

-Rogue

Battle Actions/Prep

LEVEL

3

STACK

99

COST

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SNS: 2



Take Point

4 pts


Self

6 Squares

1 Minute

Up To 1 Day

No Surprise



Point person initailly surveys the area, then continues to scout a head of the party.

Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.

Point person acts as a scout watching for potentail issues.

Point person is not able 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

Battle Offense

LEVEL	2	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save								
Backstab - Melee				4 pts	1 Square	1 Target	Instant	1 Round										
		<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>																
		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 17</td><td>Damage +8 / die</td><td>16 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>								Lvl 14	Damage X2	12 SP	Lvl 17	Damage +8 / die	16 SP	Lvl 9	Damage +50%	8 SP
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Lvl 17	Damage +8 / die	16 SP																
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[illegible]

LEVEL	3	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Surprise Throw					4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round											
<div></div> <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>																				
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>												Lvl 5	Initiative +4	4 SP	Lvl 14	Damage X2	12 SP	Lvl 9	Damage +50%	8 SP
Lvl 5	Initiative +4	4 SP																		
Lvl 14	Damage X2	12 SP																		
Lvl 9	Damage +50%	8 SP																		

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

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
Whirling Mordra - Rogue						8 pts	Touch	Adjacent Sq	Initiative	1 Round		
 <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 r</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>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 5	Initiative +4	4 SP
										Lvl 14	Damage X2	12 SP
										Lvl 17	Damage +8 / die	16 SP



-Rogue

Battle Reaction




LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					4 pts	Self	Movement	Instant	Instant		Avoids an AoO	
Avoid An AoO												
 <p>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 skill does NOT interfere with the Rogues normal attacks in the round. Rogue and attacker must use a comparison Save.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	




LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	1 Blunder	Instant	Instant			
Blunder Reroll												
 <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	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	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	Self	Self	Instant	Instant			
Blunder Change Up												
 <p>Rogue uses a different column for a better outcome to the Blunder. Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart. The 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>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

Class Specialty


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	
					4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen	
Climbing												
 <p>Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. Use of a Rogues kit will allow any Saves for falling to be 1 column better. No packs/sacks & hands must remain free. Failed Save = fall.(2nd Grab Skill?) Falling damage is 2d8 for every 2 Sqs the character has fallen.</p>											FOCUS:Climb Save -1 Col COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP	

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
Convincing Another (or Lie)												
 <p>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.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP	


LEVEL	2		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works	
Disguise												
 <p>Rogue alters a look to evade notice. The following can be changed within reason: Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)</p>											FOCUS:-2 Col COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 9 AOE Select Target 6 SP	


-Rogue


Communication

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													
 <p>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'.</p>													
												COUNTER: None	
												ENHANCEMENTS:	
												Lvl 0	No Enhancements 0 SP


Find or 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	
Find Entry Gate													
 <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	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
						4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	
Reveal Value													
 <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	
Find Hidden Accesses													
 <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


Hide or Obscure


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var	
						4 pts	Self	Self	1 Round	1 Minute		Hidden	
Hide													
 <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:No Counter Available. Lvl:	
												ENHANCEMENTS:	
												Lvl 20	Rollout Instant 16 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	
Wander and Pass 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


-Rogue


Mechanicals


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					8 pts	Touch	1 Mechanical	10 Minutes	Until Reset	Locked/Unlocked		
Deactivate/Activate Mechanical												
 For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save by 1 column. 3 trys only. Simple Issues require SKL:2 non-Dmg traps, Padlocks, Skeleton keys. Advanced Issues require SKL:3 Dmg Traps, Imbedded locks, Slim keys. Complex Issues require SKL:4(or more) Hidden or large mechanicals.												
FOCUS: Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP												


LEVEL	1		STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
					8 pts	Touch	1 Square	20 Minutes	Until Triggered	Success		
Message Traps												
 Uses the Deactivate/Activate Mechanical Rogue Skill (as non-damage trap) Use of a Rogues Kit will alter the Save by 1 column. 3 trys only. Simple Issues require SKL:2 non-Dmg traps, Padlocks, Skeleton keys. Advanced Issues require SKL:3 Dmg Traps, Imbedded locks, Slim keys. Complex Issues require SKL:4(or more) Hidden or large mechanicals.												
COUNTER: None ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 5 Find Trap 4 SP Lvl 12 AoE X2 6 SP												

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					4 pts	Touch	Lock	2 Minutes	Until Reset	Locked/Unlocked		
Set Or Open Padlock												
 Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries. Inspection first, if issue is found (trap?) points are spent & lock not touched. Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts. Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points. Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.												
FOCUS: Col -1 COUNTER: None ENHANCEMENTS: Lvl 5 Slim Key Locks 4 SP Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP												

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

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					4pts	Touch	Lock	6 Minutes	Until Reset	Locked/Unlocked		
Set Or Open Door Lock												
 Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only. After inspection if an issue is found (trap?) points are spent but lock not touched. Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.												
FOCUS: Col -1 COUNTER: None ENHANCEMENTS: Lvl 5 Slim Key Locks 4 SP Lvl 10 Rollout Halved 6 SP												

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

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

-Rogue

LEVEL

6

STACK

99

RANGE


AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3



Set Or Open Chest Lock

8 pts


Touch

Lock

6 Minutes

Until Reset

Locked/Unlocked



Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.

After inspection if an issue is found (trap?) points are spent but lock not touched.

Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell Interference' OR 'Pause Magical Lock'.


COUNTER: None

ENHANCEMENTS:

Lvl 5 Slim Key Locks 4 SP

Lvl 10 Rollout Halved 6 SP

Traveling (PMP)

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>																			
		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>														Lvl 20	Rollout Instant	16 SP	Lvl 10	Rollout Halved	6 SP
Lvl 20	Rollout Instant	16 SP																			
Lvl 10	Rollout Halved	6 SP																			

Urban Environment

LEVEL

2

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

20 Minutes


SAVE:

No sound made

SKL: VAR



Walk Quietly



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

COUNTER: None

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP


Lvl 14

Duration X2

8 SP


LEVEL 4 ☐ ☐

Sleight of Hand


	<p>Rogue can perform skillful deception with their hands</p> <p>Skillful deception Roll Save to fool an audience. Use comparison Save.</p> <p>Rogue can perform skillful deception like that of a street magician.</p> <p>Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4.</p> <p>Save column with add skills such as... Ventriloquism, Distraction, etc are easier</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> <tr> <td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr> </table>	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP	Lvl 5	Initiative +4	4 SP
Lvl 12	Rollout Init	12 SP									
Lvl 10	Rollout Halved	6 SP									
Lvl 5	Initiative +4	4 SP									

LEVEL 4 ☐ ☐

Watchful Approach

	<p>Rogue is obviously and continously scanning and monitoring their surroundings. Must concentrate. Can search for traps and mechanicals using this.</p> <p>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.</p>
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Utility or Misc

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM						
Ventriloquism				4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing							
		<p>A voice/sound is coming an unidentified place/person.</p> <p>Mimic sounds or a short sentence per round.</p> <p>Must indicate where sounds will seemly come from (within Range) Save to convince.</p> <p>Save column based on audience size, noise level, mimicry, skill of listeners, etc.</p> <p>Best: Prep the crowd and act out with cohorts with a practiced persona.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>		Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 12	Range X2	8 SP															
Lvl 9	Range +50%	6 SP															