-Rogue

AAA-My Party

LEVEL 6
1000 Yard Stare March

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		8 pts	Self	Self	10 Minutes	20 Hours	

Character can march on without sleep or food during a slow but long march.
Able to walk 3 times the normal distance for the given situation in 20 hours.
There is a lower likelihood of an encounter and a higher likelihood of surprise.
After using this skill 8 straight hours of sleep may be needed within an hour.

COUNTER: None
ENHANCEMENTS:
Lvl 20   Rollout Instant   16 SP
Lvl 10   Rollout Halved   6 SP

Altered Reality

LEVEL 0.1
TIRO: Beauty Contestant:2nd Prize

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		15% Max	Self	Self	5 Minutes	12 Hours	

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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 0.1
TIRO: Pie Fight!

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 1
		20% Max	4 Squares	1 Target	Initiative	1 Round	Blocks Vision

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

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 0.3
TIRO: 2 Rope Image

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 1
		10% Max	1 Rope	1 Rope	1 Minute	2 Hours	Rope not cut

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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Battle-Actions

LEVEL 3
Blunder Reroll

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		4 pts	Self	1 Blunder	Instant	Instant	

Rogue desparately 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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 7
Blunder Change Up

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
		8 pts	Self	Self	Instant	Instant	

Rogue uses a different column for a better outcome to the Blunder.
Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.
The orignal number rolled must still be used, but the Rogue is able to search other columns
to find the same number which could give a different result.

COUNTER: None
ENHANCEMENTS:
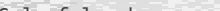Lvl 0   No Enhancements   0 SP

-Rogue

Battle-Defense

LEVEL 1 — Avoid An AoO

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	Self	Movement	Instant	Instant		Avoids an AoO

Rogue dodges and weaves to avoid others taking pot shots at them.
This is an attempt to counter and dodge AoO attacks from others.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Battle-Offense

LEVEL 0.2 — TIRO: Fire Crack!

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
		20% Max	6 Squares	1 Target	Initiative	Instant		Damage taken

Bright Multi Colored flashes appear in the caster's hand.   (ToHIT Required)
Caster rolls a Thrown ToHit.   1d3 Damage.   Metal armor requires Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

LEVEL 0.4 — TIRO: Quick Flash Fire

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
		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 — Backstab - Melee

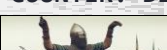|	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	1 Square	1 Target	Instant	1 Round		

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 — Charge - Rogue

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		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 — Distraction

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

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue.
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd
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 — Surprise Throw

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		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

-Rogue

COUNTER: Disruptive Factor

LEVEL 5			STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT 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.

COUNTER: None
ENHANCEMENTS:
Lvl 18   Range X4   10 SP
Lvl 12   Range X2   8 SP

Held Throw - Single Target

LEVEL 6			STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 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 target:
 Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Whirling Mordra - Rogue

LEVEL 8			STACK 99	COST 8 pts	RANGE Touch	AREA OF EFFECT Adjacent Sqs	ROLL OUT 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 in the
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.

COUNTER: None
ENHANCEMENTS:
Lvl 5   Initiative +4   4 SP
Lvl 14   Damage X2   12 SP
Lvl 17   Damage +8 / die   16 SP

Curved Throw

LEVEL 9			STACK 99	COST 12 pts	RANGE 4 Sqs Min	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: SKL: 2 Allowed a ToHIT

Allows Rogue to throw a 1 handed throwing weapon around a corner.
1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown.
Throw must be a minimum of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP
Lvl 5   Initiative +4   4 SP

Mounted Melee Attack

LEVEL 9			STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: SKL: 2 Attack is attempted

Character is able to direct a trained mount into battle.
Only 1 attack when moving. Max 2 attacks when stopped.
Requires the use of a trained mount.
Single handed weapons only.
Character is only able to use small or buckler shield.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Battle-Prep

TIRO: Armor of Light

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

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

Focused Thrown Attacks

LEVEL 4			STACK 99	COST 4 pts	RANGE Thrown	AREA OF EFFECT 1 Target	ROLL OUT Pre-Battle Instant	DURATION 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.
For all normal attacks in the round. Does not affect additional attacks.

COUNTER: None
ENHANCEMENTS:
Lvl 12   Range X2   8 SP

-Rogue

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **4**			4 pts	Self	Self	4 Rounds	20 Minutes		

Watchful Approach

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.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 5 Initiative +4 4 SP

Call-Summon

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
LEVEL **0.3**			30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.

TIRO: I Have Your Item!

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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Climb-

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
LEVEL **1**			4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen

Climbing

Rogue removes bulky items, sacks, and packs to climb quickly
Rogues climb up/down is movement. Others climb at 1/2 their moment.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL **9**			12 pts	Touch	Self	Instant	Instant		Grab works

2nd Attempt To Grab

A Rogue a attempt to recover from missing a grab
Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.
If the Save fails the 2nd attempt to grab fails.

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

Communication-

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **0.2**			20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		

TIRO: Amplify Own Speech

The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
Amplify even whispers.
Doesn't affect anyone but the caster.
As normal for the resulting volume it does carry over walls/barriers.

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

		STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **0.3**			15% Max	20 Squares	1 Flare	Initiative	1 Minute		

TIRO: Colored Signal Flare

A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20
  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

	NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **0.4**			25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		

TIRO: Sloppy Spying

Ghostly Multi Colored flashes surround the caster for the duration.
Caster is the only one that sees the effects of this spell.
Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Rogue

Rogue To Rogue Signals
LEVEL 1 ☐ ☐   STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
4 pts	In Sight	In Sight	Initiative	Instant		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'.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

Convincing Another (or Lie)
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

Rogue embellishes, 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.

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

Ventriloquism
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

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

TIRO: Water From A Plant
LEVEL 0.1 ☐ ☐   STACK 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
20% Max	1 Square	1 Plant	Initiative	10 Minutes	No Save	

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-

Disguise
LEVEL 2 ☐ ☐   STACK 7

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
4 pts	1 Person	Audience	30 Minutes	12 Hours		Disguise works

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

Impersonate
LEVEL 12 ☐ ☐   STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
12 pts	Self	1 Person	15 Min/Complexity	6 Hours		Success

Rogue alters themselves to appear to be another very specific person.
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.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 4   Alter Weight 5lbs/2.3k   2 SP
Lvl 9   Alter Weight 5lbs (2.27   6 SP
Lvl 9   Alter Skin/Hide/Scales   6 SP

Find-Hide-Reveal

Find Entry Gate
LEVEL 1 ☐ ☐   STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4 pts	Urban	Community	1 Round	30 Minutes		Get clear description

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

-Rogue

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

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 4 pts	RANGE Self	AREA OF EFFECT 1 Item	ROLL OUT 10 Rds (1 Min)	DURATION Permanent	SAVE:	SKL: 3 GM
Reveal Value										GM gives info

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

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

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

LEVEL 6			STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Urban	ROLL OUT 1 Round	DURATION 10 Rds (1 Min)	SAVE:	SKL: 3
Wander and Pass Unnoticed										Unnoticed

Rogue assumes a common look as they stroll around and attempt to blend.
This is used when there is an active search for the Rogue.
Disguise, distractions and like skills should enhance the Savings roll.
Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc.
Non Rogues attempting this must pass a NON:3 Save

FOCUS:Col-1
COUNTER: None
ENHANCEMENTS:
Lvl 18   Duration X4   10 SP
Lvl 14   Duration X2   8 SP

Health-Life-Death

LEVEL 0.1			STACK 99	COST 30% Max	RANGE 1 Square	AREA OF EFFECT Recipient	ROLL OUT Initiative	DURATION Permanent	SAVE:	No Save
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 10% Max	RANGE 10 Squares	AREA OF EFFECT 2x2 Sqs	ROLL OUT Initiative	DURATION 1d20 Minutes	SAVE:	No Save
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 4 pts	RANGE Touch	AREA OF EFFECT Lock	ROLL OUT 2 Minutes	DURATION Until Reset	SAVE:	AGL: 2
Set Or Open Padlock										Locked/Unlocked

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

-Rogue

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

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

LEVEL 6			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
Set Or Open Chest Lock				8 pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked

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 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'.

COUNTER: None
ENHANCEMENTS:
Lvl 5   Slim Key Locks   4 SP
Lvl 10   Rollout Halved   6 SP

LEVEL 9			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Set Or Open Wall Lock / Mechanism				12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset		GM

Inspects a lock during rollout then can 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 Wall lock will cost no extra points to attempt.   Create Lock X3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Required
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
Walk Quietly				4 pts	Self	Self	Initiative	20 Minutes		No sound made

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

LEVEL 3			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

Rogue initailly surveys the area, then continues to scout as the party travels.
Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.
Rogue acts as a scout watching for potentail issues.
Rogue is not able use any skills or efforts that require a maintained concentraction.

COUNTER: None
ENHANCEMENTS:
Lvl 20   AOE X4   20 SP
Lvl 12   AoE X2   6 SP

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 Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None
ENHANCEMENTS:
Lvl 0   No Enhancements   0 SP

-Rogue

Tracking-

			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL 0.4				30% Max	Self	1 Trail	Initiative	1 Hour		

TIRO: Tracking

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

			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 GM
LEVEL 9				12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours		Path found

Urban Tracking

Rogue attempts to follow a hot path, before it grows cold.
Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.
Rogue attempts to follow a hot path, before it grows cold.
GM rolls for the Rogues success.

COUNTER:Lose A Tail - ROG Lvl:10
ENHANCEMENTS:
Lvl 14   Duration X2   8 SP

			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
LEVEL 10				12 pts	Self	Urban	3d8 Minutes	Permanent		No one following

Lose A Tail

The Rogue winds back and forth using cover as needed to avoid notice.
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.

COUNTER:Urban Tracking - ROG Lvl:9
ENHANCEMENTS:
Lvl 10   Rollout Halved   6 SP

Traps-

			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL 1				4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Message -Create/Find/Remove

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

			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL 2				6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

Impedance Trap-Create/Find/Remove

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

			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL 5				12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Damage Trap -Create/Find/Remove

Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.
Traps make noise can be noticed and are only blended & 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)
    Drop down (+4 pts),   Shoot out   (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14   Save +1 Col   8 SP
Lvl 10   Rollout Halved   6 SP
Lvl 17   Damage +8 / die   16 SP

			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
LEVEL 5				8 pts	Touch	Per Spell	20 Minutes	Used / EOY		Success

Set Up Eolas Spell Release (Trap)

Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.
Traps make noise and are only blended & 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   (+8 pts)
    Type: Pop out/up   (+0 pts),   Drop down (+4 pts),   Shot out   (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 1   Visible   -2 SP
Lvl 14   Save +1 Col   8 SP
Lvl 10   Rollout Halved   6 SP

-Rogue

Travel-Planes

LEVEL 0.1
TIRO: Quick Jump

STACK 99	COST 20% Max	RANGE 1d6 Squares	AREA OF EFFECT Self	ROLL OUT Initiative	DURATION Instant

SAVE: No Save

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
TIRO: Quick Push!

STACK 99	COST 40% Max	RANGE 4 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT Initiative	DURATION Instant

SAVE: BRU: 2
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
Sleight of Hand

STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Arms Length	ROLL OUT 5 Rounds	DURATION Instant

SAVE: SKL: 2
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
TIRO: Tasty Cumber Meals

STACK 99	COST 25% Max	RANGE Touch	AREA OF EFFECT Varies	ROLL OUT 1 Minute	DURATION 1 Hour

SAVE: No Save

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