

# -Rogue

Battle Actions/Prep					Find or Reveal								
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration
1	Avoid Ranged/Thrown	4	Self	1 Battle	1 Minute	1 Battle or 1	1	Find Entrance/Gate	4	Urban	Community	Initiative	Instant
2	Thrown Weapon Expertise	4	Touch	1 Item	1 Minute	End of Battle	1	Search For Item	4	Touch	Variable	1 Minute	Instant
3	Melee Weapon Speed	4	Touch	1 Weapon	2 Rounds	End of Battle	3	Reveal Value	4	Touch	1 Item	10 Rds (1 Mi)	Permanent
4	Take Point	4	Self	6 Squares a	1 Minute	Up To 1 Day	4	Search The Area	4	Touch	2w x 2d x 2h	10 Minutes	2 Hours
5	Patient and Watchful	8	Self	2x2 Squares	4 Rounds	4 Hours	Mechanicals						
Battle Offense					Lvl	Title	Cos	RANGE	AoE	Rollout	Duration		
2	Melee Backstab	4	1 Square	1 Target	Initiative	1 Round	1	Disarm/Arm Locks and Traps	8	Touch	1 Mechanica	10 Minutes	Until Reset
4	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round	2	Create Message Trap	20	Touch	1 Square	20 Minutes	Until Trigger
4	Surprise Throw	4	3 Sqz / Tier	1 Melee Tar	Pre-Battle	In 1 Round	3	Create Impediment Trap	12	Touch	1x2 Squares	5 Minutes	Until Trigger
6	Held Throw	8	By Weapon	1 Target	Initiative	5 Attacks &	5	Create Damaging Trap	40	Touch	1 Square	2 Hours	Until Trigger
8	Whirling Marda	8	Touch	Adjacent Sq	Initiative	1 Round	Nae'Ems						
11	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent
Battle Reaction					Urban Environment					Cos			
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant	9	Urban Tracking	12	Self	Urban or Su	3d8 Minutes	4 Hours
3	Dodge AoO Attacks	4	Self	Movement	Instant	1 Round	10	Lose A Tail (Urban)	12	Self	Urban	3d8 Rounds	30 Minutes
3	Draw Attention	4	In Sight	In Sight	Instant	Up to 30 Min	Class Specialty						
5	Disrupt Concentration	8	8 Squares	1 Target	Instant	2 Rounds	1	Climbing	4	Move	Vertical Area	Initiative	5 Minutes
6	2nd Attempt To Grab	8	Touch	Self	Instant	Instant	1	Rogue To Rogue Signals	4	In Sight	In Sight	Next Initiative	30 Minutes
7	Blunder Change Up	8	Self	Self	Instant	Instant	2	Basic Disguise	4	1 Square	Self	30 Minutes	12 Hours
13	Feign Death	16	Self	Self	Instant	2 Rds Minim	2	Convincing Another	4	Hearing	Varies	5 Rounds	Usually 2 Da
Class Specialty					3	Silent Movements	4	Self	Self	Initiative	20 Minutes		
4	Sleight of Hand	4	Self	Arms Length	1 Round	Instant	4	Impersonate A Person	12	Self	1 Person	10 Min/Com	12 Hours