiative 1 Minute TIRO: Colored Signal Flare colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, COUNTER:Same Spell ENHANCEMENTS: 5 - 10 is bright blue, Lvl 0 No Enhancements 0 SP 10 - 15 is bright yellow, 15 - 20 is bright green. LEVEL **0.4** NAE'EM AREA OF FFFFCT ROLL OUT DURATION No Save 25% Max 12 Squares 3x3x3 Sas Initiative 5 Minutes TIRO: Sloppy Spying Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. COUNTER: None Others have no indication beyond a lot of multi colored magic floating around. ENHANCEMENTS: 0 SP Lvl 0 No Enhancements AREA OF EFFECT SKI . 3 4 pts In Sight In Sight Instant Sent & Rcvd Rogue To Rogue Signals 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. COUNTER: None One statement per round. Only basic information is put across. ENHANCEMENTS: If more subtle or complex communication is attempted a Save must be passed. Lvl 0 No Enhancements 0 SP Coded a message or local terminology is used the information is NOT 'readable'. STACK 99 COST RANGE AREA OF FFFFCT ROLL OUT DURATION SKL: 3 LEVEL 2 4 pts Hearing 5 Rounds Usually 2 Days Believed Convincing Another (or Lie) Rogue embelishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column droped by 1. COUNTER: None Save column adjusted based on audience size and mood, the extremness of the lie, etc. ENHANCEMENTS: COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. Lvl 14 Save -1 Col 8 SP If the target is general ("Any one person in the crowd") the column is reduced. RANGE AREA OF FFFECT ROLL OUT DURATION LEVEL 2 STACK 99 COST SAVE: SKL: 2 GM 4 pts 4 Sas/Tier 1 Square Initiative 1 Round Convincing Ventriloquism A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. COUNTER: None Must indicate where sounds will seemly come from (within Range) Save to convince. ENHANCEMENTS: Lvl 12 Range X2 8 SP Save column based on audience size, noise level, mimicry, skill of listeners, etc. Lvl 9 Range +50% 6 SP Best: Prep the crowd and act out with cohorts with a practiced persona.

-Rogue Creation-Meta STACK 3 COST AREA OF FEFECT ROLL OUT SAVE: No Save LEVEL 0.1 20% Max 1 Square 1 Plant Initiative 10 Minutes TIRO: Water From A Plant The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. COUNTER: None This only creates enough water to fill up a waterskin throughout the Duration. ENHANCEMENTS: Does NOT have any affect against plant creatures. Lvl 0 No Enhancements 0 SP Disguise-AREA OF EFFECT ROLL OUT DURATION LEVEL 2 SKI · 4 4 pts 1 Person Audience 30 Minutes 12 Hours Disguise works Disguise Rogue alters the recipient to evade notice. FOCUS:-2 Col Changes appearance of gender, costuming (within class), Hair (color, style, condition) COUNTER: None Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). ENHANCEMENTS: Additional enhancements available higher levels are: Lvl 9 Alter Weight 5lbs (2.27 6 SP All are within skill. 6 SP Lvl 9 Alter Skin/Hide/Scales Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color. Lvl 9 Alter Height 2in (2.5c 6 SP Find-Hide-Reveal AREA OF EFFECT ROLL OUT DURATION COST RANGE SKI:2 LEVEL 1 4 pts Urban Community 1 Round 30 Minutes Get clear description Find Entry Gate 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. FNHANCEMENTS: Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP Does not give distance, best path, or elevations. STACK 99 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: SKL: Var LEVEL 1 Self 4 pts Self 1 Minute Hidden 1 Round Hide 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. COUNTER:0 Lvl: This can be done while moving. The player must explain how the hiding is to be done. ENHANCEMENTS: Lvl 20 Rollout Instant actors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc... STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKL: 3 LEVEL 3 4 pts Self 1 Item 10 Rds (1 Min) Permanent GM gives info Reveal Value Rogue appraises small and medium sized items. FOCUS:Col -1 The value of an item can depend on many things, but rogues can give an estimate. COLINTER: None Initial evaluation answering 'Is it less than 100gp?' done without skill points. ENHANCEMENTS: Lvl 10 Rollout Halved To estimate values over 100 gp requires a Save. 6 SP This does NOT determine providence of the item. DURATION LEVEL 4 AREA OF EFFECT SKL: 3 2w x 2d x 1h Sqs 2 Hours 4 pts Self 10 Minutes Access found Find Hidden Accesses Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.) FOCUS:Col -1 Search for panels, doors, and other cleverly hidden issues. COUNTER: None Will reveal if there are issues in range and give descriptions. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Difficulty, lighting, & other conditions alter the Saving throw column. Lvl 10 Rollout Halved 6 SP Lvl 14 Range At 3 Sqs 8 SP AREA OF EFFECT DURATION STACK 99 COST RANGE **ROLL OUT** SAVE: LEVEL 6 SKL: 3 1 Round 10 Rds (1 Min) Unnoticed 8 pts Self Wander and Pass Unnoticed

Rogue assumes a common look as they stroll around and attempt to blend. FOCUS:Col-1 This is used when there is an active search for the Rogue. COUNTER: None Disguise, distractions and like skills should enhance the Savings roll. ENHANCEMENTS: Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP

Non Rogues attempting this must pass a NON:3 Save

