AoE

Movement

DURATION

Instant

ROLLOUT

Instant

SAVE

Avoids an AoO

SKL 2

STACK

99

RANGE

Self



COST

LEVEL

TITLE Avoid An AoO

FOCUS

Save to Avoid AoO. 1 dodge per Tier.

Battle-Prep											
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK			
4	4 pts	Focused Thrown Attacks	Thrown	1 Target	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$ re	e-Battle Instant	none	99	ENH 1		
		Single Target. Init set to 0. ToHIT+6. Dmg+6.									
4	4 pts	Watchful Approach	Self	Self	20 Minutes	4 Rounds 🚜	none	1	ENH 2		

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

Convincing

GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.



Find	l-Hide-R	leveal							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
1	4 pts	Hide GM needs a description of efforts from player.	Self	Self	1 Minute	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	SKL Var Hidden	99	1
4	4 pts	Find Hidden Accesses	Self	2w x 2d x 1h Sqs	2 Hours	10 Minutes	SKL3	1	ENH 4
		Col -1 with Item/Kit. Easy to Hard: camouflag	ged, concealed, and I	Hidden.		<u> </u>	Access found		
3	4 pts	Reveal Value	Self	1 Item	Permanent	10 Rds (1 Min)	SKL3	99	ENH 1
		Col -1 with Item/Kit. Max weight: 50 lbs to re	veal if over 100 gp.			GI	GM gives info		
6	8 pts	Wander and Pass Unnoticed	Self	Urban	10 Rds (1 Min)	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	SKL3	99	2 2
		Col-1 with Item/Kit. Any more than casual pa	ssage requires Save.	Non-Rogues NON:3			Unnoticed		
1	4 pts	Find Entry Gate	Urban	Community	30 Minutes	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	SKL 2	99	EN 2
		Only Large ruins, dungeons, complexes require a S	Save.			•	Get clear descripti	on	
Lock	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	12pts	Set Or Open Wall Lock / Mechanis	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	99	ENI 2
		Required with Item/Kit. Enh: Slim key+8 pts (a 5th Ivl. Magical: T	IRO/EOL needed.		Gr	1		
4	4pts	Set Or Open Door Lock	Touch	Lock	Until Reset	6 Minutes	SKL3	99	EN 2
		Col -1 with Item/Kit. Enh: Slim key+8 pts @ 5	h Ivl. Magical: TIRO/EOL needed.			•	Cocked/Unlocked		
1	4 pts	Set Or Open Padlock Col -1 with Item/Kit. Enh: Slim key+4 pts. Mag	Touch	Lock	Until Reset	2 Minutes	AGL2	99	ENI 3
			gical=TIRO/EOL needed.			•	Cocked/Unlocked		
6	8pts	Set Or Open Chest Lock	Touch	Lock	Until Reset	6 Minutes	SKL3	99	ENF
		Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EO	needed.			<u> </u>	Locked/Unlocked		
	ement.								
VEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	EN
2	4 pts	Walk Quietly SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative 1	SKL VAR No sound made	99	2
•	4+-		Colf	C C	0.11		_	00	EN
3	4 pts	Take Point	Self	6 Squares	8 Hours	1 Minute	SNS 2	99	2
		Self: 30ft in front. Grp:No suprize. Init+2 in 1st ro	ound.			3	Detect someone		

