6 1000 Yard Stare March

701-1

LEVEL   Tier 2

Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		AAA-My Party	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	20 Hours		none	FTR-ROG

Created by COPILOT

Details:
- This effort can be repeated day after day.
- Due to the quick pace, encounters are often unaware of the walker until after they pass.
- The character maintains a quick and quiet walk as taught in their training.

This DOES...
- Does allow the walker to maintain a maximum movement (not a run) for 20 hours,
    - Able to travel 3 times normal walking distance,
    - Higher likelihood of surprise,
    - Lower likelihood of an encounter.
- Does require the walker to clear their mind and stay that way,
    - No concentrated efforts can be maintained, not even a conversation.
- Does require the path or general compass direction to be preset.
- Does require 8 hours of sleep once the 20 hours of walking is done.
- Does require a full 2 rounds to 'wake' up enough to be functional.

This does NOT...
- Does NOT work if the walker engages in any effort to concentrate,
    - This includes talking beyond a grunt now and then.
- Does NOT continue past 20 hours,
    - If the full 20 hours isn't used the walker will sleep for
        - 4 hours for 10 hours or less of a march (no movement rate change),
        - 6 hours for 10 to 15 hours of a march (x2 1/2 move),
        - 8 hours for 15 + hours stare of a march (x2 move

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
20	Rollout Instant	16

4 Focused Thrown Attacks

670-1

LEVEL   Tier 1

Single Target. Init set to 0.   ToHIT+6.   Dmg+6.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Thrown	Pre-Battle Instant	NOW	Battle-Prep	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round	1 RDS	none	ROG

Created by COPILOT

Details:
- 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.

This DOES...
- Does require a single target of the skill.
- Does require the rogue to set their initiative to 1.
- Does allow attack of surprise with thrown weapon.
- Does allows the Rogue to use this with Extra attacks since this is NOT an Extra attack.

This does NOT...
- Does NOT override Spells that enhance or detract ToHIT or Dmg.
- Does NOT override Natural bonuses to ToHit or Dmg (STR Bonuses, etc).
- Does NOT target multiple victoms.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

4 Watchful Approach

LEVEL   Tier 1

751-1

AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	4 Rounds	4 RDS	Battle-Prep	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	20 Minutes		none	ROG

Created by COPILOT

Details:
- This can be restarted any number of times,
   - This is a mentally draining exercise and not rerun automatically.
   - cannot be used multiples times to stack the effect.
- Use of this skill is visually obvious to anyone in sight,
   - Rogue is actively scanning during entire time.

This DOES...
- Does allow the Front AC to be applied to the Rogue Flank AC,
   - Can be used in battle for the Flank AC bonuses.
- Does allow the Rogue better rolls when attempting efforts that require concentration,
   - Agility Saves may gain a bonus of -1 Column,
   - Senses Saves may gain a bonus of -1 Column,
   - Serendipty Saves may gain a bonus of -1 Column.

This does NOT...
- Does NOT allow for other activities that require focused concentration,
   - Examples: - Searching for traps,
                   - Searching for hidden/concealed areas/things,
                   - Scanning for clues of any sort,
                   - Reading or writing.
- Does NOT combined with other focused efforts to combine the bonuses.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
         No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Rollout Halved	6

1 Avoid An AoO

LEVEL   Tier 1

800-2

Save to Avoid AoO. 1 dodge per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle-Defense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Movement	Instant	NOW	SKL	2		ROG

Created by COPILOT

Details:
- COUNTER MEASURE.
- Roll the Save to Avoid an Attack of Opportunity (AoO).

This DOES...
- Does require the Rogue to pass a Save to avoid each AoO.
- Does allow multiple efforts per round,
- Does require Rogue to activate this use BEFORE an AoO Damage has been rolled.
- Does allow the Rogue to complete normal attacks during the round.

This does NOT...
- Does NOT allow any Extra attacks by the Rogue to take place in the same round,
  - due to this skill being an Extra attack skill.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

3 Blunder Reroll

LEVEL   Tier 1

647-1

One Use. Disregards the first Blunder roll and rolls again.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Blunder	Instant	NOW	none	ROG

Created by COPILOT

Details:
 - If the Rogue rolls a Blunder they can roll again.

This DOES...
 - Does have the ability to reroll a Blunder,
   - but must keep the reroll.

This does NOT...
 - Does NOT allow Rogue to use this skill multiple times in 1 round.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

7 Blunder Change Up

LEVEL   Tier 2

828-1

Rogue may apply a Melee Blunder to a less impactful column.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant	NOW	Battle-Actions	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant	NOW	none	ROG

Created by COPILOT

Details:
- Rogue desparately attempts a different outcome to the Blunder.
- If the Rogue rolls a Blunder they can choose to apply the roll to a
     different column on the blunder chart to obtain a less negative outcome.

This DOES...
- Does allow Rogue to choose to apply the roll to any of the following columns,
   - Blunts column.
   - Blades column.
   - Hand/Foot column.
   - Missiles column.
- Does require the Rogue to use the original number rolled regardless of the column used.

This does NOT...
- Does NOT allow Rogue to use this skill multiple times in 1 round.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2 Backstab - Melee

LEVEL   Tier 1

667-1

Flank. ToHIT+4, Dmg+4 per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Instant	NOW!	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1 Round	1 RDS	none	ROG

Created by COPILOT

Details:
- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.

This DOES...
- Does allow a backstab AoO under certain conditions,
  - Is adjacent to the Rogue,
- Does allow a backstab AoO when a target runs adjacently past the Rogue.

This does NOT...
- Does NOT allow a backstab AoO against those in Ranged or Thrown range,
  - Only within Melee range.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage Increased +50%	8
14	Damage X2	12
17	Damage +8 per die	16

3 Charge - Rogue

LEVEL   Tier 1

735-1

Move x2, Min 4 sqs.   Init+10. ToHIT+8. Dmg+8. AC-4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		none	ROG

Created by COPILOT

Details:
- The rogue races forward to deliver an intimidating hit.
- No other attacks may be attempted,
  - This is counted as an 'Extra' attack,
  - No other "Extra" attacks allowed in same round.
- Charge attacks to the flank are recommended for the Rogue.
- If skill is claimed before initiative rolled then Initiative bonus +10 is applied,
  - If not, then skill can be used without the Initiative bonus.
- May incur AoO's during charge.

This DOES...
- Does requires the rogue to move in a straight uninterrupted line to the target,
  - The rogue is not allowed to reach the target then pivot. It must be straight on.
  - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
  - 'Range +50%' enhancement (8 pts) sets maximum to three times standard movement.
- Does allow rogue to gain +8 ToHIT and +8 Damage, but limited to a maximum of 1 attack.
- Does require the rogue to downgrade their armor by 4 (AC-4).

This does NOT...
- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the rogue from becoming the target of others AoO while charging.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   SET FOR CHARGE - FTR

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
20	Rollout Instant	16

3 Distraction

LEVEL   Tier 1

661-1

Draws aggro or distract a crowd, continued up to duration

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	In Sight	Up to 30 Min		SNS	>05	ROG

Created by COPILOT

Details:
Melee: Becomes the center of attention drawing 1 attacker attention toward Rogue ,
        Character must actively try to draw attention and cannot be performed from the flank,
        Limits Rogues to half normal movement and to only 1 attack.
        Rogue rolls SNS:2 and distracts the target if roll is above 05,
            Targets AC is dropped for the round by 2,
        Rogue does NOT distract the target if the roll is under 06.

JUST
1

This DOES...
Non-Melee:
 - Does due to more time target gets a Save of SNS:3,
 - Does failure means target is not distracted
 - Does Target may be distracted but still be aware something happened.

GB:
First consider if the COUNTER of distraction might replace this.
Copy and paste from #1 area to #2 area needs to be broken up and present 2 separate infos.
Limits should be put in area #3

This does NOT...
DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
18	Duration X4	10

3 Surprise Throw

LEVEL   Tier 1

673-1

Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Sq / Tier	Pre-Battle Instant	**NOW**	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Melee Target	1 Round	**1** RDS	none	ROG

Created by COPILOT

Details:
- May use any Thrown weapon allowed to character.
- This a class of attack called 'Surprise'.
- Other character classes may also have 'Surprise' attacks.
- 'Surprise' attack can only be started while not in battle yet.
- A single char's 'Surprise' attack may start a round 0 for entire party.
- If there are 'Surprise' attacks by both sides,
    - The group that has the char with the highest adjusted Initiative goes,
    - The other group will not be able to attack at all until round 1.

This DOES...
- Does gain an Initiative Bonus of +15,
- Does gain a ToHIT Bonus of +6.
- Does require a thrown weapon that is single handed.
- Does allow the Rogue to apply improved damage:
    - Roll 1d100 on the Critical Chart Blade column
    - Note that Knock backs are possible.

A 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 the Critical chart.
If other Surprise attacks happen, the highest rolled Init wins and others fail to happen.

This does NOT...
- Does NOT override Spells that enhance ToHit or Damage,
    - therefore you can add the benefits of spells and this together

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage Increased +50%	8
14	Damage X2	12

5 COUNTER: Disruptive Factor

LEVEL   Tier 2   801-1

Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Instant	**NOW**	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds	**2** RDS	none	FTR-HNT-ROG

Created by COPILOT

Details:
 - COUNTER MEASURE.
 - This action might,
   - disrupt other actions that attempt to gain attention of others.
   - draw more attention than intended (pull aggro)
   - disrupt more issues that are in play than expected,
   - Skills listed above which the party is currently using.
 - Examples of reasons to use this skill:
   - Draw attentino away from a rogue attempting to not be seen,
   - Distract a pickpocket target to assist a sticky fingered Rogue.
   - Disrupt the effort of a person trying to organize a group or crowd.
   - Encourage an opponent to attack the user of this skill instead of another person.

JUST 1

This DOES...
 - Does require the target to pass the Save or fail to complete an action or effort.
 - Does require Rogue to activate this BEFORE the any targeted skill has enacted,
   - can be used in same initiative as the targeted skill,
     but must this disruption must happen before the targeted skill has been started.

This does NOT...
 - Does NOT focus on a single target for it's affect.
 - Does NOT exclude the characters own group from being affected.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

6 Held Throw - Single Target

LEVEL   Tier 2

818-1

ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Attacks		none	ROG

5 ATTKS

Created by COPILOT

Details:
- Attacker must use a thrown weapon and continuously focus on a single target.

This DOES...
- Does gain bonuses of,
    - ToHIT of +5 per held attack while waiting to shoot,
        - This ToHIT bonus applies to the next ToHIT (not the entire round),
        - The ToHIT & Dmg bonus maximum is +20.
- Does require concentration, but allows the following rogues skills to be used,
        - Rogue To Rogue Signals (1st level, 4 pts)
        - Ventriloquism (2nd level, 4 pts)
        - Wander and Pass Unnoticed (2nd level, 4 pts)
        - Walk Quietly (6th level, 8 pts)
- Does limit movement to 1/2 of normal walking.

This does NOT...
- Does NOT have any effect if the Rogue is NOT concentrating,
    - see the Details area.
- Does NOT work on a targets= moving in and out of sight,
    - The effort will fail if the target is out of sight at the time of the throw.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

8 Whirling Mordra - Rogue

LEVEL   Tier 2   738-1

Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Adjacent Sqs	1 Round		none	ROG

Created by COPILOT

Details:
- This skill was created in cooperation with the player known as 'Mordra'.
- Attack roll/damage for all creatures surrounding Rogue.
- Applied to all 8 squares surrounding the Rogue.
    - ToHit+4, Dmg+4.
    - Number of attacks becomes only 1.

This DOES...
- Does give a bonus of ToHit+4 and Dmg+4 that is applied to each target.
- Does use only 1 attack which is applied to all targets,Number of attacks becomes only 1.
- Does apply to all surrounding squares regardless whether friend or foe.

This does NOT...
- Does NOT always hit all targets surrounding the Rogue,
    - The 1 ToHIT may not hit the individual Acs of the targets.
- Does NOT skip any of the surrounding squares,
    - All 8 surrounding squares are attacked whether friend or foe.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
                No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Damage X2	12
17	Damage +8 per die	16

9 Curved Throw

LEVEL   Tier 3

819-1

Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	4 Sqs Min	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Target	1 Round		SKL	2		ROG

Created by COPILOT

Details:
 - This applies to all weapons listed as Thrown and are actually thrown.

This DOES...
 - Does allow the Rogue to throw around a corner with a ToHIT adjustment of -2.
 - Does require Rogue to throw a minimum of 4 squares.

This does NOT...
 - Does NOT have any effect with objects/weapons that are not designed to be thrown.

Focus Items and/or Kits:
 - Not required.

Bonds and Connections
 - No Nae'Em connection.

Counter:
      No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0
5	Initiative +4	4

9 Mounted Melee Attack

815-1

LEVEL   Tier 3

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL	2	FTR-HNT-ROG

Created by COPILOT

Details:
 - Requires the use of a trained mount.

This DOES...
 - Does require the attack to use a single handed full axe, hammer, or blade,
    - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
 - Does allow the rider to attack from the mount when moving,
    - due to the movement to and past the target only 1 attack is allowed.
 - Does allow the rider to stop and attack from atop of the mount,
    - With a max of 2 attacks,
    - The rider may choose to use both attacks on the same target.

This does NOT...
 - Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.
 - Does NOT give any extra protection to the mount via any skills,
    - However, any barding on the mount may help.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1   Rogue To Rogue Signals

LEVEL   Tier 1

645-1

1 simple statement per rd. Save to pass complex statement.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Initiative		Communication-	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	In Sight	Instant		SKL	3	ROG

GM

Created by COPILOT

Details:
- Rogue to Rogue basic sign language that is subtle communication.
  - It is called Hand Signals but it includes body language and facial expressions,
    - Every method of non-verbal communication is used.
- Only basic information can be put across,
  - The more subtle and complex the information might need a Save.
- Available to any classes that work from the Base of Rogue, whether is self taught or not.
- GM will roll the Save to see if there is unintended observation,
  - GM can scale the Save up or down depending on circumstances and complexity of message.

This DOES...
- Does take 1 round or 6 seconds.
- Does allow one statement per round,
  - The more statements put across the more difficult to decode by recipient.
  - The more complex the messages the more diffcult the Save.

Example: separate Rogues Guilds may have different dialects, jargons, and goals.
- Also, it is expected that different territories on a map and different
  political environments will all have different guilds.

This does NOT...
- Does NOT reveal any information to any character that does not have a Rogue skill set.
- Does NOT work with jargon not known by the recipient.
- Does NOT work with recipents unable to see the signal.

Focus Items and/or Kits:
- Not required

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2 Convincing Another (or Lie)

646-1

LEVEL   Tier 1

Adj Save on noise, audience, and any prep.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
4 pts	Hearing	5 Rounds	5 RDS	Communication-		Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Varies	Usually 2 Days		SKL	3	GM	ROG

Created by COPILOT

Details:
 - GM rolls for the recipient if needed.
 - Communication must be clear to the target,
   - must be able to understand the Rogues expressions (no jargon),
   - must be able to understand Rogues language.
 - This skill works best from players to NPCs,
   - From NPCs to the players the GM likely will need to hide the rolls, then lie as needed.

This DOES...
 - Does allows the Rogue to convince a target they are trustworthy
   - Target must pass the Save,
     - those who pass their save will likely decide to believe the Rogues story,
     - those who pass their save will likely decide to follow the Rogues suggestions.
 - Does allow the Rogue to present this skill to more than just 1 target,
   - In that case, the Rogue must identify the specific targets.
 - Does continue past the rogues interaction with the target,
   - Timing of 'duration' is based on nature of the lie.

This does NOT...
 - Does NOT act as a charm, but the result could end up seeming so.
 - Does NOT continue if the effort is interrupted,
   - The Counter Action of "Disruptive Factor" may interrupt the effort.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

2 Ventriloquism

LEVEL   Tier 1

615-1

Adj Save on noise, crowd, and any prep.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Sqs/Tier	Initiative	Communication-	Mundane

STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Square	1 Round	SKL	2	ROG

Created by COPILOT

Details:
 - Rogue works out with the party ahead of time what the plan is,
 - Rogue does not use sounds/voices of very specific persons (easy to fail things)
 - Examples:
   - #1 Sounds of reenforcements arise from behind the bushes.
   - #2 This could be used in a tavern to spread miss information.
   - #3 An insult to a person might seem to be from someone behind them.
   - #4 Sounds of a greater threat coming from within a nearby cave.

This DOES...
 - Does mimic sounds or a short sentence per round.
 - Does require the Rogue to pass the Save.
   - Different audiences may require an adjustment to the Save,
   - size of audience must be explained as skill is used (1 person, entire tavern,etc)
   - high leveled targets may make success more difficult,
   - Too noisy or too quiet may make success more difficult.
 - Does work better if the Rogue prepares the target audience,
   - Rogue encourages the audience to buy-in before skill is used, then col -1.
   - Rogue uses body language to direct audience attention, then col -1.
   - Rogue a believable pretense, then col -1.
   - Use a maximum column adjustment of 1. One column up or down max.
 - Does Take more effort when the Rogue mimics voices,
   - A known individuals voice, then col +1,
   - An unknown but a consistent and unique voice, then no column adjustment.

This does NOT...
 - Does NOT work on Deaf or non-hearing targets.
 - Does NOT allow the Rogue to acurrately use languages the Rogue doesn't know.
 - Does NOT have an effect what so ever on targets who are within 1 square of the Rogue.
 - Does NOT look like the Rogue is moving their lips or jaw.

Focus Items and/or Kits:
 - Not required.

Bonds and Connections
 - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8

1 Climbing

LEVEL   Tier 1

829-1

Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move	1 Minute		Climb-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Vertical Area	5 Minutes		AGL	3		ROG

Designed by BING AI

Details:
- Others may try freehand climbing using column 4 as a based.
- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue should use the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is their standard movement.
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
  - 2d8 damage rolled for every section of move.

This DOES...
- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for each distance attempted.

This does NOT...
- Does NOT work if the climber is wearing any metal armor, even magical.
- Does NOT work if the climber is carrying any containers,
  - bags, sacks, packs, boxes, quivers. . .
- Does NOT allow the climber to cast spells at any time during the climb,
  - even if the climber stops mid climb.

Focus Items and/or Kits:
- No effect.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

-Rogue

9 2nd Attempt To Grab

652-1

LEVEL   Tier 3

2nd chance to grab and not fall. Save to grab.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Instant	NOW	Climb-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	Instant	NOW	SKL 2	ROG

Created by COPILOT

Details:
  - Rogue re-attempts a failed grab at an object,
    - object must not be within the possession of another.

Examples:
  - 'Missed life preserver, but does not float away', or
  - 'Lost hold of rope during climb, regained hold with no progress', or
  - 'Missed the ladder rung, but regained balance at same spot'.

This DOES...
  - Does allows the Rogue to re-attempt a failed grab at an object.
  - Does require the Rogue to pass the Save.

This does NOT...
  - Does NOT allow this skill to be used more than once for the same issue.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

2 Disguise

LEVEL   Tier 1

811-1

Skill= Wt & Ht.   Enhancements= Hair, Skin, Costume, Eyes.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
4 pts	1 Person	30 Minutes		Disguise-		Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
7	Audience	12 Hours		SKL	4	ROG

Created by COPILOT

Details:
 - When the Duration has ended the effects will slowly break down and fall away.

This DOES...
 - Does Save success indicates person targeted has been fooled by the disguise.
 - Does require an additional 5 minutes for Roll Out per Enhancement.
 - Does result in a general look of another person, but not a specific person.

This does NOT...
 - Does NOT This skill DOES NOT include being able to "act" the part.
 - Does NOT Allow the height to be adjusted more than 6 inches
 - Does NOT Physically alter the other person but may have minor prosthetics
 - Does NOT Mimic racial abilites,
   - special sight
   - special hearing

Focus Items and/or Kits:
  - Kit is NOT required, but sets Save column 2 better.

Bonds and Connections
 - No Nae'Em connection.

Counter:
       No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Cast Without Enough pts	2
6	Alter Eye Color	4
9	Alter Hair/Whiskers/Fur/Scales	6
9	Alter Height 2in (2.5cm)	6
9	Alter Skin/Hide/Scales/Fur	6
9	Alter Weight 5lbs (2.27kg)	6
9	Duration +50%	6
14	Duration X2	8

12 Impersonate

LEVEL   Tier 3

787-1

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	15 Min/Complexity		Disguise-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Person	6 Hours		SKL	3	GM	ROG

Created by COPILOT

Details:
- When the Duration has ended the effects will slowly break down and fall away.
- Change appearance of gender, costuming, Hair (color/style/condition), skin, &
   Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
- Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
- Exact Cost based on original 12 points + cost of all enhancements that are needed.

This DOES...
- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

This does NOT...
- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilites,
   - special sight
   - special hearing

Focus Items and/or Kits:
- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)

Bonds and Connections
- No Nae'Em connection.

Counter:
         No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Alter Height 2in (2.5cm) 4in Max	2
4	Alter Skin (Color/Condition)	2
4	Alter Weight 5lbs/2.3kg Max 10lbs	2
6	Alter Eye Color	4
9	Alter Hair/Whiskers/Fur/Scales	6
9	Alter Height 2in (2.5cm)	6
9	Alter Skin/Hide/Scales/Fur	6
9	Alter Weight 5lbs (2.27kg)	6
9	Duration +50%	6
14	Duration X2	8

13 Feign Death

LEVEL   Tier 4

786-1

GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	Instant	NOW	Disguise-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Self	2 Rds Minimum	2 RDS	SNS	2		ROG

Created by COPILOT

Details:
  - This skill works on a cursory inspection.
  - The Rogue is in a trance-like state and should show no motion.
  - The Rogue's limbs will stay in whatever position they are initially placed.
  - Speed drops to 0.
  - Rogue is susceptable to AoO's.
  - Rogue can stop Feign Death at any Round of their choosing,
     - When attempting to wake the Rogue rolls Initiative and wakes on that.
     - Feign Death can also end when Rogue is hit with AoO. (Immediately after the hit)

This DOES...
  - Does present the image of the Rogue as dead.
  - Does allow an inspector to roll Save to see to through the guise.

This does NOT...
  - Does NOT inhibit the Rogue from taking damage,
     - The Rogues AC becomes 3. (Front:3 Back:3)

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
14	Save +1 Col	8
18	Duration X4	10

1 Set Or Open Padlock

LEVEL   Tier 1

807-1

Enh: Slim key+4 pts. Magical=TIRO/EOL needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Locks-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Lock	Until Reset		AGL	2		ROG

Created by COPILOT

Details:
- Any traps will have Saves based on the nature of the trap.
- If a concerning issue is found (trap?) then points are spent but lock not touched.
- Skeleton key padlocks cost no extra points to attempt.
- Create lock x3 pts.
- Slim key padlocks enhancement requires the Rogue to be 4th level and cost 4 more points.
- Magical padlocks need
    - a TIRO 'Spell Interference' for 30% (w/Save)
         OR
    - an EOLAS SPELL 'Pause Magical Lock'.

This DOES...
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
    - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
    - and choose to try to open it (or re-lock it). 3 tries.

This does NOT...
- Does NOT allow a Rogue to create locks.

Focus Items and/or Kits:
- Not required.
- Tools from kit make the job easier. Column -1

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
12	Rollout Halved	6
12	Rollout Initiative	12

4 Set Or Open Door Lock

LEVEL   Tier 1

831-1

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4pts	Touch	6 Minutes		Locks-	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Lock	Until Reset		SKL	3	ROG

Created by COPILOT

Details:
- Any traps will have Saves based on the nature of the trap.
- 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'.

This DOES...
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

This does NOT...
- Does NOT allow a Rogue to create locks.

Focus Items and/or Kits:
- Not required.
- Tools from kit make the job easier. Column -1

Bonds and Connections
- No Nae'Em connection.

Counter:
    No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
12	Rollout Halved	6

6 Set Or Open Chest Lock

LEVEL   Tier 2

904-1

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
8pts	Touch	6 Minutes		Locks-		Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Lock	Until Reset		SKL	3	ROG

Details:
- All traps will have Saves based on the nature of the trap.
- 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' to get past.

This DOES...
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it). 3 tries.

This does NOT...
- Does NOT allow a Rogue to create locks.

Focus Items and/or Kits:
- Not required.
- Tools from kit make the job easier. Column -1

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
12	Rollout Halved	6

9 Set Or Open Wall Lock / Mechanism

LEVEL   Tier 3

832-1

Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12pts	Touch / 1 Sq	10 Minutes		Locks-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Lock	Until Reset		None	ROG

GM

Created by COPILOT

Details:
- Any traps will have Saves based on the nature of the trap.
- Wall locks and mechanisms have the working parts deep in the wall.
- Skeleton Key Wall lock will cost no extra points to attempt.
- Create Lock X3 pts.
- Slim key wall locks enhancement requires 5th level and cost 8 more points.
- Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

This DOES...
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does expect the Rogue to use their Kit to access parts of the magical lock that
        is just beyond touch and up to 1 square away.
- Does allow rogue to inspection first,
   - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
   - and choose to try to open it (or re-lock it). 3 tries.

This does NOT...
- Does NOT allow a Rogue to create locks.
- Does NOT allow access (therefore opening/closing) to apparatus more than 5' inside the wall.

Focus Items and/or Kits:
  - Kit Required for all Wall Locks.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Slim Key Locks	4
12	Rollout Halved	6

9 Urban Tracking

788-1

LEVEL   Tier 3

Rogue attempts to follow a hot path within an hour.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Tracking-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Urban or Subtrrn	2 Hours		SNS	2	GM	ROG

Created by COPILOT

Details:
- This require the GM to roll a Save FOR the tracking Rogue,
    - If the Save is passed the Rogue is tracking properly,
    - If the Save fails (non-critically) the Rogue is aware they have lost the path,
    - If the Save critically fails the Rogue is NOT aware they are on the wrong path.

JUST
1

This DOES...
- Does require the Rogue to use environmental clues to continue following the target,
    - Actions/Reactions of others around,
    - Unexplained messes,
    - Sounds of effort, (and more!)
- Does allow the Rogue to continue using this skill for the duration,
    - Any break in the duration means the Rogue has lost the trail,
    - This includes the normal end of the skill, even if the skill is restarted,
    - The only way to extend the duration is by using an Enhancement.

This does NOT...
- Does NOT have any effect if the trail is older than 1 hour.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 10   LOSE A TAIL - ROG

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

10 Lose A Tail

LEVEL   Tier 3

817-1

This skill is about avoiding a currently active pursuer.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Tracking-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Urban	Permanent		SKL 2	ROG

GM

Created by COPILOT

Details:
- This skill is about avoiding a currently active pursuer.
- Used in an urban environment to lose an active tail which may take some time to do.
- A high SAVE leaves misleading clues.
- Players can improve the Save by role play and descriptions.
- GM rolls the Save for any pursuers.

This DOES...
- Does require the Rogue to pass the Save for each person attempting to follow them,
  - The GM may need to roll Saves for any enemies the Rogue is unaware of.
- Does allow the Rogue to use this skill based on an assumption they are being followed.
- Does require rogue to concentrate throughout rollout.
- Does have results after rollout,
  - Either rogue has avoided those that were following,
  - Or the rogue 'thinks' they have avoided their pursuers,
  - or pursuers are noticably following.

This does NOT...
- Does NOT employ any magic,
  - However if magics are involved the GM may need to adjust Saves.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 9   URBAN TRACKING - ROG

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

-Rogue

1 Message -Create/Find/Remove

LEVEL   Tier 1

867-1

Trigger created to present a message.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Traps-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
7	1 Square	Until Triggered		AGL	3	**GM**	ROG

Created by COPILOT

Details:
- Rogue places and sets a single use trap.
- Removing a single Pop Up costs the original SP of 4 plus 4, total of 8.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

This DOES...
- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the Pop Up trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

This does NOT...
- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Focus Items and/or Kits:
- Kit requiured.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
1	Visible	-2
6	Hidden	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
14	Save +1 Col	8
18	Duration X4	10

2 Impedance Trap-Create/Find/Remove

LEVEL   Tier 1   644-1

Trap that entangles or slows movement.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	20 Minutes		Traps-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
7	1x2 Squares	Until Triggered		AGL	3	GM	ROG

Created by COPILOT

Details:
- Rogue places and sets a single use trap.
- Removing a single impedance trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

This DOES...
- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

This does NOT...
- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Focus Items and/or Kits:
- Rogues Kit is required.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
1	Visible	-2
6	Hidden	4
7	Sliding (slow down)	4
9	Duration +50%	6
11	Pause Mundane Trap - 1 Min	6
12	AoE X2	6
14	Duration X2	8
14	Save +1 Col	8
18	Duration X4	10

5   Damage Trap -Create/Find/Remove

LEVEL   Tier 2

858-1

Trigger sets off damage.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Traps-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
7	1 Square	Until Triggered		AGL	3	**GM**	ROG

Created by COPILOT

Details:
 - Removing a mundane trap costs the original SP of 4 plus 16, total of 20.
 - Finding all mundane traps within the AoO costs 8 SP plus 4, total of 12.
 - Rogues Kit has enough materials for 7 traps.
 - If traps are excessively created GM is encouraged to roll survival of the oldest ones.

This DOES...
 - Does allow the Rogue to choose the placement.
 - Does allow the Rogue to use enhancements to upgrade the impedance trap.
 - Does allow a reduction in the SP used (-2) if the Rogue and EOLAS are partners.
 - Does require the rogue to maintain concentration during the rollout,
   - Creation of trap,
   - Locating the trap,
   - Removing the trap,
 - Does have the possibility that rogue may need to use this multiple times on one trap,
   - First to locate,
   - Then to remove.

This does NOT...
 - Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Focus Items and/or Kits:
 - Kit required.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
1	Visible	-2
6	Hidden	4
12	AoE X2	6
12	Rollout Halved	6
14	Save +1 Col	8
17	Damage +8 per die	16

5   Set Up Eolas Spell Release (Trap)

868-1

LEVEL   Tier 2

Trigger releases/enacts an Eolas Spell.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Traps-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
7	Per Spell	Used / EOY	1	AGL	3	GM	ROG

Created by COPILOT

Details:
  - Rogue places and sets a single use setup which an EOLAS then completes.
  - Removing a single EOLAS spell release trap is done with a TIRO Mess To Block Spell.
  - Rogues Kit has enough materials for 7 traps.
  - If traps are excessively created GM is encouraged to roll survival of the oldest ones.
  - EOLAS can use scrolls to make the following magical traps:

Containment	Holds victims at the trap	level 12
Move Decreased	Slows victims down	level 6
Voice Recorded	Plays out the message	level 2
Arcane Light	Lights up the area for 2 minutes	level 1
Acid Blob	Damage to area	level 14
Acid Rain	Damage to area	level 8

This DOES...
  - Does allow the Rogue to choose the placement.
  - Does allow the EOLAS Caster to use enhancements to upgrade this trap.
  - Does allow a reduction in the SP used (-2) if the trap is faked or very visible.

This does NOT...
  - Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Focus Items and/or Kits:
  - Kit is required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Visible	-2
12	Rollout Halved	6
14	Save +1 Col	8

4 Sleight of Hand

LEVEL   Tier 1

750-1

Roll Save to fool audience. Close quarters actions (1 sq).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	5 Rounds	**5** RDS	Tricks-	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Arms Length	Instant	NOW	SKL	2	GM	ROG

Created by COPILOT

Details:
  - Audience does NOT need to be within range/AOE.
  - Item (Target) must be within range/AOE,
  - An Audience/Observer must witness the actions. (Reason for the skill)
  - Rogue may want to use a distraction to help fool the audience,
    - Skilled Distraction can change the Save column by 1.

This DOES...
  - Does allow the Rogue to use skillful deception to fool an audience by passing the Save,
    - If the Save is passes the Sleight of Hand was not noticed,
    - If the Save is failed the Sleight of Hand was noticed.
  - Does allow the Rogue to use the Skill Distraction to gain an advantage,
    - The Counter 'Distractive Factor' skill helps the effort, changing the Save column -1,
    - NOTE: Normally the Counter Distractive factor is not a good thing, but helps here.
  - Does allow the Rogue to take or place an item within a targets personal space,
    - In this case the Target is a creature, but there may be others around able to see this.

Examples: The cups game is slight of hand, or taking something while nobody notices, or palming a card. Unlike Subtle
Moves skill, this skill is used outside of the target's personal space. This makes the target more of an audience.

This does NOT...
  - Does NOT use magic, but may be used to seem like there is magic.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Rollout Halved	6
12	Rollout Initiative	12

-Rogue

1 Find Entry Gate

LEVEL   Tier 1

739-1

Only Large ruins,dungeons,complexes require a Save.

Designed by Freepik

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Urban	1 Round		Find-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Community	30 Minutes		SKL	2		ROG

Details:
  - The Rogue would have less chance of heading in the wrong direction,
    - A rogue using main paths/roads only along with this skill would do well.
  - This function works well only at the community level (Village, Town, City),
    - To use this at/in another environment the Save must be passed.

This DOES...
  - Does allows the Rogue to know where they last entered the community,
    - Rogue is given the compass direction only,
    - GM might augment this with info like "It's NW right by the Red Ogre Tavern".
  - Does allow the Rogue during battle to tell the compass direction of the nearest entrance,

This does NOT...
  - Does NOT give the distance to the entrance.
  - Does NOT give the easiest path to the entrance.
  - Does NOT give the safest path to the entrance.
  - Does NOT give any sense of elevation.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
         No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
12	Rollout Initiative	12

1 Hide

LEVEL   Tier 1

903-1

GM needs a description of efforts from player.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Round		Find-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Self	1 Minute		SKL	Var	ROG

Created by COPILOT

Details:
- Factors:
  - Items Carried: burdens, armor, weapons,
  - Environment: noise level, crowds, blocking items,
  - People: observers, intelligence & number of pursuers,
  - Efforts: distractions, disguise before/after,
  - Those Hidding: number of those hiding, pets, race, class
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

This DOES...
- Does require the character to pass a Save,
  - Column will be within the sliding scale from >05 up to =00.
    - Roll Save >05
    - Roll over Column 1
    - Roll over Column 2
    - Roll over Column 3
    - Roll over Column 4
    - Roll Save >95
    - Roll Save =00
- Does continue for 10 rounds.
- Does require rogue to pay attention to changed needed. Examples,
  - may need to hold breath for a bit,
  - may need to adjust position or angle…

This does NOT...
- Does NOT work well when no positive facters can be found.

Focus Items and/or Kits:
  - Not required.

Bonds and Connections
  - No Nae'Em connection.

Counter:
  LVL: 0

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

3 Reveal Value

LEVEL   Tier 1

744-1

Max weight: 50 lbs to reveal if over 100 gp.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Rds (1 Min)		Find-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Item	Permanent		SKL	3	**GM**	ROG

Created by COPILOT

Details:
- This enables the character to determine rough value of noteable items.
- Item must be unattached to any other item/object.
- Item must weigh less that 50 lbs / 22 Kg.

This DOES...
- Does allows the Rogue to determine if an item is either,
   - Worth more than 100 GP or,
   - Is likely to be magical due to the workmanship or quality materials.
- Does must pass the Save.
- Does allow ONLY the Rogue to know the results.

This does NOT...
- Does NOT reveal any properties or aspects of an item.
- Does NOT reveal ownership without further clues.

Focus Items and/or Kits:
 - Not required.
 - Tools from kit make the job easier. Column -1

Bonds and Connections
 - No Nae'Em connection.

Counter:
           NO COUNTER AVAILABLE

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

4 Find Hidden Accesses

LEVEL   Tier 1

899-1

Easy to Hard: camouflaged, concealed, and Hidden.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Find-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
1	2w x 2d x 1h Sqs	2 Hours		SKL	3	ROG

Created by BING AI

Details:
 - Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

This DOES...
 - Does search for panels, doors, and other cleverly hidden issues.
 - This skill will reveal if there are issues within range and give a description of what is odd.
   - Difficulty, lighting, and other conditions can alter the Saving throw column.

This does NOT...
 - Does NOT automatically reveal all secrets of a given area.

Focus Items and/or Kits:
 - Not required.
 - Tools from kit make the job easier. Column -1

Bonds and Connections
 - No Nae'Em connection.

Counter:
          NO COUNTER AVAILABLE

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
12	Rollout Halved	6
14	Range Set At 3 Sqs	8
14	Save -1 Col	8

6 Wander and Pass Unnoticed

LEVEL   Tier 2

741-1

Any more than casual passage requires Save. Non-Rogues NON:3

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	1 Round	1 RDS	Find-Hide-Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Urban	10 Rds (1 Min)		SKL	3		ROG

Created by COPILOT

Details:
 - When successful it is unlikely any witnesses won't remember the Rogue.
 - Graymore Humans can reduce the Save Col by 1.
 - During the rollout the Rogue is likely moving and planning the use of this skill,
   - They might even be working to set up the environment to best use this skill.

Best use: Graymores (-1) with a kit (-1) in the dark (-1) using 'Walk Quietly' (-1),
           Skill Save becomes >01. Just don't blunder with a 01 on a 1d100.

This DOES...
 - Does allows Rogue avoid being seen during a casual search,
 - Does require the Rogue to pass a Save.
 - Does may be easier to use if combined with another action,
   - Distractions,
   - Use of disguises,
   - Use of the Lose A Tail skill.
 - Does continue for 10 rounds.

This does NOT...
 - Does NOT work well for non-Rogues,
   - non-Rogues must pass a NON:3 Save.

Focus Items and/or Kits:
 - Kit NO required.
 - Tools from kit make the job easier. Column -1

Bonds and Connections
 - No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

2 Walk Quietly

LEVEL   Tier 1

790-1

SKL roll varies based on burden and situation.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Movement-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	20 Minutes		SKL VAR	ROG

Created by BING AI

Details:
- Non-rogues to attempt this same action:
  - Non-Rogue rogues must use the Non-Skilled Saves.

This DOES...
- Does alter the Save roll based on burden,
  - No load (including packs & sacks) or heavy armor then no Save is required,
  - If carrying backpack and sack SKL:2,
  - Carrying standard packs & Sacks requires a standard Save.
  - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
  - Non-Rogue armor raises the Save column by 2.
  - If Rogue is overburden to point of barely moving the Save column is set to >95.

This does NOT...
- Does NOT have any effect if the Rogue wears metal armor.
- Does NOT have any effect if the Rogue is overburdened.
- Does NOT continue if the Rogue creates a loud/sudden sound.

Focus Items and/or Kits:
- Not required.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

3 Take Point

746-1

LEVEL   Tier 1

Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Movement-	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	6 Squares	8 Hours		SNS	2	ROG

Created by BING AI

Details:
   - Rogue moves to be ahead of the group.
   - Rogue prevents party being surprised.

This DOES...
   - Does allows Rogue to move ahead of the group and prevent surprise attacks,
   - Does Rogue provides the party a +2 Initiative in first round.

This does NOT...
   - Does NOT allow enough time and forwarning to avoid encounters entirely.

Focus Items and/or Kits:
   - Not required.

Bonds and Connections
   - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
   - No creations. Usable only as a spell/skill.
   - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
20	AOE X4	20