			-Ro	gue				
AAA-My P	artv							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 1000 Yar	rd Stare March	8 pts	Self	Self	10 Minutes	20 Hours		
	Character can march on withou Able to walk 3 times the norm There is a lower likelihood o After using this skill 8 stra	al dista f an enc	nce for the g ounter and a	iven situation i higher likelihoo	n 20 hours. od of surprise.	N.C.) FOCUS USE	ENHANCEMENTS: 2
Battle-Act	ions							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Blunder	Reroll Reroll	4 pts	Self	1 Blunder	Instant	Instant		
Ca	Rogue desparately attempts to Allows Rogue to attempt to mi Rogue disregards the first Bl Rogue must take the 2nd roll.	tigate a	Blunder roll			No) FOCUS USE	
7 Blunder	Change Up	COST 8 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT Instant	Instant	SAVE:	No Save
	Rogue uses a different column Allows Rogue to mitigate a Bl The orignal number rolled mus to find the same number which	under ro t still	ll by choosin be used, but	g a different co the Rogue is abl	lumn in the chart	INC) FOCUS USE	
Battle-Def	ense							
LEVEL 1 Avoid Ar	STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT - Movement	ROLL OUT	DURATION Instant	SAVE:	SKL: 2 😯 Avoids an AoC
	Rogue dodges and weaves to average. This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere	and dod be dodge Only 1	ge AoO attack d is equal to is allowed pe	s from others. the Rogues Tier r round.		NC) FOCUS USE	
Battle-Off	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere	and dod be dodge Only 1	ge AoO attack d is equal to is allowed pe	s from others. the Rogues Tier r round.		No	D FOCUS USE	
	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere	and dod be dodge Only 1 with th	ge AoO attack d is equal to is allowed pe	s from others. the Rogues Tier r round. al attacks in th		DURATION	D FOCUS USE	No Save
	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere COUNTY THE STACK 1	and dod be dodge Only 1 with th	ge AoO attack d is equal to is allowed pe e Rogues norm	s from others. the Rogues Tier r round. al attacks in th	e round.			
LEVEL	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere COUNTY THE STACK 1	and dod be dodge Only 1 with the COST 4 pts arby tark his spect of a noly 1 Ex	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is	AREA OF EFFECT 1 Target 1 target the er allowed per rou	ROLLOUT Instant emies flank.	DURATION 1 Round		No Save
Backstab	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere COSC STACK 1 D - Melee Rogue takes advantage of a ne. TOHIT +4 & Dmg +4 per Tier. T This skill improves the effect This is an 'Extra' Attack. O Rogue can interrupt the battle STACK 99	and dod be dodge Only 1 with the COST 4 pts arby tarhis spect of a nuly 1 Exe, resol	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is ve the Extra	AREA OF EFFECT allowed per rouattack, then the	ROLLOUT Instant Temies flank. Ind. ROLLOUT	DURATION 1 Round NO DURATION	SAVE:	No Save
2 Backstab	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere COSC STACK 1 D - Melee Rogue takes advantage of a ne. TOHIT +4 & Dmg +4 per Tier. T This skill improves the effect This is an 'Extra' Attack. O Rogue can interrupt the battle STACK 99	and dod be dodge Only 1 with the COST 4 pts arby tarkis spect of a mily 1 Exe, resolution and the cost of a mily 1 exe,	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is ve the Extra RANGE Move x2 intimidating n a direct li is allowed pe ve add 10 to	AREA OF EFFECT AREA OF EFFECT 1 Target allowed per rot attack, then the AREA OF EFFECT 1 Target Thitititive.	ROLLOUT Instant lemies flank. Ind. battle continues ROLLOUT Initiative TT +8, & Damage +8	DURATION 1 Round NO DURATION 1 Round	SAVE:	No Save ENHANCEMENTS: 4 No Save
2 Backstab LEVEL 3 Charge	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere POSE STACK 1 O - Melee Rogue takes advantage of a ne. TOHIT +4 & Dmg +4 per Tier. T This skill improves the effect This is an 'Extra' Attack. O Rogue can interrupt the battle STACK 99 ROGUE The rogue races forward to de One attack only, Minimum Mov 'Extra' Attack. Only 1 Extra When announced before/during Charge must be a straight pat	cost 4 pts arby tar his spec t of a n nly 1 Ex e, resol cost 4 pts liver an e of 4 i attack initiati h to the	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is ve the Extra RANGE Move x2 intimidating n a direct li is allowed pe ve add 10 to target (Min	AREA OF EFFECT AREA OF EFFECT 1 Target allowed per rouattack, then the AREA OF EFFECT 1 Target AREA OF EFFECT AREA OF EFFECT AREA OF EFFECT AREA OF EFFECT	ROLLOUT Instant Demies flank. ROLLOUT Initiative T +8, & Damage +8 Pt end with a pivo	DURATION 1 Round OURATION 1 Round OURATION 1 NO OURATION	SAVE:	No Save ENHANCEMENTS: 4 No Save CHARGE - FTR LVI:1 ENHANCEMENTS: 3 SNS: >05
LEVEL	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere POSE STACK 1 O - Melee Rogue takes advantage of a ne. TOHIT +4 & Dmg +4 per Tier. T This skill improves the effect This is an 'Extra' Attack. O Rogue can interrupt the battle STACK 99 ROGUE The rogue races forward to de One attack only, Minimum Mov 'Extra' Attack. Only 1 Extra When announced before/during Charge must be a straight pat	and dod be dodge Only 1 with the COST 4 pts 1 arby 1 Exe, resolution and the COST 4 pts 1 attack initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack INITIAL AND	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is ve the Extra RANGE Move x2 intimidating n a direct li is allowed pe ve add 10 to target (Min RANGE In Sight tract a crowe AC-4, no mul THE COUNTER	AREA OF EFFECT 1 Target AREA OF EFFECT In Sight d. Must be maint tird SPELL CALLED DIS	ROLLOUT Instant Instant Instant Instant Ind. ROLLOUT Initiative	DURATION 1 Round DURATION 1 Round DURATION Up to 30 Min	SAVE: SAVE: SAVE: D FOCUS USE SET FOR	No Save ENHANCEMENTS: 4 No Save CHARGE - FTR LVI:1 ENHANCEMENTS: 3 SNS: >05 Distracted
LEVEL 2 Backstab LEVEL 3 Charge -	This is an attempt to counter The number of AoO's that can This is an 'Counter Action'. This skill does NOT interfere CONSE STACK 1 - Melee Rogue takes advantage of a ne TOHIT +4 & Dmg +4 per Tier. T This skill improves the effect This is an 'Extra' Attack. O Rogue can interrupt the battle STACK 99 ROGUE The rogue races forward to de One attack only, Minimum Move'Extra' Attack. Only 1 Extra When announced before/during Charge must be a straight pat STACK 99 TION Draw attention. May draw aggre ROIL >05, Move x1/4, Attck=0. THE DIFFERENCE BETWEEN THIS S	and dod be dodge Only 1 with the COST 4 pts 1 arby 1 Exe, resolution and the COST 4 pts 1 attack initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack Initiati h to the COST 4 pts 1 attack INITIAL AND	ge AoO attack d is equal to is allowed pe e Rogues norm RANGE 1 Square gets flank. ial attack mu ormal backsta tra attack is ve the Extra RANGE Move x2 intimidating n a direct li is allowed pe ve add 10 to target (Min RANGE In Sight tract a crowe AC-4, no mul THE COUNTER	AREA OF EFFECT 1 Target AREA OF EFFECT In Sight d. Must be maint tird SPELL CALLED DIS	ROLLOUT Instant Instant Instant Instant Ind. ROLLOUT Initiative	DURATION 1 Round DURATION 1 Round DURATION Up to 30 Min	SAVE: SAVE: D FOCUS USE SET FOR	No Save ENHANCEMENTS: 4 No Save CHARGE - FTR LVI:1 ENHANCEMENTS: 3 SNS: >05 Distracte

Character quickly throws a weapon before the fighting begins! Single hand weapon only.
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.

NO FOCUS USE

ENHANCEMENTS: 3

	-Rogue			
5 COUNTER:	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT Disruptive Factor 8 pts 8 Squares 3x3 Squares Instant	DURATION 2 Rounds	SAVE:	No Save
	Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AOE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.	į į	NO FOCUS USE	ENHANCEMENTS: 2
tevel 6 Held Thro	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT W - Single Target 8 pts By Weapon 1 Target Initiative	5 Attacks	SAVE:	No Save
	Holds a thrown attack as they concentrate on a single target to find a weakness. TOHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking. If the target is out of sight/range for a round or more this effort is broken. During the wait time the following non-damaging skills can be used on the same targe Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.		NO FOCUS USE	
tevel 8 Whirling	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT Mordra - Rogue 8 pts Touch Adjacent Sqs Initiative	DURATION 1 Round	SAVE:	No Save
	Rogue spins about and attacks all targets adjacent to them. 1 Attack applied to all targets in adjacent squares. Only this attack and no others Roll ToHit once with +4 bonus. This ToHit applies to each target. Roll Damage one with +4 bonus. This Damage applies to each target that was hit. This is applied to all surrounding squares regardless wheter friend or foe.	in the r	NO FOCUS USE	ENHANCEMENTS: 3
Battle-Prep				
4 Focused T	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT hrown Attacks 4 pts Thrown 1 Target Pre-Battle Instant	1 Round	SAVE:	No Save
	Concentrates on a target and throws at the last second. Rogue holds all attacks until an initative of 0. 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.		NO FOCUS USE	
LEVEL	For all normal attacks in the round. Does not affect additional attacks. STACK 1 COST RANGE AREA OF EFFECT ROLLOUT	DURATION	SAVE:	No Save
4 Watchful	에 하는 가장 수는 사람이 되는 내가 많은 사람이 있는 것들이 살아왔다면 하는 것이 되었다면 하는 것이 없는 것이 없는 것이다.	20 Minutes		
	Rogue is obvisouly and continously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed. Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.		NO FOCUS USE	ENHANCEMENTS: 2
Climb-				
1 Climbing	Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column. No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?) Falling damage is 2d8 for every section the character has climbed.	5 Minutes	SAVE:	AGL: 3 😽 Has not fallen
Communica	ation-			
1 Rogue To	STACK 1 COST RANGE AREA OF EFFECT ROLL OUT Rogue Signals In Sight In Sight Initiative	Instant	SAVE:	SKL: 3 GM Sent & Rcvd
	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. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.		NO FOCUS USE	ENHANCEMENTS: 1
tevel 2 Convincin	STACK 99 COST RANGE AREA OF EFFECT ROLL OUT	DURATION Usually 2 Days	SAVE:	SKL: 3 GM Believed
	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. Save column adjusted based on audience size and mood, the extremness of the lie, etc COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num If the target is general ("Any one person in the crowd") the column is reduced.		NO FOCUS USE	ENHANCEMENTS: 1

			-Rog	ue				
LEVEL 2 Ventriloq	STACK 99	COST 4 pts	RANGE 4 Sqs/Tier	AREA OF EFFECT 1 Square	ROLL OUT	DURATION 1 Round	SAVE:	SKL: 2 GM Convincing
	A voice/sound is coming an uni Mimic sounds or a short senten Must indicate where sounds wil Save column based on audience Best: Prep the crowd and act o	ce per rou l seemly c size, nois	ind. come from (w se level, mi	ithin Range) Save micry, skill of l	isteners, etc.	NO	FOCUS USE	ENHANCEMENTS: 2
Disguise-								
2 Disguise	STACK 7	4 pts	RANGE 1 Person	AREA OF EFFECT Audience	30 Minutes	12 Hours	SAVE:	SKL: 4 😈 Disguise works
	Rogue alters the recipient to Changes appearance of gender, Weight +-5lbs (2.27 kg) Max 10 All are within skill. Addi Weight>10 lbs, Height>4in, Hai	costuming 1bs (4.54 tional enh	(within cla kg) and Hei ancements a	ght +-2 in (5cm) vailable higher l	Max 4 in (10cm) evels are:	KOE	ue's Kit 2 Col	ENHANCEMENTS: 8
Find-Hide-R	eveal							
1 Find Entr	y Gate	COST 4 pts	RANGE Urban	AREA OF EFFECT Community	ROLL OUT 1 Round	30 Minutes	SAVE: Get	SKL: 2 clear description
	The Rogues quickly surveys the Compass direction to entrance This works without any Save in Requires Rogue to pass the Sav Does not give distance, best p	used last. villages, e to use t	Rogue get Towns, Cit his inside	s N/NE/E/SE/S/SW/ ies, and Palaces.	W/NW and a land Not Villages.	NO	FOCUS USE	ENHANCEMENTS: 2
1 Hide	STACK 99	COST 4 pts	RANGE	AREA OF EFFECT Self	1 Round	DURATION 1 Minute	SAVE:	SKL: Var 😯
	Character attempts to stay com If at any time the character of This can be done while moving. Factors: Armor, burdens, envir distractions, disguise befo	omes out on The play	of hiding the er must exposise level,	e skill ends. lain how the hidi crowds, blocking	ng is to be don items, observer	e.	FOCUS USE	0 LvI:
LEVEL	STACK 99	cost 4 pts	RANGE	AREA OF EFFECT	10 Rds (1 Min)	DURATION	SAVE:	SKL: 3 GM GM gives info
3 Reveal Va	Rogue appraises small and medi The value of an item can depen Initial evaluation answering ' To estimate values over 100 gp This does NOT determine provid	um sized i d on many Is it less requires	tems. things, but than 100gp a Save.	rogues can give	an estimate.	Rog	gue's Kit Col -1	ENHANCEMENTS: 1
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL:3
4 Find Hidd	en Accesses Find unnoticed areas from easi Search for panels, doors, and Will reveal if there are issue Difficulty, lighting, & other	other clev s in range	erly hidden and give d	issues. escriptions.		Rog	gue's Kit Col -1	Access found
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 10 Pds (1 Min)	SAVE:	SKL: 3
6 Wander and	Rogue assumes a common look as This is used when there is an Disguise, distractions and lik Saves adjusted for environment Non Rogues attempting this mus	active sea e skills s s, race (G	rch for the hould enhan iraymore?),	Rogue. ce the Savings ro	11.		gue's Kit Col-1	Unnoticed
Locks-								
1 Set Or Ope	stack 99 en Padlock	COST 4 pts	RANGE Touch	AREA OF EFFECT	ROLL OUT 2 Minutes	DURATION Until Reset	SAVE:	AGL: 2 😯 Locked/Unlocked
	Inspect the lock during rollou Inspection first, if issue is Skeleton key padlocks cost no Slim key padlocks enhancement Magical: TIRO 'Spell Interfere	found (tra extra poir requires l	p?) points its to attem evel 4 Rogu	are spent & lock pt. Create lock e and cost 4 more	not touched. x3 pts. points.	Rog	gue's Kit Col -1	ENHANCEMENTS: 3

LEVEL				-Ro	ogue					
		STACK 99	COST	RANGE	AREA OF EFFEC	τ -	ROLL OUT	DURATION	SAVE:	SKL:3
4 Set Or Or	pen Door Lock		4pts	Touch	Lock		6 Minutes	Until Reset		Locked/Unlocked
	Inspects lock during After inspection if Skeleton key door lo Slim key door locks Magical door locks n	an issue i ocks cost n enhancemen	is found no extra p nt require	(trap?) poi points to a es 5th leve	nts are spent bettempt. Created and cost 8 mg	out lock e Lock x ore poin	not touched. 3 pts.		logue's Kit Col -1	
LEVEL		STACK 99	COST	RANGE	AREA OF EFFEC		ROLL OUT	DURATION	SAVE:	SKL: 3
	pen Chest Lock		8pts	Touch	Lock		6 Minutes	Until Reset		Locked/Unlocked
	Inspects lock during After inspection if Skeleton key locks contains enhancement requires Interference' OR	an issue i cost no ext 5 5th level	is found tra point l and cos	(trap?) poi s to attemp t 8 more po	nts are spent bot. Create Lock	out lock x x3 pts	not touched. Slim key 1	N	IO FOCUS USE	ENHANCEMENTS: 2
Movement	_									
_{LEVEL} 2 Walk Quie		STACK 99	cost 4 pts	RANGE	AREA OF EFFEC	τ	ROLL OUT	DURATION 20 Minutes	SAVE:	SKL: VAR VON No sound made
	Rogue attempts to no No load (including p Carrying standard pa Non-Rogue armor rais Rogue can reduce the	packs & sac acks & Sack ses the Sav	cks) or he ks require ve column	eavy armor es a standa by 2.	then no Save is ard Save.	; requir	ed.	N	IO FOCUS USE	ENHANCEMENTS: 2
LEVEL		STACK 99	COST	RANGE	AREA OF EFFEC		ROLL OUT	DURATION	SAVE:	SNS: 2
3 Take Poir	nt		4 pts	Self	6 Squares		1 Minute	8 Hours		Detect someone
Trans-				forts that	require a maint	ained c	oncentraction			ENHANCEMENTS: 2
	-Create/Find/Remov	STACK 7	COST 4 pts	RANGE Touch	AREA OF EFFEC	T.	ROLL OUT 20 Minutes	duration Until Triggered	SAVE:	AGL: 3 GM
LEVEL	Un-enhanced traps ma Signage pops up as t	STACK 7 /e kes notica riggered. ppe/wire(+0 floor (+0	COST 4 pts hable noise	RANGE Touch e and are o ndane traps	AREA OF EFFEC 1 Square only blended & c s(12 pts Total). Pre (+4 pts), Wal	can be h	ROLL OUT 20 Minutes lidden (+4 pts	DURATION Until Triggered)) R		AGL: 3 GN
1 Message -	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out	STACK 7 /e skes notical riggered. ppe/wire(+0 -loor (+0 -lup (+0	COST 4 pts able noise Find mun pts), pts), pts), COST	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE	AREA OF EFFEC 1 Square only blended & c s(12 pts Total). Pre (+4 pts), Wal (+4 pts)	can be h Removessed co	ROLLOUT 20 Minutes sidden (+4 pts se(8 pts Total overing (+8 pt	DURATION Until Triggered)) R S) BURATION	d logue's Kit Required	AGL: 3 GI Success FINHANCEMENTS: 9 AGL: 3 GI
1 Message -	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out	stack 7 /e kes notical criggered. pe/wire(+0 floor (+0 f/up (+0 stack 7	COST 4 pts 4 pts 6 pts 7	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE Touch	AREA OF EFFEC 1 Square only blended & c 5(12 pts Total). Pre (+4 pts), Wal (+4 pts) AREA OF EFFEC 1x2 Square	can be h Removessed co 11/Door	ROLLOUT 20 Minutes pidden (+4 pts re(8 pts Total rering (+8 pt	DURATION Until Triggered R S S DURATION Until Triggered	d logue's Kit Required	AGL: 3 GN Success
1 Message -	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out e Trap-Create/Find Makes trip or entang Un-enhanced traps ar	stack 7 /e akes notical riggered. pe/wire(+0 stack 7 i/Remove gle traps. re only ble pe/wire(+0 stack +0 stack +0 pe/wire(+0 stack +0 sta	COST 4 pts able noise Find mun pts), pts), cost 6 pts Find mune	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE Touch dane in AoE t can be hi Ceiling	AREA OF EFFECT 1 Square 2 Square 2 (12 pts Total). Precent (+4 pts), Wall AREA OF EFFECT 1x2 Square (12 pts Total). dden (+4 pts). Precent (+4 pts), Wall AREA OF EFFECT Precent (+4 pts), Wall	an be h Removessed co 11/Door	ROLLOUT 20 Minutes pidden (+4 pts re(8 pts Total rering (+8 pt	DURATION Until Triggered)) s) s) DURATION Until Triggered Total).	d logue's Kit Required	AGL: 3 GI Succes: ENHANCEMENTS: 9 AGL: 3 GI Succes:
LEVEL LEVEL LEVEL LEVEL LEVEL LEVEL	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out e Trap-Create/Find Makes trip or entang Un-enhanced traps ar Triggers: Trip ro Locations: In/on f	STACK 7 /e skes notical riggered. ppe/wire(+0 floor (+0 STACK 7 i/Remove gle traps. re only ble ppe/wire(+0 floor (+0 floor (+0 STACK 7	COST 4 pts able noise Find mun pts), pts), COST 6 pts Find mune ended, bur pts), pts),	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE Touch dane in AoE t can be hi Ceiling	AREA OF EFFECT 1 Square 2 Square 2 (12 pts Total). Precent (+4 pts), Wall AREA OF EFFECT 1x2 Square (12 pts Total). dden (+4 pts). Precent (+4 pts), Wall AREA OF EFFECT Precent (+4 pts), Wall	an be h. Removessed coll/Door. Removessed coll/Door.	ROLL OUT 20 Minutes sidden (+4 pts e(8 pts Total evering (+8 pt	DURATION Until Triggered)) s) s) DURATION Until Triggered Total).	SAVE: SAVE: SAVE: SAVE: SAVE:	AGL: 3 GI Success FINHANCEMENTS: 9 AGL: 3 GI
LEVEL LEVEL LEVEL LEVEL LEVEL LEVEL	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out e Trap-Create/Find Makes trip or entang Un-enhanced traps ar Triggers: Trip ro Locations: In/on f Type: Pop out rap -Create/Find/R Traps that propel pr Traps make noise can Triggers: Trip ro	stack 7 /e akes notical criggered. pe/wire(+0 stack 7 i/Remove gle traps. re only ble pe/wire(+0 stack 7 components of the components	COST 4 pts 4 pts Able noise Find mun pts), pts), COST 6 pts Find mun ended, bur pts), pts), COST 12 pts Find al ed and are pts), pts),	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE Touch dane in AoE t can be hi Ceiling Drop down RANGE Touch	AREA OF EFFECT 1 Square 2 1 Square 2 (12 pts Total). Precent (14 pts), Wall AREA OF EFFECT 1x2 Square (12 pts Total). dden (+4 pts). Precent (+4 pts), Wall AREA OF EFFECT 1 Square 2 raps for 12 pts dded & can be hith Press 4 pts), Wall	can be he Remove essed coll/Door out coll. S. Remove essed coll/Door out coll. S. Remove essed coll/Door out coll.	ROLLOUT 20 Minutes pidden (+4 pts re(8 pts Total rering (+8 pt	DURATION Until Triggered))) S) DURATION Until Triggered Total). S) S) DURATION Until Triggered R Until Triggered R Until Triggered	SAVE: SAVE: SAVE: SAVE: SAVE:	AGL: 3 GI Success ENHANCEMENTS: 9 AGL: 3 GI Success ENHANCEMENTS: 10 AGL: 3 GI
LEVEL LEVEL LEVEL Damage Tr	Un-enhanced traps ma Signage pops up as t Triggers: Trip ro Locations: In/on f Type: Pop out e Trap-Create/Find Makes trip or entang Un-enhanced traps ar Triggers: Trip ro Locations: In/on f Type: Pop out rap -Create/Find/R Traps that propel pr Traps make noise can Triggers: Trip ro	stack 7 /e skes notical riggered. ppe/wire(+0 clup (+0 stack 7 d/Remove gle traps. re only ble ppe/wire(+0 stack 7 Remove rojectiles. re be notice ppe/wire(+0 stack 7 Remove rojectiles.	COST 4 pts 4 pts Able noise Find mun pts), pts), COST 6 pts Find mun ended, bur pts), pts), COST 12 pts Find al ed and are pts), pts),	RANGE Touch e and are o ndane traps Ceiling Drop down RANGE Touch dane in AoE t can be hi Ceiling Drop down RANGE Touch l mundane t e only blen Ceiling (+	AREA OF EFFECT 1 Square 2 1 Square 2 (12 pts Total). Precent (14 pts), Wall AREA OF EFFECT 1x2 Square (12 pts Total). dden (+4 pts). Precent (+4 pts), Wall AREA OF EFFECT 1 Square 2 raps for 12 pts dded & can be hith Press 4 pts), Wall	an be h. Remove essed coll/Door out ct. T. Remove essed coll/Door out ct.	ROLLOUT 20 Minutes pidden (+4 pts re(8 pts Total rering (+8 pt	DURATION Until Triggered))) S) DURATION Until Triggered Total). S) S) DURATION Until Triggered R Until Triggered R Until Triggered	SAVE: SAVE: SOGUE'S KIT Required SAVE:	AGL: 3 GI Succes: ENHANCEMENTS: 9 AGL: 3 GI Succes: ENHANCEMENTS: 10 AGL: 3 GI Succes:

-Rogue Tricks-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 4 pts Self Arms Length 5 Rounds Instant Success 4 Sleight of Hand Rogue can perform skillful deception with their hands Skillful deception Roll Save to fool an audience. NO FOCUS USE



Rogue can perform skillful deception like that of a street magician. Audience must not be at Rogues flank. If audience is flanking the Rogue column is 4. Save column with add skills such as... Ventriloquism, Distraction, etc are easier

ENHANCEMENTS: 3