




-Rogue


AAA-My Party

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
1000 Yard Stare March						8 pts	Self	Self	10 Minutes	20 Hours				
				<p>Character can march on without sleep or food during a slow but long march.</p> <p>Able to walk 3 times the normal distance for the given situation in 20 hours.</p> <p>There is a lower likelihood of an encounter and a higher likelihood of surprise.</p> <p>After using this skill 8 straight hours of sleep may be needed within an hour.</p>								COUNTER: None		
												ENHANCEMENTS:		
												Lvl 20	Rollout Instant	16 SP
												Lvl 10	Rollout Halved	6 SP


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>								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>	

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIRO: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision	
 <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	
TIRO: 2 Rope Image						10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut	
				<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>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>	




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



LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Blunder Change Up						8 pts	Self	Self	Instant	Instant		
		<p>Rogue uses a different column for a better outcome to the Blunder.</p> <p>Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.</p> <p>The original 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.</p>										
		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>										




-Rogue



Battle-Defense




LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	Self	Movement	Instant	Instant			Avoids an AoO
Avoid An AoO												
 <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	
					20% Max	6 Squares	1 Target	Initiative	Instant			Damage taken
TIRO: Fire Crack!												
 <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		

LEVEL	0.4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					30% Max	12 Squares	1 Target	Initiative	Instant			No Damage
TIRO: Quick Flash Fire												
 <p>Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.</p>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 0 No Enhancements 0 SP		

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	1 Square	1 Target	Instant	1 Round			
Backstab - Melee												
 <p>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.</p>												
										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	
					4 pts	Move x2	1 Target	Initiative	1 Round			
Charge - Rogue												
 <p>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.</p>												
										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	
					4 pts	In Sight	In Sight	Initiative	Up to 30 Min			Distracted
Distraction												
 <p>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.</p>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 18 Duration X4 10 SP		

LEVEL	3		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			
Surprise Throw												
 <p>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.</p>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 5 Initiative +4 4 SP		
										Lvl 14 Damage X2 12 SP		
										Lvl 9 Damage +50% 8 SP		

-Rogue

LEVEL

5



STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE

No Save

COUNTER: Disruptive Factor

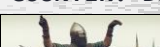
8 pts

8 Squares

3x3 Squares

Instant

2 Rounds



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

LEVEL

6

STACK

99

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

1 Target

ROLL OUT

Initiative


DURATION

5 Attacks

SAVE:

No Save

Held Throw - Single Target



Holds a thrown attack as they concentrate on a single target to find a weakness. To HIT +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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
<div>  <div> <h3>Whirling Mordra - Rogue</h3> <p>Rogue spins about and attacks all targets adjacent to them.</p> <p>1 Attack applied to all targets in adjacent squares. Only this attack and no others in the</p> <p>Roll ToHit once with +4 bonus. This ToHit applies to each target.</p> <p>Roll Damage one with +4 bonus. This Damage applies to each target that was hit.</p> <p>This is applied to all surrounding squares regardless wheter friend or foe.</p> </div> </div>												
											COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP	

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

LEVEL

9

STACK

99

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Horse

ROLL OUT


Initiative

DURATION


1 Battle

SAVE:

SKL: 2



Mounted Melee Attack



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

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			
 <p>Solid Multi Colored flashes and surrounds the Caster. AC becomes 16. Image of bright, sparkly magic armor around Caster.</p>		<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>															

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

Focused Thrown Attacks



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

-Rogue

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Rounds


DURATION

20 Minutes

SAVE:

No Save

Watchful Approach



Rogue is obviously and continuously 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 Serendipity 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

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



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-

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	
	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

LEVEL 9

2nd Attempt To Grab

	<p>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.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save -1 Col 8 SP</p>
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Communication-

LEVEL

0.2

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIRO: Amplify Own Speech


20% Max

Self

3x3x3 Sq

Initiative

5 Minutes



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


LEVEL **0.3**

TIRO: Colored Signal Flare

	<p>A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20</p> <table border="1"> <tr> <td>1 - 5</td><td>is bright red,</td></tr> <tr> <td>5 - 10</td><td>is bright blue,</td></tr> <tr> <td>10 - 15</td><td>is bright yellow,</td></tr> <tr> <td>15 - 20</td><td>is bright green.</td></tr> </table>	1 - 5	is bright red,	5 - 10	is bright blue,	10 - 15	is bright yellow,	15 - 20	is bright green.
1 - 5	is bright red,								
5 - 10	is bright blue,								
10 - 15	is bright yellow,								
15 - 20	is bright green.								

LEVEL **0.4** NAE'EM

TIRO: Sloppy Spying

	<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>
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-Rogue

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	

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

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

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	

Impersonate



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

LEVEL	13	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
				16 pts	Self	Self	Instant	2 Rds Minimum		Convincing	

Feign Death








Rogue falls to the ground and appears dead. Rogue appears dead to others. Rogue AC=3/3. Rogue must make GM aware this skill will be used in the upcoming round. Rogue can choose what segment to start. If the skill isn't used the points sill are. GM will roll the Save for any checks for signs of life.




COUNTER: None
ENHANCEMENTS:
Lvl 14 Save +1 Col 8 SP
Lvl 18 Duration X4 10 SP
Lvl 9 Duration +50% 6 SP




-Rogue




Find-Hide-Reveal

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	
 <p>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.</p>													
												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	
						4 pts	Self	Self	1 Round	1 Minute		Hidden	
 <p>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...</p>													
												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	
						4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	
 <p>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.</p>													
												FOCUS: Col-1 	
												COUNTER: None	
												ENHANCEMENTS:	
												Lvl 10	Rollout Halved 6 SP



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	
 <p>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.</p>													
												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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
						8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed	
 <p>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</p>													
												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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						30% Max	1 Square	Recipient	Initiative	Permanent			
 <p>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.</p>													
												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			
 <p>Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors.</p>													
												COUNTER: None 	
												ENHANCEMENTS:	
												Lvl 0	No Enhancements 0 SP

-Rogue

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		




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		




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	
					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	
					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	
					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	
					4 pts	Self	6 Squares	1 Minute	8 Hours	Detect someone		




Rogue initially 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 potential issues. Rogue is not able to use any skills or efforts that require a maintained concentration.


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	
					40% Max	10 Squares	1 Target	Initiative	Special	Friends!		



Colorful heart-shaped sparkles around caster's 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
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-Rogue


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										


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		


LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Urban Tracking					12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours		Path found	
			<p>Rogue attempts to follow a hot path, before it grows cold.</p> <p>Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.</p> <p>Rogue attempts to follow a hot path, before it grows cold.</p> <p>GM rolls for the Rogues success.</p>									
COUNTER:Lose A Tail - ROG Lvl:10												
ENHANCEMENTS:												
Lvl 14 Duration X2											8 SP	

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

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)									<div>FOCUS:Required</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save +1 Col 8 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	


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							


LEVEL	5	<div></div> <div></div>	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Damage Trap -Create/Find/Remove					12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	
	<p>Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.</p> <p>Traps make noise can be noticed and are only blended & can be hidden (+4 pts).</p> <p>Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)</p> <p>Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)</p> <p>Drop down (+4 pts), Shoot out (+8 pts)</p>											
<div>FOCUS:Required</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save +1 Col 8 SP</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 17 Damage +8 / die 16 SP</div>												

-Rogue


LEVEL	5			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM	
Set Up Eolas Spell Release (Trap)						8 pts	Touch	Per Spell	20 Minutes	Used / EOY	Success			
	Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.													
	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 (+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

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	<div></div> Not moved		
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant					
				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				