

-Rogue

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Battle Actions/Prep

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	3	4 pts	Take Point	Self: 30ft in front. Grp.No suprise. Init+2 in 1st round.	Self	6 Squares	Up To 1 Day	1 Minute	SNS 2	99
ENC	4	4 pts	Watchful Stand	General Watchfulness. AC flank=front. AGL/SNS/SER -1 Col.	Self	2x2 Squares	4 Hours	4 Rounds	SKL 2	1

Battle Offense

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Backstab - Melee	Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Next Initiative	none	1
	3	4 pts	Rogues Charge	Min 4 Sqs. 1 Attk. AC-4. Init+8. ToHIT/Dmg +8. No pivot.	Move x2	1 Target	1 Round	Initiative	none	99
	3	4 pts	Surprise Throw	Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.	1 Sq / Tier	1 Melee Target	1 Round	Pre-Battle Inst	none	99
ENC	6	8 pts	Held Throw - Single Target	ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks	Initiative	none	99
	8	8 pts	Whirling Mordra - Rogue	Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.	Touch	Adjacent Sqs	1 Round	Initiative	none	99
ENC	9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99

Battle Reaction

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Avoid An AoO	Save to Avoid AoO. 1 dodge per Tier.	Self	Movement	1 Round	Instant	AGL 2	99
ENC	3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
	3	4 pts	Distraction (Doesn't Counter)	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Instant	SNS >05	99
ENC	7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99
	9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1
ENC	13	16 pts	Feign Death	GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.	Self	Self	2 Rds Minimum	Instant	SNS 3	99

Class Specialty

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Climbing	Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.	Move	Vertical Area	5 Minutes	1 Minute	AGL 3	99
ENC	1	4 pts	Rogue To Rogue Signals	1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	15 Minutes	Next Initiative	SKL 3	1
	2	4 pts	Convincing Another (or Lie)	Adj Save on noise, audience, and any prep.	Hearing	Varies	Usually 2 Days	5 Rounds	SKL 3	99
ENC	2	4 pts	Disguise	Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	SKL 3	7
	2	4 pts	Silent Movements	SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative	SKL VAR	99
ENC	2	4 pts	Ventriloquism	Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL 2	99
	4	4 pts	Sleight of Hand	Roll Save to fool audience. Close quarters actions (1 sq).	Self	Arms Length	Instant	1 Round	SKL 2	99
ENC	12	12 pts	Impersonate A Person	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	12 Hours	10 Min/Compl	SKL 3	99

Find or Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Find Entry Gate	Only Large ruins,dungeons,complexes require a Save.	Urban	Community	30 Minutes	1 Round	SKL 2	99
ENC	1	4 pts	Search	GM needs a description of efforts from player.	Self	Self	1 Minute	1 Round	SKL Var	99
	3	4 pts	Reveal Value	Max weight: 50 lbs to reveal if over 100 gp.	Self	1 Item	Permanent	10 Rds (1 Min)	SKL 3	99
ENC	4	4 pts	Find Hidden Accesses	Easy to Hard: camouflaged, concealed, and Hidden.	Self	2w x 2d x 1h Sqs	2 Hours	10 Minutes	SKL 3	1

Mechanicals

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	8 pts	Create Message Trap	Trigger created to present a message.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
ENC	1	8 pts	Deactivate/Activate Mechanical	Simple SKL:2, Advanced SKL:3, Complex SKL:4. Rogues Kit -1	Touch	1 Mechanical	Until Reset	10 Minutes	AGL 2	99
	2	6 pts	Create Impedance Traps	Trap that entangles or slows movement.	Touch	1x2 Squares	Until Triggered	20 Minutes	AGL 3	7
ENC	5	12 pts	Create Damage Trap	Trigger sets off damage.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7

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Nae'Ems

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	14	48 pts	Bestow House Authority	Creates A House the character owns. Can tell if a follower is true.	1 Recipient	1 Target	Permanent	1 Month	none	99

Urban Environment

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Urban Tracking	Rogue attempts to follow a hot path within an hour.	Self	Urban or Subtrn	2 Hours	3d8 Minutes	SNS 2	99
End	10	12 pts	Lose A Tail	This skill is about avoiding a currently active pursuer.	Self	Urban	Permanent	3d8 Minutes	SKL 2	99