## -Rogue

2 Ventriloquism

4 Sleight of Hand

12 Impersonate A Person

	TOBUC					
Ba	ttle Actions/Prep	Cos	RANGE	AoE	Rollout	Duration
1	Avoid Incoming (Ranged/Thrown	4	Self	1 Battle	1 Minute	1 Battle or 1
3	Take Point	4	Self	6 Squares a	1 Minute	Up To 1 Day
5	Patient and Watchful	8	Self	2x2 Squares	4 Rounds	4 Hours
_	ttle Offense I Title					
2	Melee Backstab	4	1 Square	1 Target	Initiative	1 Round
3	Rogues Charge	4	Move x2	1 Target	Initiative	1 Round
4	Critical Surprise Throw	4	3 Sqs / Tier	1 Melee Tar	Pre-Battle In	1 Round
6	Held Throw, Single Target	8	By Weapon	1 Target	Initiative	5 Attacks &
8	Whirling Mordra, Rogue Style	8	Touch	Adjacent Sq	Initiative	1 Round
11	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle
D -	(II) . D (C					
_	ttle Reaction    Title					
3	Blunder Reroll	4	Self	1 Blunder	Instant	Instant
3	Blunder Reroll  Dodge AoO Attacks					
		4	Self	1 Blunder	Instant	Instant 1 Round
3	Dodge AoO Attacks	4	Self Self	1 Blunder Movement	Instant Instant Instant	Instant 1 Round
3	Dodge AoO Attacks Draw Attention	4 4	Self Self In Sight	1 Blunder Movement In Sight	Instant Instant Instant	Instant 1 Round Up to 30 Min
3 3 5	Dodge AoO Attacks Draw Attention Disrupt Concentration	4 4 4 8	Self Self In Sight 8 Squares	1 Blunder  Movement  In Sight  3x3 Squares	Instant Instant Instant Instant	Instant 1 Round Up to 30 Min 2 Rounds
3 3 5 6	Dodge AoO Attacks Draw Attention Disrupt Concentration 2nd Attempt To Grab Blunder Change Up	4 4 4 8 8	Self Self In Sight 8 Squares Touch	1 Blunder Movement In Sight 3x3 Squares Self	Instant Instant Instant Instant Instant	Instant 1 Round Up to 30 Mir 2 Rounds Instant Instant
3 3 5 6 7 13	Dodge AoO Attacks  Draw Attention  Disrupt Concentration  2nd Attempt To Grab  Blunder Change Up  Feign Death	4 4 4 8 8	Self Self In Sight 8 Squares Touch Self	1 Blunder Movement In Sight 3x3 Squares Self Self	Instant Instant Instant Instant Instant Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant
3 3 5 6 7 13	Dodge AoO Attacks Draw Attention Disrupt Concentration 2nd Attempt To Grab Blunder Change Up	4 4 8 8 8 16	Self Self In Sight 8 Squares Touch Self	1 Blunder Movement In Sight 3x3 Squares Self Self	Instant Instant Instant Instant Instant Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant
3 3 5 6 7 13	Dodge AoO Attacks  Draw Attention  Disrupt Concentration  2nd Attempt To Grab  Blunder Change Up  Feign Death	4 4 8 8 8 16	Self Self In Sight 8 Squares Touch Self Self	1 Blunder Movement In Sight 3x3 Squares Self Self Self	Instant Instant Instant Instant Instant Instant Instant Instant Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant 2 Rds Minim
3 3 5 6 7 13	Dodge AoO Attacks Draw Attention Disrupt Concentration 2nd Attempt To Grab Blunder Change Up Feign Death	4 4 8 8 8 8 16	Self Self In Sight 8 Squares Touch Self Self	1 Blunder Movement In Sight 3x3 Squares Self Self Self	Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant 2 Rds Minim Duration 5 Minutes
3 3 5 6 7 13 Cla	Dodge AoO Attacks  Draw Attention  Disrupt Concentration  2nd Attempt To Grab  Blunder Change Up  Feign Death  ass Specialty  Title  Climbing	4 4 8 8 8 16	Self Self In Sight 8 Squares Touch Self Self Move	1 Blunder Movement In Sight 3x3 Squares Self Self Self Vertical Are	Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant 2 Rds Minim Duration 5 Minutes
3 3 5 6 7 13 Cla	Dodge AoO Attacks  Draw Attention  Disrupt Concentration  2nd Attempt To Grab  Blunder Change Up  Feign Death  Ses Specialty  Title  Climbing  Rogue To Rogue Signals	4 4 8 8 8 16	Self Self In Sight 8 Squares Touch Self Self RANGE Move In Sight	1 Blunder Movement In Sight 3x3 Squares Self Self Self Vertical Are In Sight	Instant	Instant 1 Round Up to 30 Min 2 Rounds Instant Instant 2 Rds Minim Duration 5 Minutes 30 Minutes

4 Self

12 Self

4 4 Sqs/Tier 1 Square Initiative 1 Round

Arms Length 1 Round Instant

1 Person 10 Min/Com 12 Hours

Fin	d or Reveal								
Lv	l Title	Cos	RANGE	AoE	Rollout	Duration			
1	Find Entrance/Gate	4	Urban	Community	Initiative	Instant			
1	Search For Item	4	Touch	Variable	1 Minute	Instant			
3	Reveal Value	4	Touch	1 Item	10 Rds (1 Mi	Permanent			
4	Search The Area	4	Touch	2w x 2d x 1h	10 Minutes	2 Hours			
Mechanicals									
Lv	l Title	Cos	RANGE	AoE	Rollout	Duration			
1	Create Message Trap	20	Touch	1 Square	20 Minutes	Until Trigger			
1	Disarm/Arm Locks and Traps	8	Touch	1 Mechanica	10 Minutes	Until Reset			
2	Create Impedance Trap	12	Touch	1x2 Squares	5 Minutes	Until Trigger			
5	Create Damaging Trap	40	Touch	1 Square	2 Hours	Until Trigger			
Na	e'Ems								
Lv	l Title	Cos	RANGE	AoE	Rollout	Duration			
14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent			
Urk	oan Environment    Title								
9	Urban Tracking	12	Self	Urban or Su	3d8 Minutes	4 Hours			
10	Lose A Tail (Urban)	12	Self	Urban	3d8 Rounds	30 Minutes			