




-Rogue


Altered Reality

| | | | | | | | | | | | |
|---|-----------------------------|--|-------|----|---------|-------|----------------|-----------|----------|--|---------|
| LEVEL | 0.1 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: | Beauty Contestant:2nd Prize | | | | 15% Max | Self | Self | 5 Minutes | 12 Hours | | |
|  <p>Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, which fade after a moment.</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |


| | | | | | | | | | | | |
|--|------------|--|-------|----|---------|-----------|----------------|------------|----------|--|------------------------|
| LEVEL | 0.1 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 1 Blocks Vision |
| TIRO: | Pie Fight! | | | | 20% Max | 4 Squares | 1 Target | Initiative | 1 Round | | |
|  <p>Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |

| | | | | | | | | | | | |
|---|--------------|--|-------|---|---------|--------|----------------|----------|----------|--|------------------------|
| LEVEL | 0.3 | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 1 Rope not cut |
| TIRO: | 2 Rope Image | | | | 10% Max | 1 Rope | 1 Rope | 1 Minute | 2 Hours | | |
|  <p>The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. Any use or actions with the rope after conjuring reveals it as single length of 4 squares.</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |


Battle-Actions

| | | | | | | | | | | | |
|---|--------|--|-------|---|-------|-------|----------------|----------|----------|--|---------|
| LEVEL | 3 | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Blunder | Reroll | | | | 4 pts | Self | 1 Blunder | Instant | Instant | | |
|  <p>Rogue desperately attempts to lessen the impact of a Blunder. Allows Rogue to attempt to mitigate a Blunder roll Rogue disregards the first Blunder roll and rolls again. Rogue must take the 2nd roll.</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |

Battle-Defense

| | | | | | | | | | | | |
|--|--------|--|-------|----|-------|-------|----------------|----------|----------|--|-------------------------|
| LEVEL | 1 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 Avoids an AoO |
| Avoid | An AoO | | | | 4 pts | Self | Movement | Instant | Instant | | |
|  <p>Rogue dodges and weaves to avoid others taking pot shots at them. This is an attempt to counter and dodge AoO attacks from others. The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier) This is an 'Counter Action'. Only 1 is allowed per round. This skill does NOT interfere with the Rogues normal attacks in the round.</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |

Battle-Offense

| | | | | | | | | | | | |
|--|-------------|--|-------|----|---------|-----------|----------------|------------|----------|--|-----------------------|
| LEVEL | 0.2 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 1 Damage taken |
| TIRO: | Fire Crack! | | | | 20% Max | 6 Squares | 1 Target | Initiative | Instant | | |
|  <p>Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.</p> | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |

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| LEVEL | 0.4 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 2 | |
|------------------------|-----|-------|----|---------|------------|----------------|------------|----------|-------|-----------|--|
| TIRO: Quick Flash Fire | | | | 30% Max | 12 Squares | 1 Target | Initiative | Instant | | No Damage | |



Colorful embers appear in the caster's palm.
ToHIT Required.
1d12 Damage. Save for half damage.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

| LEVEL | 2 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|------------------|---|-------|---|-------|----------|----------------|----------|----------|-------|---------|--|
| Backstab - Melee | | | | 4 pts | 1 Square | 1 Target | Instant | 1 Round | | | |



Rogue takes advantage of a nearby targets flank.
ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.
This skill improves the effect of a normal backstab.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Damage X2 12 SP
Lvl 17 Damage +8 / die 16 SP
Lvl 9 Damage +50% 8 SP

| LEVEL | 3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|----------------|---|-------|----|-------|---------|----------------|------------|----------|-------|---------|--|
| Charge - Rogue | | | | 4 pts | Move x2 | 1 Target | Initiative | 1 Round | | | |



The rogue races forward to deliver an intimidating hit.
One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8.
'Extra' Attack. Only 1 Extra attack is allowed per round.
When announced before/during initiative add 10 to Initiative.
Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

COUNTER: Set For Charge - FTR Lvl:1
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP

| LEVEL | 3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: >05 | |
|-------------|---|-------|----|-------|----------|----------------|------------|--------------|-------|------------|--|
| Distraction | | | | 4 pts | In Sight | In Sight | Initiative | Up to 30 Min | | Distracted | |



Draw attention. May draw aggro or distract a crowd. Must be maintained to continue.
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd
THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP

| LEVEL | 3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|----------------|---|-------|----|-------|-------------|----------------|--------------------|----------|-------|---------|--|
| Surprise Throw | | | | 4 pts | 1 Sq / Tier | 1 Melee Target | Pre-Battle Instant | 1 Round | | | |



Character 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.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Damage X2 12 SP
Lvl 9 Damage +50% 8 SP

Battle-Prep

| LEVEL | 0.3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|----------------------|-----|-------|----|---------|-------|----------------|----------|----------|-------|---------|--|
| TIRO: Armor of Light | | | | 30% Max | Self | Self | 1 Minute | 4 Hours | | | |



Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER: Same Spell
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


| LEVEL | 4 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|------------------------|---|-------|----|-------|--------|----------------|--------------------|----------|-------|---------|--|
| Focused Thrown Attacks | | | | 4 pts | Thrown | 1 Target | Pre-Battle Instant | 1 Round | | | |




Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initiative 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.
For all normal attacks in the round. Does not affect additional attacks.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP



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|--|---|---|--|--|-------|---|-------|-------|----------------|----------|------------|-------|--|
|  | LEVEL | 4 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | Watchful Approach | | | | | | 4 pts | Self | Self | 4 Rounds | 20 Minutes | | |
| | <p>Rogue is obviously and continuously scanning and monitoring their surroundings.</p> <p>Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.</p> <p>Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column.</p> <p>This cannot be done while focusing on singular issues like traps, locks, disguises.</p> <p>Must roll SKL:2 to not be noticed while using this skill.</p> | | | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 5 Initiative +4 4 SP |


Call-Summon

| | | | | | | | | | | | | | | | | | |
|---|-----|---|----|-------|--|--------|--|----------------|--|----------|--|----------|--|-------|--|---------------|--|
| LEVEL | 0.3 | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | | RM: 1 | |
| TIRO: I Have Your Item! | | 30% Max | | 4 Sqs | | 1 Item | | Initiative | | 1 Round | | | | | | Item grabbed. | |
|  <p>Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.</p> | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | | | | | | | | | | | | | | | |

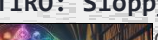
Climb-

| | | | | | | | | | | | | | |
|--|--|--|--|-------|----|------|-------|----------------|----------|-----------|-------|----------------|---|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 3 |  |
| Climbing | | | | 4 pts | | | Move | Vertical Area | 1 Minute | 5 Minutes | | Has not fallen | |
|  | <p>Rogue removes bulky items, sacks, and packs to climb quickly</p> <p>Rogues climb up/down is movement. Others climb at 1/2 their moment.</p> <p>Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.</p> <p>No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?)</p> <p>Falling damage is 2d8 for every section the character has climbed.</p> | | | | | | | | | | | | <p>COUNTER: None</p> <hr/> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p> |

Communication-

| | | | | | | | |
|---|-----------|---------------|-------------|--------------------------|----------------------|---------------------|---------------|
| LEVEL: 0.2 | STACK: 99 | COST: 20% Max | RANGE: Self | AREA OF EFFECT: 3x3x3 Sq | ROLL OUT: Initiative | DURATION: 5 Minutes | SAVE: No Save |
| TIRO: Amplify Own Speech  <p>The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.</p> | | | | | | | |
| <div>COUNTER: Same Spell</div> <div> ENHANCEMENTS: <div> Lvl 0 No Enhancements 0 SP </div> </div> | | | | | | | |

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|---|------------|--|--|--|---|-------------|--|--------------|--|-----------------------|--|-----------------|--|-----------------|--|--------------|---------|
| LEVEL | 0.3 | | | STACK | 0 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| TIRO: Colored Signal Flare | | | | | | 15% Max | | 20 Squares | | 1 Flare | | Initiative | | 1 Minute | | | |
| <p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20</p> <ul style="list-style-type: none"> 1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green. | | | | | | | | | | | | | | | | | |
| | | | | COUNTER: Same Spell ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | | | | | | | | | | | | | |

| | | | | | | | | | | | |
|---|-----|-------|----|---------|-----|------------|----------------|------------|-----------|--|---------|
| LEVEL | 0.4 | STACK | 99 | COST | N/A | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Sloppy Spying | | | | 25% Max | | 12 Squares | 3x3x3 Sqs | Initiative | 5 Minutes | | |
| <div>  <p> Ghostly Multi Colored flashes surround the caster for the duration. Caster is the only one that sees the effects of this spell. Others have no indication beyond a lot of multi colored magic floating around. </p> </div> | | | | | | | | | | | |
| | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |

LEVEL

1

STACK

1

COST

4 pts

RANGE

In Sight

AREA OF EFFECT

In Sight

ROLL OUT

Initiative

DURATION

Instant


SAVE:

SKL: 3

GM

Sent & Rcvd

Rogue To Rogue Signals



A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. 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'.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

-Rogue

| LEVEL | 2 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 | GM |
|-------|---|-------|----|-------|---------|----------------|----------|----------------|-------|----------|----|
| | | | | 4 pts | Hearing | Varies | 5 Rounds | Usually 2 Days | | Believed | |

Convincing Another (or Lie)



Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column dropped by 1. Save column adjusted based on audience size and mood, the extremeness 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.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

| LEVEL | 2 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 | GM |
|-------|---|-------|----|-------|------------|----------------|------------|----------|-------|------------|----|
| | | | | 4 pts | 4 Sqs/Tier | 1 Square | Initiative | 1 Round | | Convincing | |

Ventriloquism



A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP

Creation-Meta

| LEVEL | 0.1 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
|-------|-----|-------|---|---------|----------|----------------|------------|------------|-------|---------|--|
| | | | | 20% Max | 1 Square | 1 Plant | Initiative | 10 Minutes | | | |

TIRO: Water From A Plant



The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Disguise-

| LEVEL | 2 | STACK | 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 4 | GM |
|-------|---|-------|---|-------|----------|----------------|------------|----------|-------|----------------|----|
| | | | | 4 pts | 1 Person | Audience | 30 Minutes | 12 Hours | | Disguise works | |

Disguise



Rogue alters the recipient to evade notice. Changes appearance of gender, costuming (within class), Hair (color, style, condition) Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm). All are within skill. Additional enhancements available higher levels are: Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.

FOCUS:-2 Col
COUNTER: None
ENHANCEMENTS:
Lvl 9 Alter Weight 5lbs (2.27 6 SP
Lvl 9 Alter Skin/Hide/Scales 6 SP
Lvl 9 Alter Height 2in (2.5c 6 SP

Find-Hide-Reveal

| LEVEL | 1 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 | GM |
|-------|---|-------|----|-------|-------|----------------|----------|------------|-------|-----------------------|----|
| | | | | 4 pts | Urban | Community | 1 Round | 30 Minutes | | Get clear description | |

Find Entry Gate



The Rogues quickly surveys the situation and knows the direction to go! Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark. This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Does not give distance, best path, or elevations.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

| LEVEL | 1 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: Var | GM |
|-------|---|-------|----|-------|-------|----------------|----------|----------|-------|----------|----|
| | | | | 4 pts | Self | Self | 1 Round | 1 Minute | | Hidden | |

Hide



Character attempts to stay completely hidden. Many factors change the Save column. If at any time the character comes out of hiding the skill ends. This can be done while moving. The player must explain how the hiding is to be done. Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...

COUNTER:0 Lvl:
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

| LEVEL | 3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 | GM |
|-------|---|-------|----|-------|-------|----------------|----------------|-----------|-------|---------------|----|
| | | | | 4 pts | Self | 1 Item | 10 Rds (1 Min) | Permanent | | GM gives info | |

Reveal Value



Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points. To estimate values over 100 gp requires a Save. This does NOT determine providence of the item.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

-Rogue

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|-------|---|--|--|-------|---|-------|-------|------------------|------------|----------|-------|--------------|---|
| LEVEL | 4 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 |  |
| | | | | | | 4 pts | Self | 2w x 2d x 1h Sqs | 10 Minutes | 2 Hours | | Access found | |

Find Hidden Accesses



Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)
Search for panels, doors, and other cleverly hidden issues.
Will reveal if there are issues in range and give descriptions.
Difficulty, lighting, & other conditions alter the Saving throw column.

FOCUS:Col-1

COUNTER: None

ENHANCEMENTS:

| | | |
|--------|----------------|------|
| Lvl 14 | Save -1 Col | 8 SP |
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Range At 3 Sqs | 8 SP |

Health-Life-Death

| | | | | | | | | | | | | | |
|-------|-----|--|--|-------|----|---------|----------|----------------|------------|-----------|-------|---------|--|
| LEVEL | 0.1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 30% Max | 1 Square | Recipient | Initiative | Permanent | | | |

TIRO: Healing Bolus



A rainbow of colors surrounds the person being healed.
1d12 HP healing. Does heal 1d12 painlessly.
Does NOT heal Undead or Living Dead.
Does NOT heal any sicknesses, diseases or other ailments.
Does NOT deal any damage prior to healing the Recipient.

COUNTER: None

ENHANCEMENTS:

| | | |
|-------|-----------------|------|
| Lvl 0 | No Enhancements | 0 SP |
|-------|-----------------|------|

Light-

| | | | | | | | | | | | | | |
|-------|-----|--|--|-------|----|---------|------------|----------------|------------|--------------|-------|---------|--|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| | | | | | | 10% Max | 10 Squares | 2x2 Sqs | Initiative | 1d20 Minutes | | | |

TIRO: Aural Spark



Colorful lights surround an area.
Non-flammable point of low light. 1 of 5 colors.

COUNTER: None

ENHANCEMENTS:

| | | |
|-------|-----------------|------|
| Lvl 0 | No Enhancements | 0 SP |
|-------|-----------------|------|

Locks-

| | | | | | | | | | | | | | |
|-------|---|--|--|-------|----|-------|-------|----------------|-----------|-------------|-------|-----------------|---|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 2 |  |
| | | | | | | 4 pts | Touch | Lock | 2 Minutes | Until Reset | | Locked/Unlocked | |

Set Or Open Padlock



Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.
Inspection first, if issue is found (trap?) points are spent & lock not touched.
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Col-1

COUNTER: None

ENHANCEMENTS:

| | | |
|--------|----------------|-------|
| Lvl 5 | Slim Key Locks | 4 SP |
| Lvl 12 | Rollout Init | 12 SP |
| Lvl 10 | Rollout Halved | 6 SP |

| | | | | | | | | | | | | | |
|-------|---|--|--|-------|----|------|-------|----------------|-----------|-------------|-------|-----------------|---|
| LEVEL | 4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 |  |
| | | | | | | 4pts | Touch | Lock | 6 Minutes | Until Reset | | Locked/Unlocked | |

Set Or Open Door Lock



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
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'.

FOCUS:Col-1

COUNTER: None

ENHANCEMENTS:

| | | |
|--------|----------------|------|
| Lvl 5 | Slim Key Locks | 4 SP |
| Lvl 10 | Rollout Halved | 6 SP |

Movement-

| | | | | | | | | | | | | | |
|-------|---|--|--|-------|----|-------|-------|----------------|------------|------------|-------|---------------|---|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: VAR |  |
| | | | | | | 4 pts | Self | Self | Initiative | 20 Minutes | | No sound made | |

Walk Quietly



Rogue attempts to not be noticed while walking quietly.
No load (including packs & sacks) or heavy armor then no Save is required.
Carrying standard packs & Sacks requires a standard Save.
Non-Rogue armor raises the Save column by 2.
Rogue can reduce the Save column by 1 by moving at 1/2 speed.

COUNTER: None


ENHANCEMENTS:

| | | |
|--------|-------------|-------|
| Lvl 18 | Duration X4 | 10 SP |
| Lvl 14 | Duration X2 | 8 SP |


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|------------|---|-------------------------|---|----|-------|-------|----------------|----------|----------|-------|----------------|--|--|
| LEVEL | 3 | <div></div> <div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: 2 | | |
| Take Point | | | | | 4 pts | Self | 6 Squares | 1 Minute | 8 Hours | | Detect someone | | |
| | | | <p>Rogue initailly surveys the area, then continues to scout as the party travels.</p> <p>Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.</p> <p>Rogue acts as a scout watching for potentail issues.</p> <p>Rogue is not able use any skills or efforts that require a maintained concentration.</p> | | | | | | | | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 AoE X4 20 SP</div> <div>Lvl 12 AoE X2 6 SP</div> | |


Personal-Connections

| | | | | | | | | | | | | | | |
|--|-----|--|--|--|----|---------|------------|----------------|------------|----------|-------|---------------|-----------------|------|
| LEVEL | 0.2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 | | |
| TIRO: Random Friendship | | | | | | 40% Max | 10 Squares | 1 Target | Initiative | Special | | Friends! | | |
|  | | | | Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. Does last only 10 minutes (outside of battle) or one round (in battle). Does allow the Target to make a Save. | | | | | | | | COUNTER: None | | |
| | | | | | | | | | | | | ENHANCEMENTS: | | |
| | | | | | | | | | | | | Lvl 0 | No Enhancements | 0 SP |


Shelter-Rest-Protection

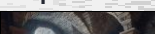
| | | | | | | | | | | | | |
|--|-----|---|--|-------|----|---------|-----------|----------------|----------|----------|-------|---------|
| LEVEL | 0.2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Garish Pup Tent | | | | | | 20% Max | 8 Squares | 1x2 Squares | 1 Minute | 8 Hours | | |
|  | | Bright Multicolored pup tent. 2 participants. | | | | | | | | | | |
| COUNTER: None | | | | | | | | | | | | |

Tracking-

| | | | | | | | | | | | | | | |
|--|-----|--|--|-------|----|---------|-------|----------------|------------|----------|-------|---------------|-----------------|------|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | |
| TIRO: Tracking | | | | | | 30% Max | Self | 1 Trail | Initiative | 1 Hour | | | | |
|  | | Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts. | | | | | | | | | | COUNTER: None | | |
| | | | | | | | | | | | | ENHANCEMENTS: | | |
| | | | | | | | | | | | | Lvl 0 | No Enhancements | 0 SP |

Traps-

| | | | | | | | | | | | | | | | |
|--|---|--|--|---|---|-------|-------|----------------|------------|-----------------|-------|---------|----------------|---------------|------|
| LEVEL | 1 | | | STACK | 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 3 | GM | | |
| Message -Create/Find/Remove | | | | | | 4 pts | Touch | 1 Square | 20 Minutes | Until Triggered | | Success | | | |
|  | | | | Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total) Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts) | | | | | | | | | FOCUS:Required | | |
| | | | | | | | | | | | | | COUNTER: None | | |
| | | | | | | | | | | | | | ENHANCEMENTS: | | |
| | | | | | | | | | | | | | Lvl 14 | Save +1 Col | 8 SP |
| | | | | | | | | | | | | | Lvl 14 | Duration X2 | 8 SP |
| | | | | | | | | | | | | | Lvl 9 | Duration +50% | 6 SP |

| | | | | | | | | | | | | | |
|--|---|--|--|---|---|-------|-------|----------------|------------|-----------------|-------|---------|----|
| LEVEL | 2 | | | STACK | 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 3 | GM |
| Impedance Trap-Create/Find/Remove | | | | | | 6 pts | Touch | 1x2 Squares | 20 Minutes | Until Triggered | | Success | |
|  | | | | Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total). Un-enhanced traps are only blended, but can be hidden (+4 pts). Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts) | | | | | | | | | |
| | | | | FOCUS:Required COUNTER: None | | | | | | | | | |
| | | | | ENHANCEMENTS: | | | | | | | | | |
| | | | | Lvl 14 Save +1 Col 8 SP | | | | | | | | | |
| | | | | Lvl 18 Duration X4 10 SP | | | | | | | | | |
| | | | | Lvl 9 Duration +50% 6 SP | | | | | | | | | |

-Rogue

Travel-Planes

| | | | | | | | | |
|-------------------------|-------|----|---------|-------------|----------------|------------|----------|---------------|
| LEVEL: 0.1 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| TIRO: Quick Jump | | | 20% Max | 1d6 Squares | Self | Initiative | Instant | |



Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

| LEVEL | 0.3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | BRU: 2 |  |
|-------------------|-----|-------|----|---------|-----------|----------------|------------|----------|-------|--------|---|
| TIR0: Quick Push! | | | | 40% Max | 4 Squares | 1 Recipient | Initiative | Instant | | | Not moved |



Bright Multi Colored flashes travel towards the Target and surround them.
Recipient forced to random spot up to 4 Squares away.

COUNTER: None

ENHANCEMENTS:

| | | |
|-------|-----------------|------|
| Lvl 0 | No Enhancements | 0 SP |
|-------|-----------------|------|

Tricks-

| LEVEL | 4 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 | GM |
|-----------------|---|-------|----|-------|-------|----------------|----------|----------|-------|---------|----|
| Sleight of Hand | | | | 4 pts | Self | Arms Length | 5 Rounds | Instant | | Success | |



Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience.
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

COUNTER: None

ENHANCEMENTS:

| | | |
|--------|--------------|-------|
| Lvl 12 | Rollout Init | 12 SP |
|--------|--------------|-------|

| | | |
|--------|----------------|------|
| Lvl 10 | Rollout Halved | 6 SP |
|--------|----------------|------|

Lvl 5 Initiative +4 4 SP

Utility-

| | | | | | | | | | | | | |
|--------------------------|-----|--|--|-------|----|---------|-------|----------------|----------|----------|-------|---------|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Tasty Cumber Meals | | | | | | 25% Max | Touch | Varies | 1 Minute | 1 Hour | | |



Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.

COUNTER: None

ENHANCEMENTS:

| | | |
|-------|-----------------|------|
| Lvl 0 | No Enhancements | 0 SP |
|-------|-----------------|------|