







-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						
	<p>Point person initailly surveys the area, then continues to scout a head of the party.</p> <p>Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.</p> <p>Point person acts as a scout watching for potentail issues.</p> <p>Point person is not able use any skills or efforts that require a maintained concentration.</p>											<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>AOE X4</td><td>20 SP</td></tr><tr><td>Lvl 12</td><td>AOE X2</td><td>6 SP</td></tr></table>	Lvl 20	AOE X4	20 SP	Lvl 12	AOE X2	6 SP
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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.</p> <p>ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.</p> <p>This skill improves the effect of a normal backstab.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <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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LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Charge - Rogue					4 pts	Move x2	1 Target	Initiative	1 Round											
			<p>The rogue races forward to deliver an intimidating hit.</p> <p>One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8.</p> <p>'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>When announced before/during initiative add 10 to Initiative.</p> <p>Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.</p>																	
			<p>COUNTER:Set For Charge Lvl:1 </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>									Lvl 9	Range +50%	6 SP	Lvl 5	Initiative +4	4 SP	Lvl 9	Damage +50%	8 SP
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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												
			<p>Character quickly throws a weapon before the fighting begins! Single hand weapon only.</p> <p>Init+15, ToHit+6, Damage: Crit chart roll. 1 Attack instead of normal number per round.</p> <p>Surprise Thrown attack is done before battle is started. Which will create a round 0.</p> <p>Rogue gains +15 Initiative and +6 ToHit. Also, Damage is rolled on Critical chart.</p> <p>If other Surprise attacks happen, highest rolled Init wins and others fail to happen.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <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
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LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
					4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round					
					<p>Concentrates on a target and throws at the last second.</p> <p>Rogue holds all attacks until an initiative of 0.</p> <p>Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.</p> <p>Initiative for these attacks are set to 0.</p> <p>For all normal attacks in the round. Does not affect additional attacks.</p>									
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LEVEL	6	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
					8 pts	By Weapon	1 Target	Initiative	5 Attacks					
					<p>Holds a thrown attack as they concentrate on a single target to find a weakness.</p> <p>ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.</p> <p>If the target is out of sight/range for a round or more this effort is broken.</p> <p>During the wait time the following non-damaging skills can be used on the same target:</p> <p>Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.</p>									
					<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>							Lvl 0	No Enhancements	0 SP
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LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Whirling Mordra - Rogue					8 pts	Touch	Adjacent Sqs	Initiative	1 Round											
<div></div> <div>Rogue spins about and attacks all targets adjacent to them. 1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r Roll ToHit once with +4 bonus. This ToHit applies to each target. Roll Damage one with +4 bonus. This Damage applies to each target that was hit. This is applied to all surrounding squares regardless wheter friend or foe.</div>					<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 17</td><td>Damage +8 / die</td><td>16 SP</td></tr></table>							Lvl 5	Initiative +4	4 SP	Lvl 14	Damage X2	12 SP	Lvl 17	Damage +8 / die	16 SP
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-Rogue

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted		



Character is able to direct a trained mount into battle.
Only 1 attack when moving. Max 2 attacks when stopped.
Requires the use of a trained mount.
Single handed weapons only.
Character is only able to use small or buckler shield.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Battle Reaction

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Avoid An AoO						4 pts	Self	Movement	Instant	Instant	Avoids an AoO		



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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Blunder Reroll						4 pts	Self	1 Blunder	Instant	Instant			



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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05	
Distraction						4 pts	In Sight	In Sight	Initiative	Up to 30 Min	Distracted		



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.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Blunder Change Up						8 pts	Self	Self	Instant	Instant			



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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
2nd Attempt To Grab						12 pts	Touch	Self	Instant	Instant	Grab works		



A Rogue a attempt to recover from missing a grab
Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.
If the Save fails the 2nd attempt to grab fails.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

LEVEL	13			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 3	
Feign Death						16 pts	Self	Self	Instant	2 Rds Minimum	Life Detected		






Rogue falls to the ground and appears dead.
Rogue appears dead to others. Rogue AC=3/3.
Rogue must make GM aware this skill will be used as soon as possible.
Rogue can choose what segment to enact this, based on Rollout being instant.
GM will roll the Save for others trying to detect life.



COUNTER: None
ENHANCEMENTS:
Lvl 14 Save +1 Col 8 SP


-Rogue


Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3									
Climbing						4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen									
	<p>Rogue removes bulky items, sacks, and packs to climb quickly</p> <p>Rogues climb up/down is movement. Others climb at 1/2 their moment.</p> <p>Use of a Rogues kit will allow any Saves for falling to be 1 column better.</p> <p>No packs/sacks & hands must remain free. Failed Save = fall.(2nd Grab Skill?)</p> <p>Falling damage is 2d8 for every 2 Sqs the character has fallen.</p>											<p>FOCUS:Climb Save -1 Col</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP	Lvl 20	Rollout Instant	16 SP	Lvl 12	Rollout Init	12 SP
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM		
Convincing Another (or Lie)						4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed			
	<p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone.</p> <p>Players that role playing this out will get the Save column dropped by 1.</p> <p>Save column adjusted based on audience size and mood, the extremeness of the lie, etc.</p> <p>COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.</p> <p>If the target is general ("Any one person in the crowd") the column is reduced.</p>											<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP
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LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3						
Disguise						4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works						
	<p>Rogue alters a look to evade notice. The following can be changed within reason:</p> <p>Gender, Weight, and Items worn to imply another class or profession.</p> <p>Skin color (Not changing skin type)</p> <p>Age, Hair, Style, Color, and Facial Hair</p> <p>Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)</p>											<p>FOCUS:-2 Col</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>AOE Select Target</td><td>6 SP</td></tr></table>	Lvl 14	Duration X2	8 SP	Lvl 9	AOE Select Target	6 SP
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LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM								
Impersonate A Person						12 pts	Self	1 Person	10 Min/Complexity	12 Hours		Success									
	<p>Rogue alters themselves to appear to be another very specific person.</p> <p>Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.</p> <p>Save columns adjust based on knowledge, amount of prep, amount of practice, etc.</p> <p>Exact Cost based on original 12 points + cost of all enhancements that are needed.</p>											<p>FOCUS:Required</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>	Lvl 14	Save -1 Col	8 SP	Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
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Lvl 14	Duration X2	8 SP																			

LEVEL	13			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:			
	Magical Trap Assistance					16 pts									
	<p>Eolas to cast a mgc trap 'find'. If found it shows how a trained rogue can deactivate it. N</p> <p>Create and Disarm Magical Trap</p>											<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>	Lvl 0	No Enhancements	0 SP
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Communication

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM			
Rogue To Rogue Signals						4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd				
				<p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?</p> <p>Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.</p> <p>One statement per round. Only basic information is put across.</p> <p>If more subtle or complex communication is attempted a Save must be passed.</p> <p>Coded a message or local terminology is used the information is NOT 'readable'.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>	Lvl 0	No Enhancements	0 SP
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Find or Reveal

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2						
Find Entry Gate						4 pts	Urban	Community	1 Round	30 Minutes	Get clear description							
	<p>The Rogues quickly surveys the situation and knows the direction to go!</p> <p>Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark.</p> <p>This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.</p> <p>Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such.</p> <p>Does not give distance, best path, or elevations.</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></table>	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
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-Rogue

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Reveal Value				4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	



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.

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	
Find Hidden Accesses				4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		Access found	



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.

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	
Hide				4 pts	Self	Self	1 Round	1 Minute		Hidden	



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...

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	
Wander and Pass Unnoticed				8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed	



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

FOCUS:Col-1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
Lose A Tail				12 pts	Self	Urban	3d8 Minutes	Permanent		No one following	



The Rogue winds back and forth using cover as needed to avoid notice.
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. Rogue and tracker use a comparison Save.

COUNTER:Urban Tracking - ROG Lvl:1
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP

Mechanicals

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
Deactivate/Activate Mechanical				8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked	



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
Message Traps				8 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	



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

-Rogue

LEVEL1

STACK99

COST4 pts

RANGETouch


AREA OF EFFECTLock

ROLL OUT2 Minutes

DURATIONUntil Reset

SAVE:AGL: 2

Locked/Unlocked



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 Locks4 SP

Lvl 12 Rollout Init12 SP

Lvl 10 Rollout Halved6 SP

LEVEL2

STACK7

COST6 pts

RANGETouch


AREA OF EFFECT1x2 Squares

ROLL OUT20 Minutes

DURATIONUntil Triggered

SAVE:AGL: 3

Success



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 Col8 SP

Lvl 18 Duration X410 SP

Lvl 9 Duration +50%6 SP

LEVEL4

STACK99

COST4pts

RANGETouch

AREA OF EFFECTLock

ROLL OUT6 Minutes

DURATIONUntil Reset

SAVE:SKL: 3

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 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 Locks4 SP

Lvl 10 Rollout Halved6 SP

LEVEL5

STACK7

COST12 pts

RANGETouch

AREA OF EFFECT1 Square

ROLL OUT20 Minutes

DURATIONUntil Triggered

SAVE:AGL: 3

Success



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 Col8 SP

Lvl 10 Rollout Halved6 SP

Lvl 17 Damage +8 / die16 SP

LEVEL5

STACK7

COST8 pts

RANGETouch

AREA OF EFFECTPer Spell

ROLL OUT20 Minutes

DURATIONUsed / EOY

SAVE:AGL: 3

Success



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 Col8 SP

Lvl 10 Rollout Halved6 SP

LEVEL6

STACK99

COST8 pts

RANGETouch

AREA OF EFFECTLock

ROLL OUT6 Minutes

DURATIONUntil Reset

SAVE:SKL: 3

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 Locks4 SP

Lvl 10 Rollout Halved6 SP

LEVEL9

STACK99

COST12pts

RANGETouch / 1 Sq

AREA OF EFFECTLock

ROLL OUT10 Minutes

DURATIONUntil Reset

SAVE:No Save



Inspects a lock during rollout then can 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 Wall lock will cost no extra points to attempt. Create Lock X3 pts. Slim key door locks enhancement requires 5th level and cost 8 more points. Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Required

COUNTER: None


ENHANCEMENTS:

Lvl 5 Slim Key Locks4 SP



Lvl 10 Rollout Halved6 SP

-Rogue

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR							
				4 pts	Self	Self	Initiative	20 Minutes		No sound made							
<div><div></div><div><p>Rogue attempts to not be noticed while walking quietly.</p><p>No load (including packs & sacks) or heavy armor then no Save is required.</p><p>Carrying standard packs & Sacks requires a standard Save.</p><p>Non-Rogue armor raises the Save column by 2.</p><p>Rogue can reduce the Save column by 1 by moving at 1/2 speed.</p></div></div> <div><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 18</td><td>Duration X4</td><td>10 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table></div>												Lvl 18	Duration X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 18	Duration X4	10 SP															
Lvl 14	Duration X2	8 SP															

LEVEL 4

Sleight of Hand

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Arms Length

ROLL OUT

5 Rounds

DURATION


Instant

SAVE:

SKL: 2

Success

Sleight of Hand




Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience. Use comparison Save.
Rogue can perform skillful deception like that of a street magician.
Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4.
Save column with add skills such as... Ventriloquism, Distraction, etc are easier

COUNTER: None

ENHANCEMENTS:



Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL 4 Watchful Approach

LEVEL	4	ATTACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM						
Watchful Approach				4 pts	Self	Self	4 Rounds	20 Minutes		Not Noticed							
		<p>Rogue is obviously and continuously 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.</p> <p>This cannot be done while focusing on singular issues like traps, locks, disguises.</p> <p>Must roll SKL:2 to not be noticed while using this skill.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><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 10	Rollout Halved	6 SP	Lvl 5	Initiative +4	4 SP
Lvl 10	Rollout Halved	6 SP															
Lvl 5	Initiative +4	4 SP															

LEVEL 9 ☐

Urban Tracking

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
Urban Tracking				12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours			Path found
 <p>Rogue attempts to follow a hot path, before it grows cold. Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old. Rogue attempts to follow a hot path, before it grows cold. GM rolls for the Rogues success.</p>		<div>COUNTER: Lose A Tail - ROG Lvl:1 </div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div>									

Utility or Misc

UTILITY OR MISC

LEVEL

2

STACK

99

COST

4 pts

RANGE

4 Sqs/Tier

AREA OF EFFECT

1 Square

ROLL OUT

Initiative

DURATION

1 Round

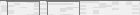
SAVE:

SKL: 2

GM

CONVINCING

Ventriloquism



A voice/sound is coming an unidentified place/person.

Mimic sounds or a short sentence per round.

Must indicate where sounds will seemly come from (within Range) Save to convince.

Save column based on audience size, noise level, mimicry, skill of listeners, etc.

Best: Prep the crowd and act out with cohorts with a practiced persona.

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP