6 1000 Yard Stare March

LEVEL

Tier 2

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

| COST | RANGE | ROLL OUT |
|-------|-------|------------|
| 8 pts | Self | 10 Minutes |
| STACK | AoE | DURATION |
| 1 | Self | 20 Hours |



| AAA-M | y Part |
|-------|--------|
| SAVE | COL |
| none | |

| OUTCOME | |
|---------|--------------|
| | Mundane |
| | CLASS GROUPS |
| | FTR-ROG |



Created by COPILOT

Details:

- This effort can be repeated day after day.
- Due to the quick pace, encounters are often unaware of the walker until after they pass.
- The character maintains a quick and quiet walk as taught in their training.

WHAT THIS DOES:

- Does allow the walker to maintain a maximum movement (not a run) for 20 hours,
 - Able to travel 3 times normal walking distance,
 - Higher likelihood of surprise,
 - Lower likelihood of an encounter.
 - Does require the walker to clear their mind and stay that way,
- No concentrated efforts can be maintained, not even a conversation.
- Does require the path or general compass direction to be preset.
- Does require 8 hours of sleep once the 20 hours of walking is done.
- Does require a full 2 rounds to 'wake' up enough to be functional.

WHAT THIS DOES NOT DO:

- Does NOT work if the walker engages in any effort to concentrate,
 - This includes talking beyond a grunt now and then.
- Does NOT continue past 20 hours,
 - If the full 20 hours isn't used the walker will sleep for
 - 4 hours for 10 hours or less of a march (no movement rate change),
 - 6 hours for 10 to 15 hours of a march (x2 1/2 move),
 - 8 hours for 15 + hours stare of a march (x2 move

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 10 | Rollout Halved | 6 |
| 20 | Rollout Instant | 16 |

Focus Items and/or Kits:

0.3 TIRO: Armor of Light

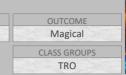
LEVEL Tier

AC = 16. Bright, sparkly magic armor around Caster.

| COST | RANGE | ROLL OUT |
|---------|-------|----------|
| 30% Max | Self | 1 Minute |
| STACK | AoE | DURATION |
| 99 | Self | 4 Hours |



| Battle | | |
|--------|-----|--|
| SAVE | COL | |
| none | | |





Created by COPILOT

Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:

- Does gives the caster the better of either,
 - Magic armor with AC 16,
 - Casters current AC.
 - An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

4 Focused Thrown Attacks

LEVEL

Tier 1

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

| COST | RANGE | ROLL OUT | m | COLLECTION | OUTCOME |
|-------|----------|--------------------|-------|-------------|--------------|
| 4 pts | Thrown | Pre-Battle Instant | SNOW? | Battle-Prep | Mundane |
| STACK | AoE | DURATION | 9 | SAVE COL | CLASS GROUPS |
| 99 | 1 Target | 1 Round | ₹ RDS | none | ROG |



Created by COPILOT

Details:

- Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.
- Initiative for these attacks are set to 0.
- For all normal attacks in the round. Does not affect additional attacks.

WHAT THIS DOES:

- Does require a single target of the skill.
- Does require the rogue to set their initiative to 1.
- Does allow attack of surprise with thrown weapon.
- Does allows the Rogue to use this with Extra attacks since this is NOT an Extra attack.

WHAT THIS DOES NOT DO:

- Does NOT override Spells that enhance or detract ToHIT or Dmg.
- Does NOT override Natural bonuses to ToHit or Dmg (STR Bonuses, etc).
- Does NOT target multiple victoms.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
12 Range X2 8

Focus Items and/or Kits:

4 Watchful Approach

LEVEL Tier

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

| COST | RANGE | ROLL OUT |
|-------|-------|------------|
| 4 pts | Self | 4 Rounds |
| STACK | AoE | DURATION |
| 1 | Self | 20 Minutes |



| | COLLECTION | | | | |
|---|-------------|--|--|--|--|
| s | Battle-Prep | | | | |
| | SAVE COL | | | | |
| | none | | | | |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| ROG |



Created by COPILOT

Details:

- This can be restarted any number of times,
- This is a mentally draining exercise and not rerun automatically.
- cannot be used multiples times to stack the effect.
- Use of this skill is visually obvious to anyone in sight,
 - Rogue is actively scanning during entire time.

WHAT THIS DOES:

- Does allow the Front AC to be applied to the Rogue Flank AC,
 - Can be used in battle for the Flank AC bonuses.
- Does allow the Rogue better rolls when attempting efforts that require concentration,
 - Agility Saves may gain a bonus of -1 Column,
 - Senses Saves may gain a bonus of -1 Column,
 - Serendipty Saves may gain a bonus of -1 Column.

WHAT THIS DOES NOT DO:

- Does NOT allow for other activities that require focused concentration,
 - Examples: Searching for traps,
 - Searching for hidden/concealed areas/things,
 - Scanning for clues of any sort,
 - Reading or writing.
- Does NOT combined with other focused efforts to combine the bonuses.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | LVL | ENHANCEMENTS | COST |
|---|-----|----------------|------|
| ã | 5 | Initiative +4 | 4 |
| | 10 | Rollout Halved | 6 |

Focus Items and/or Kits:

1 Avoid An AoO

LEVEL

Tier 1

Save to Avoid AoO. 1 dodge per Tier.

| COST | RANGE | ROLL OUT | |
|-------|----------|----------|--|
| 4 pts | Self | Instant | |
| STACK | AoE | DURATION | |
| 99 | Movement | Instant | |





Created by COPILOT

Details:

- COUNTER MEASURE.
- Roll the Save to Avoid an Attack of Opportunity (AoO).

WHAT THIS DOES:



- Does require the Rogue to pass a Save to avoid each AoO.
- Does allow multiple efforts per round,
- Does require Rogue to activate this use BEFORE an AoO Damage has been rolled.
- Does allow the Rogue to complete normal attacks during the round.

WHAT THIS DOES NOT DO:

Does NOT allow any Extra attacks by the Rogue to take place in the same round,
 due to this skill being an Extra attack skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements 0

Focus Items and/or Kits:

3 Blunder Reroll

LEVEL

Tier 1

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

| COST | RANGE | ROLL OUT | |
|-------|-----------|----------|--|
| 4 pts | Self | Instant | |
| STACK | AoE | DURATION | |
| 1 | 1 Blunder | Instant | |



| COLLE | CTION | |
|----------|---------|--|
| Battle-A | Actions | |
| SAVE | COL | |
| none | | |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| ROG |



Created by COPILOT

Details:

- If the Rogue rolls a Blunder they can roll again.

WHAT THIS DOES:

Does have the ability to reroll a Blunder,
 but must keep the reroll.

WHAT THIS DOES NOT DO:

- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

7 Blunder Change Up

LEVEL T

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

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



Created by COPILOT

Details:

- Rogue desparately attempts a different outcome to the Blunder.
- If the Rogue rolls a Blunder they can choose to apply the roll to a
 - different column on the blunder chart to obtain a less negative outcome.

WHAT THIS DOES:

- Does allow Rogue to choose to apply the roll to any of the following columns,
 - Blunts column.
 - Blades column.
 - Hand/Foot column.
 - Missiles column.
- Does require the Rogue to use the original number rolled regardless of the column used.

WHAT THIS DOES NOT DO:

- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Fire Crack!

LEVEL Tie

ToHit required. 1d3 Dmg. Metal armor requires Save.

| COST | RANGE | ROLL OUT |
|---------|-----------|------------|
| 20% Max | 6 Squares | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Target | Instant |



| Battle-Offense | | | |
|----------------|-----|--|--|
| SAVE | COL | | |
| RM | 1 | | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- Caster throws a multi-colored splash of light.
- If the Target has metal armor then they must pass the Save.

WHAT THIS DOES:

- Does create a fizzle in the caster's hand to be thrown,
 - If thrown at a specific target then a ToHIT may be needed.
- Does explode upon impact, dealing 1d3 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

WHAT THIS DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

COST

30% Max

STACK 99

0.4 TIRO: Quick Flash Fire

LEVEL Tier

ToHIT needed. 1d12 Dmg. Save for no damage.

| ROLL OUT | | COLLEC | CTION | | OUTCOME |
|------------|---------|----------------|-------|---------|--------------|
| Initiative | | Battle-Offense | | Magical | |
| DURATION | m | SAVE | COL | | CLASS GROUPS |
| Instant | SWOWS . | AGL | 2 | | TRO |



Created by COPILOT

Details:

RANGE

12 Squares
AoE

1 Target

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

2 Backstab - Melee

LEVEL Tie

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

| COST | RANGE | ROLL OUT |
|-------|----------|----------|
| 4 pts | 1 Square | Instant |
| STACK | AoE | DURATION |
| 1 | 1 Target | 1 Round |



| COLLE | CTION | |
|----------|---------|--|
| Battle-C | Offense | |
| SAVE | COL | |
| none | | |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| ROG |



reated by COPILOT

Details:

- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.

WHAT THIS DOES:

- Does allow a backstab AoO under certain conditions,
 - Is adjacent to the Rogue,
- Does allow a backstab AoO when a target runs adjacently past the Rogue.

WHAT THIS DOES NOT DO:

- Does NOT allow a backstab AoO against those in Ranged or Thrown range,
- Only within Melee range.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 9 | Damage +50% | 8 |
| 14 | Damage X2 | 12 |
| 17 | Damage +8 / die | 16 |

Focus Items and/or Kits:

3 Charge - Rogue

LEVEL Tier

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

| COST | RANGE | ROLL OUT | |
|-------|----------|------------|--|
| 4 pts | Move x2 | Initiative | |
| STACK | AoE | DURATION | |
| 99 | 1 Target | 1 Round | |



| Battle-C | Offense |
|----------|---------|
| SAVE | COL |
| none | |
| | SAVE |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| ROG |



Created by COPILOT

Details:

- The rogue races forward to deliver an intimidating hit.
- No other attacks may be attempted,
 - This is counted as an 'Extra' attack,
 - No other "Extra" attacks allowed in same round.
- Charge attacks to the flank are recommended for the Rogue.
- If skill is claimed before initiative rolled then Initiative bonus +10 is applied,
 - If not, then skill can be used without the Initiative bonus.
- May incur AoO's during charge.

WHAT THIS DOES:

- Does requires the rogue to move in a straight uninterrupted line to the target,
 - The rogue is not allowed to reach the target then pivot. It must be straight on.
 - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
 - 'Range +50%' enhancement (8 pts) sets maximum to three times standard movement.
- Does allow rogue to gain +8 ToHIT and +8 Damage, but limited to a maximum of 1 attack.
- Does require the rogue to downgrade their armor by 4 (AC-4).

WHAT THIS DOES NOT DO:

- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the rogue from becoming the target of others AoO while charging.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Set For Charge - FTR

Creations:

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

Enhancements:

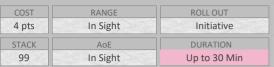
| LVL | ENHANCEMENTS | COST | |
|-----|-----------------|------|--|
| 5 | Initiative +4 | 4 | |
| 9 | Range +50% | 6 | |
| | Rollout Instant | 16 | |

Focus Items and/or Kits:

3 Distraction

LEVEL Tie

Draws aggro or distract a crowd, continued up to duration





| COLLEC | TION | OUTCOME |
|----------|--------|--------------|
| Battle-O | ffense | Mundane |
| SAVE | COL | CLASS GROUPS |
| SNS | >05 | ROG |



Created by CORLO

Details:

Melee: Becomes the center of attention drawing 1 attacker attention toward Rogue ,

Character must actively try to draw attention and cannot be performed from the flank,

Limits Rogues to half normal movement and to only 1 attack.
Rogue rolls SNS:2 and distracts the target if roll is above 05,

Targets AC is dropped for the round by 2,

Rogue does NOT distract the target if the roll is under 06.



WHAT THIS DOES:

Non-Melee:

- Does due to more time target gets a Save of SNS:3,
- Does failure means target is not distracted
- Does Target may be distracted but still be aware something happened.

GB:

First consider if the COUNTER of distraction might replace this.

Copy and paste from #1 area to #2 area needs to be broken up and present 2 separate infos.

Limits should be put in area #3

WHAT THIS DOES NOT DO:

DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR: THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
18 Duration X4 10

Focus Items and/or Kits:

Surprise Throw

LEVEL

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

| COST 4 pts | RANGE 1 Sq / Tier | ROLL OUT Pre-Battle Instant | NOW | COLLECTION Battle-Offense | OUTCOME Mundane |
|------------|----------------------|-----------------------------|------------|---------------------------|--------------------|
| STACK | AoE | DURATION | 9 | SAVE COL | CLASS GROUPS |
| 99 | 1 Melee Target | 1 Round | ₹ RDS | none | ROG |



Created by COPILOT

Details:

- May use any Thrown weapon allowed to character.
- This a class of attack called 'Surprise'.
- Other character classes may also have 'Surprise' attacks.
- 'Surprise' attack can only be started while not in battle yet.
 A single char's 'Surprise' attack may start a round 0 for entire party.
- If there are 'Surprise' attacks by both sides,
 - The group that has the char with the highest adjusted Initiative goes,
 - The other group will not be able to attack at all until round 1.

WHAT THIS DOES:

- Does gain an Initiative Bonus of +15,
- Does gain a ToHIT Bonus of +6.
- Does require a thrown weapon that is single handed.
- Does allow the Rogue to apply improved damage:
- Roll 1d100 on the Critical Chart Blade column
 - Note that Knock backs are possible.

A surprise Thrown attack is done before battle is started. Which will create a round 0. Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on the Critical chart. If other Surprise attacks happen, the highest rolled Init wins and others fail to happen.

WHAT THIS DOES NOT DO:

- Does NOT override Spells that enhance ToHit or Damage,
 - therefore you can add the benefits of spells and this together

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST | |
|-----|---------------|------|--|
| 5 | Initiative +4 | 4 | |
| 9 | Damage +50% | 8 | |
| | Damage X2 | 12 | |

Focus Items and/or Kits:

5 COUNTER: Disruptive Factor

LEVEL Tier

Attempt to stop a specific spell or action.

| COST | RANGE | ROLL OUT | COLLECTION | OUTCOME |
|-------|-------------|------------|----------------|--------------|
| 8 pts | 8 Squares | Instant | Battle-Offense | Mundane |
| STACK | AoE | DURATION 5 | SAVE COL | CLASS GROUPS |
| 99 | 3x3 Squares | 2 Rounds | none none | FTR-HNT-ROG |



Created by COPILOT

Details:

- COUNTER MEASURE.
- This action might,
 - disrupt other actions that attempt to gain attention of others.
 - draw more attention than intended (pull aggro)
 - disrupt more issues that are in play than expected,
 - Skills listed above which the party is currently using.
- Examples of reasons to use this skill:
 - Draw attentino away from a rogue attempting to not be seen,
 - Distract a pickpocket target to assist a sticky fingered Rogue.
 - Disrupt the effort of a person trying to organize a group or crowd.
 - Encourage an opponent to attack the user of this skill instead of another person.

JUST

WHAT THIS DOES:

- Does require the target to pass the Save or fail to complete an action or effort.
- Does require Rogue to activate this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
 - but must this disruption must happen before the targeted skill has been started.

WHAT THIS DOES NOT DO:

- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 12 | Range X2 | 8 |
| 18 | Range X4 | 10 |

Focus Items and/or Kits:

6 Held Throw - Single Target

LEVEL Ties

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

COST RANGE ROLL OUT COLLECTION OUTCOME 8 pts By Weapon Initiative Battle-Offense Mundane DURATION STACK AoE SAVE CLASS GROUPS 99 1 Target 5 Attacks ROG



Created by COPILOT

Details:

- Attacker must use a thrown weapon and continuously focus on a single target.

WHAT THIS DOES:

- Does gain bonuses of,
 - ToHIT of +5 per held attack while waiting to shoot,
 - This ToHIT bonus applies to the next ToHIT (not the entire round),
 - The ToHIT & Dmg bonus maximum is +20.
- Does require concentration, but allows the following rogues skills to be used,
 - Rogue To Rogue Signals (1st level, 4 pts)
 - Ventriloquism (2nd level, 4 pts)
 - Wander and Pass Unnoticed (2nd level, 4 pts)
 - Walk Quietly (6th level, 8 pts)
- Does limit movement to 1/2 of normal walking.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Rogue is NOT concentrating,
 - see the Details area.
- Does NOT work on a targets= moving in and out of sight,
 - The effort will fail if the target is out of sight at the time of the throw.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements 0

Focus Items and/or Kits:

8 Whirling Mordra - Rogue

LEVEL Ties

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

| COST | RANGE | ROLL OUT |
|-------|--------------|------------|
| 8 pts | Touch | Initiative |
| STACK | AoE | DURATION |
| 99 | Adjacent Sqs | 1 Round |



| Battle-C | |
|----------|------|
| SAVE | COL |
| none | |
| | SAVE |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| ROG |



Created by COPILOT

Details:

- This skill was created in cooperation with the player known as 'Mordra'.
- Attack roll/damage for all creatures surrounding Rogue.
- Applied to all 8 squares surrounding the Rogue.
 - ToHit+4, Dmg+4.
 - Number of attacks becomes only 1.

WHAT THIS DOES:

- Does give a bonus of ToHit+4 and Dmg+4 that is applied to each target.
- Does use only 1 attack which is applied to all targets, Number of attacks becomes only 1.
- Does apply to all surrounding squares regardless whether friend or foe.

WHAT THIS DOES NOT DO:

- Does NOT always hit all targets surrounding the Rogue,
 - The 1 ToHIT may not hit the individual Acs of the targets.
- Does NOT skip any of the surrounding squares,
 - All 8 surrounding squares are attacked whether friend or foe.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST | |
|-----|-----------------|------|--|
| 5 | Initiative +4 | 4 | |
| 14 | Damage X2 | 12 | |
| | Damage +8 / die | 16 | |

Focus Items and/or Kits:

9 Curved Throw

LEVEL

Tier 3

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

| COST | RANGE | ROLL OUT | | COLLE | CTION | | OUTCOME |
|--------|-----------|------------|-------|----------|---------|-----|--------------|
| 12 pts | 4 Sqs Min | Initiative | | Battle-0 | Offense | | Mundane |
| STACK | AoE | DURATION | 9 | SAVE | COL | | CLASS GROUPS |
| 99 | 1 Target | 1 Round | ₹ RDS | SKL | 2 | (=) | ROG |



Created by COPILO

Details:

- This applies to all weapons listed as Thrown and are actually thrown.

WHAT THIS DOES:

- Does allow the Rogue to throw around a corner with a ToHIT adjustment of -2.
- Does require Rogue to throw a minimum of 4 squares.

WHAT THIS DOES NOT DO:

- Does NOT have any effect with objects/weapons that are not designed to be thrown.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |
| 5 | Initiative +4 | 4 |

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS FTR-HNT-ROG

9 Mounted Melee Attack

LEVEL

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

| COST | RANGE | ROLL OUT | | COLLECTION |
|--------|----------|------------|----|----------------|
| 12 pts | 1 Square | Initiative | | Battle-Offense |
| STACK | AoE | DURATION | | SAVE COL |
| 99 | 1 Horse | 1 Battle | XX | SKL 2 |



Created by COPILOT

Details:

- Requires the use of a trained mount.

WHAT THIS DOES:

- Does require the attack to use a single handed full axe, hammer, or blade,
 - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving,
 - due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount,
 - With a max of 2 attacks,
 - The rider may choose to use both attacks on the same target.

WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
 - However, any barding on the mount may help.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.3 TIRO: I Have Your Item!

LEVEL Ties

snatches item. Mgc armor: -1 Col.

| COST | RANGE | ROLL OUT |
|---------|--------|------------|
| 30% Max | 4 Sqs | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Item | 1 Round |



| Call-Su | Call-Summor | |
|---------|-------------|--|
| SAVE | COL | |
| RM | 1 | |

| OUTCOME | |
|---------|--------------|
| | Mundane |
| | CLASS GROUPS |
| | TRO |



Created by COPILOT

Details:

- The caster snatches someone's random, mundane item.
- If the Target has metal armor then the Save is 1 column worse.

WHAT THIS DOES:

- Does allow the Caster to snatch someone else's random mundane object.
- Does allow the item to visibly float towards the caster.
- Does allow the owner a Save to grab the item.

WHAT THIS DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Beauty Contestant:2nd Prize

FVFI Tier 1

Recipient becomes more attractive by their race's standards.

| COST | RANGE | ROLL OUT |
|---------|-------|-----------|
| 15% Max | Self | 5 Minutes |
| STACK | AoE | DURATION |
| 99 | Self | 12 Hours |



| COLLECTION | OUTCOME | |
|-----------------|--------------|--|
| Altered Reality | Magical | |
| SAVE COL | CLASS GROUPS | |
| none | TRO | |



Created by COPILOT

Details:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS DOES:

- Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Pie Fight!

I FV/FI

Tier 1

Blocks vision with Save.

| COST | RANGE | ROLL OUT |
|---------|-----------|------------|
| 20% Max | 4 Squares | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Target | 1 Round |



| Altered | Reality |
|---------|---------|
| SAVE | COL |
| RM | 1 |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- If the Target has metal armor then the Save is 1 column worse.
- This is a magical pie, and thus cannot give any kind of sustenance.

WHAT THIS DOES:

- Does Require a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements 0

Focus Items and/or Kits:

0.3 TIRO: 2 Rope Image

FVFI Tier

Roll Save to create illusion of a cut rope now 1 rope.

| COST | RANGE | ROLL OUT |
|---------|--------|----------|
| 10% Max | 1 Rope | 1 Minute |
| STACK | AoE | DURATION |
| 1 | 1 Rope | 2 Hours |



| COLLEC | CTION | |
|---------|---------|---|
| Altered | Reality | , |
| SAVE | COL | |
| SKL | 1 | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



reated by COPILOT

Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Healing Bolus

LEVEL Tier

1d12 HP healing.

| COST | RANGE | ROLL OUT |
|---------|-----------|------------|
| 30% Max | 1 Square | Initiative |
| STACK | AoE | DURATION |
| 99 | Recipient | Permanent |



| | CTION | COLLEC |
|-----|----------|-----------|
| | fe-Death | Health-Li |
| CLA | COL | SAVE |
| | | none |

OUTCOME Magical ASS GROUPS TRO



Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

WHAT THIS DOES NOT DO:

- 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.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

0.2 TIRO: Garish Pup Tent

LEVEL Tier

xThe Caster creates a colorful tent.

| COST | RANGE | ROLL OUT |
|---------|-------------|----------|
| 20% Max | 8 Squares | 1 Minute |
| STACK | AoE | DURATION |
| 99 | 1x2 Squares | 8 Hours |





Created by COPILO

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.4 TIRO: Aural Spark

LEVEL Tier

random color of sparks for 1d20 minutes.

| COST | RANGE | ROLL OUT |
|---------|------------|--------------|
| 10% Max | 10 Squares | Initiative |
| STACK | AoE | DURATION |
| 99 | 2x2 Sqs | 1d20 Minutes |



| Lig | nt- |
|------|-----|
| SAVE | COL |
| none | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- The caster creates colorful lights to be used as a light source.
- The color changes in reaction to the proximity of other Casters.
 - It will change to the color of their chosen School of magic.
 - When not in the presence of any Caster's then the light shifts from color to color.
 - This happens once per minute.

WHAT THIS DOES:

- Does light up an area of 2x2 squares.
- Does allow the caster to try and use this light to detect others' auras.
 - Roll Save, the spell only works on a success.
- Does last for 1d20 minutes.

WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Amplify Own Speech

LEVEL Tier

Amplifies caster's voice to range of 1d20+4 Squares.

| COST | RANGE | ROLL OUT |
|---------|----------|------------|
| 20% Max | Self | Initiative |
| STACK | AoE | DURATION |
| 99 | 3x3x3 Sq | 5 Minutes |



| Commun | nication- |
|--------|-----------|
| SAVE | COL |
| none | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



reated by COPILOT

Details:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

TIRO: Colored Signal Flare

Random flare between Red, Blue, Yellow, and Green.

| COST | RANGE | ROLL OUT | |
|---------|------------|------------|--|
| 15% Max | 20 Squares | Initiative | |
| STACK | AoE | DURATION | |
| 0 | 1 Flare | 1 Minute | |



| COLLECTION | | |
|------------|---------|--------|
| 1- | ication | Commun |
| | COL | SAVE |
| | | none |

OUTCOME Magical CLASS GROUPS TRO



Details:

The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS DOES:

- Does light up the sky with a random color.
 - roll a d20:

1 - 5 is bright red,

5 - 10 is bright blue,

10 - 15 is bright yellow, 15 - 20 is bright green.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

Creations:

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

Enhancements:

LVL **ENHANCEMENTS** COST 0 No Enhancements

Focus Items and/or Kits:

0.4 TIRO: Sloppy Spying

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

| COST | RANGE | ROLL OUT | |
|---------|------------|------------|--|
| 25% Max | 12 Squares | Initiative | |
| STACK | AoE | DURATION | |
| 99 | 3x3x3 Sqs | 5 Minutes | |



| E 454 | | |
|-------|--------|-----------|
| | Commur | nication- |
| | SAVE | COL |
| | none | |

| TCOME |
|--------|
| agical |
| GROUPS |
| TRO |
| |



Created by COPILOT

Details:

- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| 0 No February 11 | |
|---------------------|--|
| 0 No Enhancements 0 | |

Focus Items and/or Kits:

1 Rogue To Rogue Signals

LEVEL Tier

1 simple statement per rd. Save to pass complex statement.





Created by COPILOT

Details:

- Rogue to Rogue basic sign language that is subtle communication.
- It is called Hand Signals but it includes body language and facial expressions,
 - Every method of non-verbal communication is used.
- Only basic information can be put across,
 - The more subtle and complex the information might need a Save.
- Available to any classes that work from the Base of Rogue, whether is self taught or not.
- GM will roll the Save to see if there is unintended observation,
 - GM can scale the Save up or down depending on circumstances and complexity of message.

WHAT THIS DOES:

- Does take 1 round or 6 seconds.
- Does allow one statement per round,
 - The more statements put across the more difficult to decode by recipient.
 - The more complex the messages the more diffcult the Save.

Example: separate Rogues Guilds may have different dialects, jargons, and goals.

 Also, it is expected that different territories on a map and different political environments will all have different guilds.

WHAT THIS DOES NOT DO:

- Does NOT reveal any information to any character that does not have a Rogue skill set.
- Does NOT work with jargon not known by the recipient.
- Does NOT work with recipents unable to see the signal.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

2 Convincing Another (or Lie)

LEVEL Tier

Adj Save on noise, audience, and any prep.

| COST | RANGE | ROLL OUT |
|-------|---------|----------------|
| 4 pts | Hearing | 5 Rounds |
| STACK | AoE | DURATION |
| 00 | Varios | Henally 2 Days |



| COLLEC | CTION | OUTCOME | |
|--------|----------|---------|--------------|
| Commun | nication | Mundane | |
| SAVE | COL | CM | CLASS GROUPS |
| SKL | 3 | GIM | ROG |



Created by COPILOT

Details:

- GM rolls for the recipient if needed.
- Communication must be clear to the target,
 - must be able to understand the Rogues expressions (no jargon),
 - must be able to understand Rogues language.
- This skill works best from players to NPCs,
 - From NPCs to the players the GM likely will need to hide the rolls, then lie as needed.

WHAT THIS DOES:

- Does allows the Rogue to convince a target they are trustworthy
 - Target must pass the Save,
 - those who pass their save will likely decide to believe the Rogues story,
 - those who pass their save will likely decide to follow the Rogues suggestions.
- Does allow the Rogue to present this skill to more than just 1 target,
 - In that case, the Rogue must identify the specific targets.
- Does continue past the rogues interaction with the target,
 - Timing of 'duration' is based on nature of the lie.

WHAT THIS DOES NOT DO:

- Does NOT act as a charm, but the result could end up seeming so.
- Does NOT continue if the effort is interrupted,
 - The Counter Action of "Disruptive Factor" may interrupt the effort.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Save -1 Col 8

Focus Items and/or Kits:

Ventriloquism

LEVEL

Adj Save on noise, crowd, and any prep.

| COST | RANGE | ROLL OUT |
|-------|------------|------------|
| 4 pts | 4 Sqs/Tier | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Square | 1 Round |



| Commun | nication | ı - |
|--------|----------|------------|
| SAVE | COL | C |
| SKL | 2 | U |
| | | |



| Mundane |
|--------------|
| CLASS GROUPS |
| ROG |

OUTCOME



Details:

- Rogue works out with the party ahead of time what the plan is,
- Rogue does not use sounds/voices of very specific persons (easy to fail things)
- - #1 Sounds of reenforcements arise from behind the bushes.
 - #2 This could be used in a tavern to spread miss information.
 - #3 An insult to a person might seem to be from someone behind them.
 - #4 Sounds of a greater threat coming from within a nearby cave.

WHAT THIS DOES:

- Does mimic sounds or a short sentence per round.
- Does require the Rogue to pass the Save.
 - Different audiences may require an adjustment to the Save,
 - size of audience must be explained as skill is used (1 person, entire tavern, etc)
- high leveled targets may make success more difficult,
- Too noisy or too quiet may make success more difficult.
- Does work better if the Rogue prepares the target audience,
 - Rogue encourages the audience to buy-in before skill is used, then col -1.
 - Rogue uses body language to direct audience attention, then col -1.

 - Rogue a believable pretense, then col -1.Use a maximum column adjustment of 1. One column up or down max.
- Does Take more effort when the Rogue mimics voices,
 - A known individuals voice, then col +1,
 - An unknown but a consistent and unique voice, then no column adjustment.

WHAT THIS DOES NOT DO:

- Does NOT work on Deaf or non-hearing targets.
- Does NOT allow the Rogue to acurrately use languages the Rogue doesn't know.
- Does NOT have an effect what so ever on targets who are within 1 square of the Rogue.
- Does NOT look like the Rogue is moving their lips or jaw.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |

Focus Items and/or Kits:

0.2 TIRO: Random Friendship

_EVEL Tier

Potentially makes someone more tolerant of the caster.

| COST | RANGE | ROLL OUT |
|---------|------------|------------|
| 40% Max | 10 Squares | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Target | Special |



| | COLLECTION | | | | | |
|---|-------------|---------|-----|--|--|--|
| 7 | Personal-Co | onnecti | ons | | | |
| | SAVE | COL | | | | |
| | SKL | 3 | | | | |
| | | | | | | |

| OUTCOME |
|--------------|
| Mundane |
| CLASS GROUPS |
| TRO |



reated by COPILOT

Details:

- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:

- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

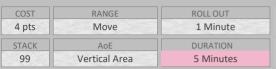
LVL ENHANCEMENTS COST
O No Enhancements 0

Focus Items and/or Kits:

1 Climbing

LEVEL Tier

Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.





| COLLECTION | | | OUTCOME | |
|------------|------|-----|---------|--------------|
| | Clin | nb- | | Mundane |
| | SAVE | COL | | CLASS GROUPS |
| | AGL | 3 | (=) | ROG |



Designed by BING AI

Details:

- Others may try freehand climbing using column 4 as a based.
- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue should use the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is their standard movement.
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
 - 2d8 damage rolled for every section of move.

WHAT THIS DOES:

- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for each distance attempted.

WHAT THIS DOES NOT DO:

- Does NOT work if the climber is wearing any metal armor, even magical.
- Does NOT work if the climber is carrying any containers,
- bags, sacks, packs, boxes, quivers. . .
- Does NOT allow the climber to cast spells at any time during the climb,
 - even if the climber stops mid climb.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

- No effect.

OUTCOME Mundane CLASS GROUPS ROG

9 2nd Attempt To Grab

LEVEL Tier:

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

| COST | RANGE | ROLL OUT | m | COLLECTION Climb- | |
|--------|-------|----------|---------------|----------------------|--|
| 12 pts | Touch | Instant | SNDW? | | |
| STACK | AoE | DURATION | m3 _ | SAVE COL | |
| 1 | Self | Instant | SNOW S | SKL 2 | |



reated by COPILOT

Details:

- Rogue re-attempts a failed grab at an object,
 - object must not be within the possession of another.

Examples:

- 'Missed life preserver, but does not float away', or
- 'Lost hold of rope during climb, regained hold with no progress', or
- 'Missed the ladder rung, but regained balance at same spot'.

WHAT THIS DOES:

- Does allows the Rogue to re-attempt a failed grab at an object.
- Does require the Rogue to pass the Save.

WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used more than once for the same issue.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Save -1 Col 8

Focus Items and/or Kits:

2 Disguise

LEVEL Tier

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

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



Created by COPILOT

Details:

- When the Duration has ended the effects will slowly break down and fall away.

WHAT THIS DOES:

- Does Save success indicates person targeted has been fooled by the disguise.
- Does require an additional 5 minutes for Roll Out per Enhancement.
- Does result in a general look of another person, but not a specific person.

WHAT THIS DOES NOT DO:

- Does NOT This skill DOES NOT include being able to "act" the part.
- Does NOT Allow the height to be adjusted more than 6 inches
- Does NOT Physically alter the other person but may have minor prosthetics
- Does NOT Mimic racial abilites,
 - special sight
 - special hearing

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST | |
|-----|--------------------------------|------|--|
| 6 | Alter Eve Color | 4 | |
| 9 | Alter Hair/Whiskers/Fur/Scales | 6 | |
| 9 | Alter Height 2in (2.5cm) | 6 | |
| 9 | Alter Skin/Hide/Scales/Fur | 6 | |
| 9 | Alter Weight 5lbs (2.27kg) | 6 | |



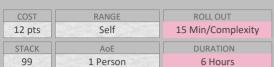
Focus Items and/or Kits:

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

Impersonate

LEVEL

Enh: Hair, Skin, Costume, Eyes. More Wt & Ht. For Wt & Ht.





| | COLLECTION Disguise- | | | OUTCOME Mundane | |
|--|----------------------|-----|-----|--------------------|--|
| | | | | | |
| | SAVE | COL | CM | CLASS GROUPS | |
| | SKL | 3 | GIM | ROG | |



Created by COPILOT

Details:

- When the Duration has ended the effects will slowly break down and fall away.
- Change appearance of gender, costuming, Hair (color/style/condition), skin, &
- Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
- Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
 Exact Cost based on original 12 points + cost of all enhancements that are needed.

WHAT THIS DOES:

- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

WHAT THIS DOES NOT DO:

- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilites,
 - special sight
 - special hearing

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

| | Enne | incements: | | |
|----|------|-----------------------------------|------|-----|
| Š. | LVL | ENHANCEMENTS | COST | |
| | 4 | Alter Height 2in (2.5cm) 4in Max | 2 | |
| | 4 | Alter Skin (Color/Condition) | 2 | |
| | 4 | Alter Weight 5lbs/2.3kg Max 10lbs | 2 | |
| | 6 | Alter Eye Color | 4 | |
| | 9 | Alter Hair/Whiskers/Fur/Scales | 6 | |
| | 9 | Alter Height 2in (2.5cm) | 6 | 4.0 |
| | 9 | Alter Skin/Hide/Scales/Fur | 6 | |



Focus Items and/or Kits:

9 Alter Weight 5lbs (2.27kg)

- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

13 Feign Death

LEVEL Tier

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

COST RANGE ROLL OUT
16 pts Self Instant

STACK AOE DURATION
99 Self 2 Rds Minimum



| COLLE | CTION | |
|-------|-------|---|
| Disgu | uise- | |
| SAVE | COL | |
| SNS | 2 | 6 |
| | | |



| Mundane |
|--------------|
| CLASS GROUPS |
| ROG |

OUTCOME



Created by CORLINE

Details:

- This skill works on a cursory inspection.
- The Rogue is in a trance-like state and should show no motion.
- The Rogue's limbs will stay in whatever position they are initially placed.
- Speed drops to 0.
- Rogue is susceptable to AoO's.
- Rogue can stop Feign Death at any Round of their choosing,
 - When attempting to wake the Rogue rolls Initiative and wakes on that.
 - Feign Death can also end when Rogue is hit with AoO. (Immediately after the hit)

+

WHAT THIS DOES:

- Does present the image of the Rogue as dead.
- Does allow an inspector to roll Save to see to through the guise.

WHAT THIS DOES NOT DO:

- Does NOT inhibit the Rogue from taking damage,
 - The Rogues AC becomes 3. (Front:3 Back:3)

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST | |
|-----|---------------|------|--|
| 9 | Duration +50% | 6 | |
| 14 | Save +1 Col | 8 | |
| | Duration X4 | 10 | |

Focus Items and/or Kits:

1 Set Or Open Padlock

LEVEL Tier

Enh: Slim key+4 pts. Magical=TIRO/EOL needed.

COST RANGE ROLL OUT
4 pts Touch 2 Minutes

STACK AOE DURATION
99 Lock Until Reset



| (| COLLEC | | |
|---|--------|-----|-----|
| | Loc | KS- | |
| S | AVE | COL | |
| | AGL | 2 | (=) |

OUTCOME

Mundane

CLASS GROUPS

ROG



Created by COPILO

Details:

- Any traps will have Saves based on the nature of the trap.
- If a concerning issue is found (trap?) then points are spent but lock not touched.
- Skeleton key padlocks cost no extra points to attempt.
- Create lock x3 pts.
- Slim key padlocks enhancement requires the Rogue to be 4th level and cost 4 more points.
- Magical padlocks need
 - a TIRO 'Spell Interference' for 30% (w/Save)
 OR
 - an EOLAS SPELL 'Pause Magical Lock'.

WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
 - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
 - and choose to try to open it (or re-lock it). 3 tries.

WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | LVL | ENHANCEMENTS | COST | |
|----|-----|----------------|------|--|
| 40 | 5 | Slim Key Locks | 4 | |
| | 10 | Rollout Halved | 6 | |
| | | Rollout Init | 12 | |



- Not required.
- Tools from kit make the job easier. Column -1

4 Set Or Open Door Lock

LEVEL Tier

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

| COST | RANGE | ROLL OUT | COLLECTION | OUTCOME |
|-------|-------|-------------|------------|--------------|
| 4pts | Touch | 6 Minutes | Locks- | Mundane |
| STACK | AoE | DURATION | SAVE COL | CLASS GROUPS |
| 99 | Lock | Until Reset | SKL 3 | ROG |



Created by COPILOT

Details:

- Any traps will have Saves based on the nature of the trap.
- Skeleton key door locks cost no extra points to attempt.
- Create Lock x3 pts.
- Slim key door locks enhancement requires 5th level and cost 8 more points.
- Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
 - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
 - and choose to try to open it (or re-lock it). 3 tries.

WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 5 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |



- Not required.
- Tools from kit make the job easier. Column -1

COST

8 pts

STACK

99

6 Set Or Open Chest Lock

LEVEL Tier

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





Created by COPILOT

Details:

- All traps will have Saves based on the nature of the trap.
- Skeleton key locks cost no extra points to attempt.

ROLL OUT

6 Minutes

DURATION

Until Reset

- Create Lock x3 pts.

RANGE

Touch

AoE

Lock

- Slim key locks enhancement requires 5th level and cost 8 more points.
- Magical locks need 'Spell Interference' OR 'Pause Magical Lock' to get past.

WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
 - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
 - and choose to try to open it (or re-lock it). 3 tries.

WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 5 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |



- Not required.
- Tools from kit make the job easier. Column -1

Set Or Open Wall Lock / Mechanism

LEVEL

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

| COST | RANGE | ROLL OUT |
|-------|--------------|-------------|
| 12pts | Touch / 1 Sq | 10 Minutes |
| STACK | AoE | DURATION |
| 99 | Lock | Until Reset |





Details:

- Any traps will have Saves based on the nature of the trap.
- Wall locks and mechanisms have the working parts deep in the wall.
- Skeleton Key Wall lock will cost no extra points to attempt.
- Create Lock X3 pts.
- Slim key wall locks enhancement requires 5th level and cost 8 more points.
- Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

WHAT THIS DOES:

- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does expect the Rogue to use their Kit to access parts of the magical lock that is just beyond touch and up to 1 square away.
- Does allow rogue to inspection first,
- if issue is found (trap?) points are spent & lock not touched. Does allow rogue to inspect the lock during rollout,
- - and choose to try to open it (or re-lock it). 3 tries.

WHAT THIS DOES NOT DO:

- Does NOT allow a Rogue to create locks.
- Does NOT allow access (therefore opening/closing) to apparatus more than 5' inside the wall.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 5 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |



Focus Items and/or Kits:

- Kit Required for all Wall Locks.

0.4 TIRO: Tracking

Find and follow a trail while leaving an obvious trail.

| COST | RANGE | ROLL OUT |
|---------|---------|------------|
| 30% Max | Self | Initiative |
| STACK | AoE | DURATION |
| 99 | 1 Trail | 1 Hour |



| • | Track | king- | |
|---|-------|-------|--|
| \ | SAVE | COL | |
| " | none | | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- Finds a trail left at or near ground level by a passing creature and - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.

 - Fail = path not found and a signpost planted in one spot,
 It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
 - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements

Focus Items and/or Kits:

9 Urban Tracking

LEVEL Tie

Rogue attempts to follow a hot path within an hour.

| COST 12 pts | RANGE Self | ROLL OUT 3d8 Minutes |
|----------------|------------------|-----------------------|
| STACK | AoE | DURATION |
| 99 | Urban or Subtrrn | 2 Hours |





Created by COPILOT

Details:

- This require the GM to roll a Save FOR the tracking Rogue,
- If the Save is passed the Rogue is tracking properly,
 - If the Save fails (non-critically) the Rogue is aware they have lost the path,
 - If the Save critically fails the Rogue is NOT aware they are on the wrong path.

Just

WHAT THIS DOES:

- Does require the Rogue to use environmental clues to continue following the target,
 - Actions/Reactions of others around,
 - Unexplained messes,
 - Sounds of effort, (and more!)
- Does allow the Rogue to continue using this skill for the duration,
 - Any break in the duration means the Rogue has lost the trail,
 - This includes the normal end of the skill, even if the skill is restarted,
 - The only way to extend the duration is by using an Enhancement.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if the trail is older than 1 hour.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 10 Lose A Tail - ROG

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
14 Duration X2 8

Focus Items and/or Kits:

10 Lose A Tail

LEVEL

This skill is about avoiding a currently active pursuer.

| COST | RANGE | ROLL OUT | COLLE | CTION | | OUTCOME |
|--------|-------|-------------|-------|-------|----|--------------|
| 12 pts | Self | 3d8 Minutes | Track | king- | | Mundane |
| STACK | AoE | DURATION | SAVE | COL | CM | CLASS GROUPS |
| 99 | Urban | Permanent | SKL | 2 | GM | ROG |



Created by COPILOT

Details:

- This skill is about avoiding a currently active pursuer.
- Used in an urban environment to lose an active tail which may take some time to do.
- A high SAVE leaves misleading clues.
- Players can improve the Save by role play and descriptions.
- GM rolls the Save for any pursuers.

WHAT THIS DOES:

- Does require the Rogue to pass the Save for each person attempting to follow them,
 - The GM may need to roll Saves for any enemies the Rogue is unaware of.
- Does allow the Rogue to use this skill based on an assumption they are being followed.
- Does require rogue to concentrate throughout rollout.
- Does have results after rollout,
 - Either rogue has avoided those that were following,
 - Or the rogue 'thinks' they have avoided their pursuers,
 - or pursuers are noticably following.

WHAT THIS DOES NOT DO:

- Does NOT employ any magic,
 - However if magics are involved the GM may need to adjust Saves.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 9 Urban Tracking - ROG

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
10 Rollout Halved 6

Focus Items and/or Kits:

Message -Create/Find/Remove

LEVEL

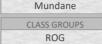
Trigger created to present a message.

| COST | RANGE | ROLL OUT |
|-------|----------|-----------------|
| 4 pts | Touch | 20 Minutes |
| STACK | AoE | DURATION |
| 7 | 1 Square | Until Triggered |



| Tra | ps- |
|------|-----|
| SAVE | COL |
| AGL | 3 |







Created by COPILOT

Details:

- Rogue places and sets a single use trap.
- Removing a single Pop Up costs the original SP of 4 plus 4, total of 8.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the Pop Up trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
 - Creation of trap,
 - Locating the trap,
 - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
 - First to locate,
 - Then to remove.

WHAT THIS DOES NOT DO:

Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

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



| = | - | | C-1 |
|---|-----|------|--------------|
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| 1 | | | |
| 1 | | ii i | TIY |
| - | 1 | | 2 5 U |

Focus Items and/or Kits:

ENHANCEMENTS

COST

- Kit requiured.

Enhancements:

14 Save +1 Col

9 Duration +50% 14 Duration X2

LVL

2 Impedance Trap-Create/Find/Remove

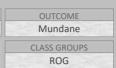
LEVEL Tier 1

Trap that entangles or slows movement.

| COST | RANGE | ROLL OUT |
|-------|-------------|-----------------|
| 6 pts | Touch | 20 Minutes |
| STACK | AoE | DURATION |
| 7 | 1x2 Squares | Until Triggered |



| COLLEC | CTION | |
|--------|-------|----|
| Tra | ps- | |
| SAVE | COL | CM |
| AGL | 3 | GM |





Created by CORLO

Details:

- Rogue places and sets a single use trap.
- Removing a single impedance trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
 - Creation of trap,
 - Locating the trap,
 - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
 - First to locate,
 - Then to remove.

WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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



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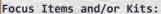
Enhancements:

9 Duration +50%14 Save +1 Col

18 Duration X4

LVL

- Rogues Kit is required.



ENHANCEMENTS

COST

Damage Trap -Create/Find/Remove

LEVEL

Trigger sets off damage.

| COST | RANGE | ROLL OUT |
|--------|----------|-----------------|
| 12 pts | Touch | 20 Minutes |
| STACK | AoE | DURATION |
| 7 | 1 Square | Until Triggered |



| COLLE | CTION | |
|-------|-------|---|
| Tra | ps- | |
| SAVE | COL | C |
| AGL | 3 | U |
| | | |



| Mundane | |
|--------------|--|
| CLASS GROUPS | |
| ROG | |

OUTCOME



Details:

- Removing a mundane trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundame traps within the AoO costs 8 SP plus 4, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the Rogue and EOLAS are partners.
- Does require the rogue to maintain concentration during the rollout,
 - Creation of trap,
 - Locating the trap,
 - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
 - First to locate,
 - Then to remove.

WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

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



| 14 | Sav |
|----|-----|
| | _ |

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 10 | Rollout Halved | 6 |
| 14 | Save +1 Col | 8 |
| 17 | Damage +8 / die | 16 |



Focus Items and/or Kits:

- Kit required.

Enhancements:

5 Set Up Eolas Spell Release (Trap)

LEVEL Tier 2

Trigger releases/enacts an Eolas Spell.

| COST | RANGE | ROLL OUT | | COLLEG | CTION | | OUTCOME |
|-------|-----------|------------|-------|--------|-------|-----|--------------|
| 8 pts | Touch | 20 Minutes | | Tra | ps- | | Mundane |
| STACK | AoE | DURATION | tub . | SAVE | COL | CM | CLASS GROUPS |
| 7 | Per Spell | Used / EOY | 1 1 | AGL | 3 | GIM | ROG |



Created by COPILOT

Details:

- Rogue places and sets a single use setup which an EOLAS then completes.
- Removing a single EOLAS spell release trap is done with a TIRO Mess To Block Spell.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.
- EOLAS can use scrolls to make the following magical traps:

| Holds victims at the trap | level 12 |
|----------------------------------|--|
| Slows victims down | level 6 |
| Plays out the message | level 2 |
| Lights up the area for 2 minutes | level 1 |
| Damage to area | level 14 |
| Damage to area | level 8 |
| | Slows victims down Plays out the message Lights up the area for 2 minutes Damage to area |

WHAT THIS DOES:

- Does allow the Rogue to choose the placement.
- Does allow the EOLAS Caster to use enhancements to upgrade this trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.

WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



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



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Focus Items and/or Kits:

ENHANCEMENTS

COST

- Kit is required.

Enhancements:

14 Save +1 Col

1 Visible10 Rollout Halved

LVL

COST

4 pts

STACK

99

4 Sleight of Hand

LEVEL Tier 1

Roll Save to fool audience. Close quarters actions (1 sq).





Created by COPILOT

Details:

RANGE

Self

AoE

Arms Length

- Audience does NOT need to be within range/AOE.

ROLL OUT

5 Rounds

DURATION

Instant

- Item (Target) must be within range/AOE,
- An Audience/Observer must witness the actions. (Reason for the skill)
- Rogue may want to use a distraction to help fool the audience,
 - Skilled Distraction can change the Save column by 1.

WHAT THIS DOES:

- Does allow the Rogue to use skillful deception to fool an audience by passing the Save,
 - If the Save is passes the Sleight of Hand was not noticed,
 - If the Save is failed the Sleight of Hand was noticed.
- Does allow the Rogue to use the Skill Distraction to gain an advantage,
 - The Counter 'Distractive Factor' skill helps the effort, changing the Save column -1,
- NOTE: Normally the Counter Distractive factor is not a good thing, but helps here.
- Does allow the Rogue to take or place an item within a targets personal space,
 - In this case the Target is a creature, but there may be others around able to see this.

Examples: The cups game is slight of hand, or taking something while nobody notices, or palming a card. Unlike Subtle Moves skill, this skill is used outside of the target's personal space. This makes the target more of an audience.

WHAT THIS DOES NOT DO:

- Does NOT use magic, but may be used to seem like there is magic.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

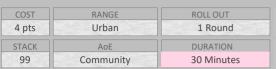
| LVL | ENHANCEMENTS | COST | |
|-----|----------------|------|--|
| 5 | Initiative +4 | 4 | |
| 10 | Rollout Halved | 6 | |
| | Rollout Init | 12 | |

Focus Items and/or Kits:

1 Find Entry Gate

LEVEL Tier

Only Large ruins, dungeons, complexes require a Save.





| | COLLE | | OUTCOME | |
|------------------|-------|-----|---------|--------------|
| Find-Hide-Reveal | | | | Mundane |
| | SAVE | COL | | CLASS GROUPS |
| | SKL | 2 | (=) | ROG |



Designed by Freepile

Details:

- The Rogue would have less chance of heading in the wrong direction,
- A rogue using main paths/roads only along with this skill would do well.
- This function works well only at the community level (Village, Town, City),
 - To use this at/in another environment the Save must be passed.

WHAT THIS DOES:

- Does allows the Rogue to know where they last entered the community,
 - Rogue is given the compass direction only,
 - GM might augment this with info like "It's NW right by the Red Ogre Tavern".
- Does allow the Rogue during battle to tell the compass direction of the nearest entrance,

WHAT THIS DOES NOT DO:

- Does NOT give the distance to the entrance.
- Does NOT give the easiest path to the entrance.
- Does NOT give the safest path to the entrance.
- Does NOT give any sense of elevation.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 12 | Rollout Init | 12 |

Focus Items and/or Kits:

1 Hide

LEVEL Ties

GM needs a description of efforts from player.

 COST
 RANGE
 ROLL OUT

 4 pts
 Self
 1 Round

 STACK
 AoE
 DURATION

 99
 Self
 1 Minute



| OUTCOME | COLLECTION | | | |
|-------------|------------------|-----|------|--|
| Mundane | Find-Hide-Reveal | | | |
| CLASS GROUP | | COL | SAVE | |
| ROG | \ <u>*</u> | Var | SKL | |



Created by COPILOT

Details:

- Factors:
 - Items Carried: burdens, armor, weapons,
 - Environment: noise level, crowds, blocking items,
 - People: observers, intelligence & number of pursuers,
 - Efforts: distractions, disguise before/after, Those Hidding: number of those hiding, pets, race, class
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

WHAT THIS DOES:

- Does require the character to pass a Save,
 - Column will be within the sliding scale from >05 up to =00.
 - Roll Save >05
 - Roll over Column 1
 - Roll over Column 2
 - Roll over Column 3
 - Roll over Column 4
 - Roll Save >95
 - Roll Save =00
- Does continue for 10 rounds.
- Does require rogue to pay attention to changed needed. Examples,
 - may need to hold breath for a bit,
 - may need to adjust position or angle...

WHAT THIS DOES NOT DO:

- Does NOT work well when no positive factors can be found.

Bonds and Connections

- No Nae'Em connection.



Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 20 | Rollout Instant | 16 |

Focus Items and/or Kits:

99

Reveal Value

LEVEL

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

| COST | RANGE | ROLL OUT |
|-------|-------|----------------|
| 4 pts | Self | 10 Rds (1 Min) |
| STACK | AoE | DURATION |



| COLLECT | TON | | OUTCOME |
|------------|-------|----|-------------|
| Find-Hide- | Revea | al | Mundane |
| SAVE | COL | CM | CLASS GROUP |
| SKL | 3 | GM | ROG |
| | | | |

GROUPS



Details:

1 Item

- This enables the character to determine rough value of noteable items.
- Item must be unattached to any other item/object.

Permanent

- Item must weigh less that 50 lbs / 22 Kg.

WHAT THIS DOES:

- Does allows the Rogue to determine if an item is either,
 - Worth more than 100 GP or,
 - Is likely to be magical due to the workmanship or quality materials.
- Does must pass the Save.
- Does allow ONLY the Rogue to know the results.

WHAT THIS DOES NOT DO:

- Does NOT reveal any properties or aspects of an item.
- Does NOT reveal ownership without further clues.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL **ENHANCEMENTS** COST 10 Rollout Halved



- Not required. Tools from kit make the job easier. Column -1

OUTCOME Mundane CLASS GROUPS ROG

Find Hidden Accesses

LEVEL

Easy to Hard: camouflaged, concealed, and Hidden.

| COST | RANGE | ROLL OUT | COLLECTION |
|-------|------------------|------------|------------------|
| 4 pts | Self | 10 Minutes | Find-Hide-Reveal |
| STACK | AoE | DURATION | SAVE COL |
| 1 | 2w x 2d x 1h Sqs | 2 Hours | SKL 3 |



Created by BING AI

Details:

- Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

WHAT THIS DOES:

- Does search for panels, doors, and other cleverly hidden issues.
- This skill will reveal if there are issues within range and give a description of what is odd.
 - Difficulty, lighting, and other conditions can alter the Saving throw column.

WHAT THIS DOES NOT DO:

- Does NOT automatically reveal all secrets of a given area.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST | |
|-----|----------------|------|--|
| 10 | Rollout Halved | 6 | |
| 14 | Range At 3 Sqs | 8 | |
| 14 | Save -1 Col | 8 | |



- Not required.
 Tools from kit make the job easier. Column -1

Wander and Pass Unnoticed

LEVEL

Any more than casual passage requires Save. Non-Rogues NON:3

COST RANGE ROLL OUT COLLECTION OUTCOME 8 pts Self 1 Round Find-Hide-Reveal Mundane DURATION CLASS GROUPS STACK AoE SAVE 99 Urban 10 Rds (1 Min) SKL ROG



Details:

- When successful it is unlikely any witnesses won't remember the Rogue.
- Graymore Humans can reduce the Save Col by 1.
- During the rollout the Rogue is likely moving and planning the use of this skill,
 - They might even be working to set up the environment to best use this skill.

Best use: Graymores (-1) with a kit (-1) in the dark (-1) using 'Walk Quietly' (-1), Skill Save becomes >01. Just don't blunder with a 01 on a 1d100.

WHAT THIS DOES:

- Does allows Rogue avoid being seen during a casual search,
- Does require the Rogue to pass a Save.
- Does may be easier to use if combined with another action,
 - Distractions,
- Use of disguises, Use of the Lose A Tail skill.
- Does continue for 10 rounds.

WHAT THIS DOES NOT DO:

- Does NOT work well for non-Rogues,
 - non-Rogues must pass a NON:3 Save.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |



- Kit NO required.
- Tools from kit make the job easier. Column -1

2 Walk Quietly

LEVEL Tie

SKL roll varies based on burden and situation.

| COST | RANGE | ROLL OUT |
|-------|-------|------------|
| 4 pts | Self | Initiative |
| STACK | AoE | DURATION |
| 99 | Self | 20 Minutes |



| COLLECTION | OUTCOME |
|------------|--------------|
| Movement- | Mundane |
| SAVE COL | CLASS GROUPS |
| SKL VAR | ROG |



reated by BING AL

Details:

- Non-rogues to attempt this same action:
 - Non-Rogue rogues must use the Non-Skilled Saves.

WHAT THIS DOES:

- Does alter the Save roll based on burden,
 - No load (including packs & sacks) or heavy armor then no Save is required,
 - If carrying backpack and sack SKL:2,
 - Carrying standard packs & Sacks requires a standard Save.
 - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
 - Non-Rogue armor raises the Save column by 2.
 - If Rogue is overburden to point of barely moving the Save column is set to >95.

WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Rogue wears metal armor.
- Does NOT have any effect if the Rogue is overburdened.
- Does NOT continue if the Rogue creates a loud/sudden sound.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | | ENHANCEMENTS | COST |
|-----|----------|--------------|------|
| 14 | Duration | X2 | 8 |
| 18 | Duration | X4 | 10 |

Focus Items and/or Kits:

OUTCOME Mundane CLASS GROUPS ROG

3 Take Point

LEVEL Tie

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

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



Created by BING AI

Details:

- Rogue moves to be ahead of the group.
- Rogue prevents party being surprised.

WHAT THIS DOES:

- Does allows Rogue to move ahead of the group and prevent surprise attacks,
- Does Rogue provides the party a +2 Initiative in first round.

WHAT THIS DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| H | LVL | | ENHANCEMENTS | COST |
|---|-----|--------|--------------|------|
| | 12 | AoE X2 | | 6 |
| | 20 | AOE X4 | | 20 |

Focus Items and/or Kits:

0.1 TIRO: Quick Jump

_EVEL Tier

1d6 squares in direction indicated. Distance rolled.

| ROLL OUT | RANGE | COST |
|------------|-------------|---------|
| Initiative | 1d6 Squares | 20% Max |
| DURATION | AoE | STACK |
| Instant | Self | 99 |



| Travel- | Contract Contract |
|---------|-------------------|
| SAVE | COL |
| none | |

| OUTCOME |
|--------------|
| Magical |
| CLASS GROUPS |
| TRO |



Created by COPILOT

Details:

- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

WHAT THIS DOES:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
- Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL ENHANCEMENTS | COST |
|-------------------|------|
| 0 No Enhancements | 0 |

Focus Items and/or Kits:

0.3 TIRO: Quick Push!

EVEL Tier

Caster moves an ally to a random spot 4 squares away.

| COST 40% Max | RANGE 4 Squares | ROLL OUT Initiative | | COLLECTION Travel-Planes | OUTCOME Magical |
|-----------------|--------------------|---------------------|---------|-----------------------------|--------------------|
| STACK 99 | AoE 1 Recipient | DURATION Instant | NOW NOW | SAVE COL BRU 2 | CLASS GROUPS TRO |



Created by COPILOT

Details:

- The Caster moves an ally to a random spot 4 squares away.

WHAT THIS DOES:

- Does move a person to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.4 TIRO: Tasty Cumber Meals

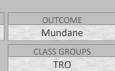
LEVEL Tier

1d12 meals appear at waist height in front of the Caster

| COST | RANGE | ROLL OUT |
|---------|--------|----------|
| 25% Max | Touch | 1 Minute |
| STACK | AoE | DURATION |
| 99 | Varies | 1 Hour |



| | COLLE | CTION | |
|----------|-------|-------|--|
| | Util | ity- | |
| \ | SAVE | COL | |
| 1 | none | | |





Created by COPILOT

Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
- if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

WHAT THIS DOES:

- Does provide low levels of nurishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

WHAT THIS DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST
0 No Enhancements 0

Focus Items and/or Kits:

0.1 TIRO: Water From A Plant

LEVEL Tie

The caster enchants a plant to pour water. 1/2 skin.

| COST | RANGE | ROLL OUT |
|---------|----------|------------|
| 20% Max | 1 Square | Initiative |
| STACK | AoE | DURATION |
| 3 | 1 Plant | 10 Minutes |



| COLLECTION | OUTCOME |
|---------------|--------------|
| Creation-Meta | Mundane |
| SAVE COL | CLASS GROUPS |
| none | TRO |



Created by COPILOT

Details:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS DOES:

- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST 0 No Enhancements 0

Focus Items and/or Kits: