

-Rogue

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AAA-My Party

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
6	8 pts	1000 Yard Stare March	Walk X3 in 20 hrs. Afterwards need 8 hrs sleep.	Self	Self	20 Hours	10 Minutes	none	1

Battle-Actions

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
3	4 pts	Blunder Reroll	One Use. Disregards the first Blunder roll and rolls again.	Self	1 Blunder	Instant	Instant	none	1
7	8 pts	Blunder Change Up	Rogue may apply a Melee Blunder to a less impactful column.	Self	Self	Instant	Instant	none	99

Battle-Defense

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	Instant	Instant	AGL 2	99

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	Instant	none	1
3	4 pts	Charge - Rogue	Move x2, Min 4 sqs. Init+10. ToHIT+8. Dmg+8. AC-4.	Move x2	1 Target	1 Round	Initiative	none	99
3	4 pts	Distraction	Draws aggro or distract a crowd, continued up to duration	In Sight	In Sight	Up to 30 Min	Initiative	SNS >05	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
5	8 pts	COUNTER: Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	none	99
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
9	12 pts	Curved Throw	Small 1 handed thrown weapon. Min 4 sqs. 45 degree turn.	4 Sqs Min	1 Target	1 Round	Initiative	SKL 2	99
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-Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4	4 pts	Focused Thrown Attacks	Single Target. Init set to 0. ToHIT+6. Dmg+6.	Thrown	1 Target	1 Round	Pre-Battle Inst	none	99
4	4 pts	Watchful Approach	AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.	Self	Self	20 Minutes	4 Rounds	none	1

Climb-

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
9	12 pts	2nd Attempt To Grab	2nd chance to grab and not fall. Save to grab.	Touch	Self	Instant	Instant	SKL 2	1

Communication-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Rogue To Rogue Signals	1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	Instant	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
2	4 pts	Ventriloquism	Adj Save on noise, crowd, and any prep.	4 Sqs/Tier	1 Square	1 Round	Initiative	SKL 2	99

Disguise-

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	4 pts	Disguise	Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Person	Audience	12 Hours	30 Minutes	SKL 4	7
12	12 pts	Impersonate	For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.	Self	1 Person	6 Hours	15 Min/Compl	SKL 3	99
13	16 pts	Feign Death	GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.	Self	Self	2 Rds Minimum	Instant	SNS 2	99

Find-Hide-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

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End	1	4 pts	Hide	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
End	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
	6	8 pts	Wander and Pass Unnoticed	Any more than casual passage requires Save. Non-Rogues NON:3	Self	Urban	10 Rds (1 Min)	1 Round	SKL 3	99

Locks-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Set Or Open Padlock	Enh: Slim key+4 pts. Magical=TIRO/EOL needed.	Touch	Lock	Until Reset	2 Minutes	AGL 2	99
End	4	4pts	Set Or Open Door Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
	6	8 pts	Set Or Open Chest Lock	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch	Lock	Until Reset	6 Minutes	SKL 3	99
End	9	12pts	Set Or Open Wall Lock / Mechanism	Enh: Slim key+8 pts @ 5th lvl. Magical: TIRO/EOL needed.	Touch / 1 Sq	Lock	Until Reset	10 Minutes	None	99
End										

Movement-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Walk Quietly	SKL roll varies based on burden and situation.	Self	Self	20 Minutes	Initiative	SKL VAR	99
End	3	4 pts	Take Point	Self: 30ft in front. Grp:No supriz. Init+2 in 1st round.	Self	6 Squares	8 Hours	1 Minute	SNS 2	99

Tracking-

	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 Subtrm	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
End										

Traps-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Message -Create/Find/Remove	Trigger created to present a message.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
End	2	6 pts	Impedance Trap-Create/Find/Remov	Trap that entangles or slows movement.	Touch	1x2 Squares	Until Triggered	20 Minutes	AGL 3	7
	5	12 pts	Damage Trap -Create/Find/Remove	Trigger sets off damage.	Touch	1 Square	Until Triggered	20 Minutes	AGL 3	7
End	5	8 pts	Set Up Eolas Spell Release (Trap)	Trigger releases/enacts an Eolas Spell.	Touch	Per Spell	Used / EOY	20 Minutes	AGL 3	7

Tricks-

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4	4 pts	Sleight of Hand	Roll Save to fool audience. Close quarters actions (1 sq).	Self	Arms Length	Instant	5 Rounds	SKL 2	99

End