

6

1000 Yard Stare March

LEVEL

Tier 2

701-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	20 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	AAA-My Party	FTR-ROG	none



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
20	Rollout Instant	16

4

Focused Thrown Attacks

LEVEL

Tier 1

670-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Thrown	1 Target	1 Round	Initiative=0
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Prep	ROG	none



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 victims.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

4

Watchful Approach

LEVELTier 1751-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Self	20 Minutes	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Prep	ROG	none



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,
 - Serendipity 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.

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

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

1

COUNTER: Avoid An AoO

LEVEL

Tier 1

800-1

Save to Avoid AoO. 1 dodge per Tier.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Movement	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Defense	ROG	SKL2



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

3Blunder Reroll

LEVELTier 1647-1

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



COST 4 pts	RANGE Self	AoE 1 Blunder	DURATION Instant	ROLL OUT Instant
STACK 1	OUTCOME Mundane	COLLECTION Battle-Actions	CLASS GROUPS ROG	SAVE COL none



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

7

Blunder Change Up

LEVELTier 2828-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Actions	ROG	none



Created by COPILOT

Details:

- Rogue desperately 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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2

Backstab - Melee

LEVELTier 1667-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Target	1 Attack	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	ROG	none



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.

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Avoid An AoO	Instant	SKL	2

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

LEVELTier 1735-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Move x2	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	ROG	none

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 Ao0'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 Ao0 while charging.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

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	AoE	DURATION	ROLL OUT
4 pts	In Sight	In Sight	Up to 30 Min	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	ROG	none



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.

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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
18	Duration X4	10

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

3

Surprise Throw

LEVELTier 1673-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Sq / Tier	1 Melee Target	1 Attack	Pre-Battle Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	ROG	none



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

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	AoE	DURATION	ROLL OUT
8 pts	8 Squares	3x3 Squares	2 Rounds	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	FTR-HNT-ROG	none



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.

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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

6

Held Throw - Single Target

818-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	By Weapon	1 Target	5 Attacks	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	ROG	none



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0
6	Costume out of Class	none	none	4

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

8 Whirling Mordra - Rogue

LEVELTier 2738-1

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



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

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

9

Curved Throw

LEVELTier 3819-1

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



COST 12 pts	RANGE 4 Sqs Min	AoE 1 Target	DURATION 1 Attack	ROLL OUT Initiative
STACK 99	OUTCOME Mundane	COLLECTION Battle-Offense	CLASS GROUPS ROG	SAVE COL SKL 2



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.

Xxx'Em Spells (Bonds/Connections):
- No Nae'Em connection.

Endings:	LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
	0	No Counter Available	none	none	0

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

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

9

Mounted Melee Attack

LEVELTier 3815-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	1 Square	1 Horse	1 Battle	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR-HNT-ROG	SKL2



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 regardless 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.

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

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	AoE	DURATION	ROLL OUT
4 pts	In Sight	In Sight	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Communication-	ROG	SKL3

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 difficult 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 recipients unable to see the signal.

Focus Items and/or Kits:

- Not required

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
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Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

2

Convincing Another (or Lie)

LEVEL

Tier 1

646-1

Adj Save on noise, audience, and any prep.



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	Hearing	Varies	Usually 2 Days	5 Rounds	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Mundane	Communication-	ROG	SKL	3

GM



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

Creations:

- 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	AoE	DURATION	ROLL OUT
4 pts	4 Sqs/Tier	1 Square	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Communication-	ROG	SKL2

GM



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 accurately 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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
6	Costume out of Class	none	none	4

Creations:

- 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	AoE	DURATION	ROLL OUT
4 pts	Move	Vertical Area	5 Minutes	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Climb-	ROG	AGL3



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.

Creations:

- No creations. Usable only as the skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

9

2nd Attempt To Grab

LEVEL

Tier 3

652-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	Self	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Climb-	ROG	SKL2



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.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

2

Disguise

LEVEL

Tier 1

811-1

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



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	1 Person	Audience	12 Hours	30 Minutes	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
7	Mundane	Disguise-	ROG	SKL	4



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 abilities,
 - special sight
 - special hearing



Focus Items and/or Kits:

- Kit is NOT required, but sets Save column 2 better.



Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

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	AoE	DURATION	ROLL OUT
12 pts	Self	1 Person	6 Hours	30 min / Complexity
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Disguise-	ROG	SKL3

GM



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)

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0



- Creations:**
- 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	AoE	DURATION	ROLL OUT
16 pts	Self	Self	2 Rds Minimum	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Disguise-	ROG	SNS2



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 susceptible 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 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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- 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	AoE	DURATION	ROLL OUT
4 pts	Touch	Lock	Until Reset	2 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Locks-	ROG	AGL2



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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

- Creations:**
- 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

LEVELTier 1

831-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4pts	Touch	Lock	Until Reset	6 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Locks-	ROG	SKL3



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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

- Creations:**
- 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.



COST	RANGE	AoE	DURATION	ROLL OUT
8pts	Touch	Lock	Until Reset	6 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Locks-	ROG	SKL3



Created by COPILOT

- 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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

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

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

9

Set Or Open Wall Lock / Mechanism

LEVELTier 3

832-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12pts	Touch / 1 Sq	Lock	Until Reset	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Locks-	ROG	None

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.

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

Enhancements:

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

9

Urban Tracking

LEVEL

Tier 3

788-1

Rogue attempts to follow a hot path within an hour.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	Urban or Subtrrn	2 Hours	3d8 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Tracking-	ROG	SNS2

GM



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.

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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	Counter: Block Scrving	Initiative	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

10

Lose A Tail

LEVELTier 3817-1

This skill is about avoiding a currently active pursuer.



COST 12 pts	RANGE Self	AoE Urban	DURATION Permanent	ROLL OUT 3d8 Min
STACK 99	OUTCOME Mundane	COLLECTION Tracking-	CLASS GROUPS ROG	SAVECOL SKL2

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 noticeably 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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

1

Message -Create/Find/Remove

LEVEL

Tier 1

867-1

Trigger created to present a message.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Square	Year or Tripped	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
7	Mundane	Traps-	ROG	AGL3

GM



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 required.



Creations:

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



Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

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 6 pts	RANGE Touch	AoE 1x2 Squares	DURATION Year or Tripped	ROLL OUT 20 Min
STACK 7	OUTCOME Mundane	COLLECTION Traps-	CLASS GROUPS ROG	SAVE COL AGL 3

GM



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.



Creations:

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



Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

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	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Square	Year or Tripped	20 Min
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
7	Mundane	Traps-	ROG	AGL3

GM



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.



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



- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0

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)

LEVEL

Tier 2

868-1

Trigger releases/enacts an Eolas Spell.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	Per Spell	Year or Tripped	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
7	Mundane	Traps-	ROG	AGL3

GM



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.



Creations:

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



Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

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	AoE	DURATION	ROLL OUT
4 pts	Self	Arms Length	Instant	5 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Tricks-	ROG	SKL2

GM



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

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

1Find Entry Gate

LEVELTier 1739-1

Only Large ruins,dungeons,complexes require a Save.



COST 4 pts	RANGE Urban	AoE Community	DURATION 30 Minutes	ROLL OUT 1 Round
STACK 99	OUTCOME Mundane	COLLECTION Find-Hide-Reveal	CLASS GROUPS ROG	SAVECOL SKL2



Designed by Freepik

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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- 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	AoE	DURATION	ROLL OUT
4 pts	Self	Self	1 Minute	1 Round
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Find-Hide-Reveal	ROG	SKLVar



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 factors can be found.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

3

Reveal Value

LEVEL

Tier 1

744-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	1 Item	Permanent	10 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Find-Hide-Reveal	ROG	SKL3

GM



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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- 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.



Created by BING AI

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	2w x 2d x 1h Sqs	Usually 2 Days	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Find-Hide-Reveal	ROG	SKL3



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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8

Creations:

- 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	AoE	DURATION	ROLL OUT
8 pts	Self	Urban	10 Rounds	1 Round
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Find-Hide-Reveal	ROG	SKL 3



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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- 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	AoE	DURATION	ROLL OUT	
4 pts	Self	Self	20 Minutes	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Mundane	Movement-	ROG	SKL	VAR



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

3

Take Point

LEVEL

Tier 1

746-1

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



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	Self	6 Squares	8 Hours	1 Minute	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Mundane	Movement-	ROG	SNS	2



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.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
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Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
20	AOE X4	20