1 Climbing

LEVEL   Tier 1

829-1

Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move	1 Minute	⧖	Class Specialty	Mundane

STACK	AoE	DURATION		SAVE COL		CLASS GROUPS
99	Vertical Area	5 Minutes	⧖	AGL 3	🎭	ROG

Created by COPILOT

Details:
  - Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
    - Rogue uses the appropriate climbing gear from the Rogues Kit.

  - Climbing is to egress or degress (up or down).
    - The distance per round is up to their standard movement in squares.

  - GM may add or subtract to the Save based on the difficulty of situation.

  - Falling damage,
    - 2d8 damage rolled for every 2 squares of falling.

WHAT THIS DOES:
  - Does require the climber to have both hands unencumbered.

  - Does require the Rogue to pass an Save for every standard attempted.

WHAT THIS DOES NOT DO:
  - Does NOT work if the climber is wearing any metal armor, even magical metal armor.

  - Does NOT work if the climber is carrying any containers,
    - bags, sacks, packs, boxes, quivers. . .

  - Does NOT allow the climber to cast spells at any time during the climb,
    - even if the climber stops mid climb.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
14	Save -1 Col	8
20	Rollout Instant	16

Focus Items and/or Kits:
  - Use of this Rogues Kit is NOT passive.
  - Saves for climbing failures done at 1 column better.

1 Rogue To Rogue Signals

LEVEL   Tier 1

645-

1 simple statement per rd. Save to pass complex statement.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Next Initiative	N EXT	Class Specialty	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	In Sight	15 Minutes		SKL	3	GM	ROG

Created by COPILOT

Details:
- Rogue to Rogue basic sign language that is subtle communication.
  - It is called Hand Signals but it includes body language and facial expressions,
    - Every method of non-verbal communication is used.

- Only basic information can be put across,
  - The more subtle and complex the information might need a Save.

- Available to any classes that work from the Base of Rogue, whether is self taught or not.

- GM will roll the Save to see if there is unintended observation,
  - GM can scale the Save up or down depending on circumstances and complexity of message.

WHAT THIS DOES:
- Does take 1 round or 6 seconds.

- Does allow one statement per round,
  - The more statements put across the more difficult to decode by recipient.
  - The more complex the messages the more diffcult the Save.

Example: separate Rogues Guilds may have different dialects, jargons, and goals.
  - Also, it is expected that different territories on a map and different
    political environments will all have different guilds.

WHAT THIS DOES NOT DO:
- Does NOT reveal any information to any character that does not have a Rogue skill set.

- Does NOT work with jargon not known by the recipient.

- Does NOT work with recipents unable to see the signal.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required

1 Avoid An AoO

LEVEL   Tier 1

Save to Avoid AoO. 1 dodge per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle Reaction	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Movement	1 Round	1 RDS	AGL	2		ROG

Created by COPILOT

Details:
- This is a COUNTER MEASURE.

- Roll the Save to Avoid an Attack of Opportunity (AoO).

WHAT THIS DOES:
- Does require the Rogue to pass a Save to avoid each AoO.

- Does allow multiple efforts per round,

- Does require Rogue to activate this use BEFORE an AoO Damage has been rolled.

- Does allow the Rogue to complete normal attacks during the round.

WHAT THIS DOES NOT DO:
- Does NOT allow any Extra attacks by the Rogue to take place in the same round,
  - due to this skill being an Extra attack skill.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

1 Create Message Trap

LEVEL   Tier 1

Trigger created to present a message.

867-

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Mechanicals	Mundane

STACK	AoE	DURATION		SAVE COL	**GM**	CLASS GROUPS
7	1 Square	Until Triggered		AGL 3		ROG

Details:
- Rogue places a hidden non-damaging trigger type trap.

- If traps are very old the GM is encouraged to roll to see if the trap is still active.

WHAT THIS DOES:
- Does require the rogue to maintain concentration during the rollout.

- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,

- Does limit the increased Save columns to 2 columns higher.

- Does require the Rogue to describe the trigger and the message to be displayed.

WHAT THIS DOES NOT DO:
- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections
- No Nae'Em connection.

Counter:
   No Counter Available

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Find Trap	4
12	AoE X2	6
14	Save +1 Col	8

Focus Items and/or Kits:
- Kit NOT required.
- If a Kit is used increase Save column by one.

1 Deactivate/Activate Mechanical

LEVEL   Tier 1

978-

Simple SKL:2,   Advanced SKL:3,   Complex SKL:4.   Rogues Kit -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Mechanicals	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mechanical	Until Reset		AGL 2	ROG

Created by COPILOT

Details:
   Simple Issues   require SKL:2 Save   non-Dmg traps, Padlocks, Skeleton keys.
   Advanced Issues require SKL:3 Save   Dmg Traps, Imbedded locks, Slim keys.
   Complex Issues require SKL:4 Save (or more) Hidden or large mechanicals.

WHAT THIS DOES:
  - Does allow the Rogue to attempt to Deactivate/Activate a mechanical,
    - Deactivation is to disable, open, release, or unlock a device,
    - Activation is to close, set, or lock a device

  - Does allow Rogue to inspect first, and get more detail from the GM IF not done already.
    - Does allow Rogue to use a Kit to lower the Save column by 1.

  - Does allow Rogue to attempt this 3 times with any specific mechanical,
    - Each effort is a separate SP cost.
    - Efforts after the 3rd attempt will yeild no further progress or information.

  - Does allow GM to require more Saves when a multiple step mechanical is made.

WHAT THIS DOES NOT DO:
  - Does NOT allow the Rogue to try more the 3 times.

  - Does NOT allow the Rogue to create magical mechanicals without a casters help.

Bonds and Connections
  - No Nae'Em connection.

Counter:
      No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8

Focus Items and/or Kits:
  - Not required.
  - Tools from kit make the job easier. Column -1

1 Find Entry Gate

LEVEL   Tier 1

Only Large ruins,dungeons,complexes require a Save.

739-

Designed by Freepik

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Urban	1 Round	1 RDS	Find or Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Community	30 Minutes		SKL	2	ROG

Details:
- The Rogue would have less chance of heading in the wrong direction,
  - A rogue using main paths/roads only along with this skill would do well.

- This function works well only at the community level (Village, Town, City),
  - To use this at/in another environment the Save must be passed.

WHAT THIS DOES:
- Does allows the Rogue to know where they last entered the community,
  - Rogue is given the compass direction only,
  - GM might augment this with info like "It's NW right by the Red Ogre Tavern".

- Does allow the Rogue during battle to tell the compass direction of the nearest entrance,

WHAT THIS DOES NOT DO:
- Does NOT give the distance to the entrance.

- Does NOT give the easiest path to the entrance.

- Does NOT give the safest path to the entrance.

- Does NOT give any sense of elevation.

Bonds and Connections
- No Nae'Em connection.

Counter:
    No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12

Focus Items and/or Kits:
- Not required.

1   Search

LEVEL   Tier 1

903-

GM needs a description of efforts from player.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Round	*1* RDS	Find or Reveal	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Minute		SKL Var	ROG

Created by COPILOT

Details:
- Factors:
  - Items Carried: burdens, armor, weapons,
  - Environment: noise level, crowds, blocking items,
  - People: observers, intelligence & number of pursuers,
  - Efforts: distractions, disguise before/after,
  - Those Hidding: number of those hiding, pets, race, class

- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

WHAT THIS DOES:
- Does require the character to pass a Save,
   - Column will be within the sliding scale from >05 up to =00.

- Does continue for 10 rounds.

- Does require rogue to pay attention to changed needed. Examples,
     - may need to hold breath for a bit,
     - may need to adjust position or angle…

WHAT THIS DOES NOT DO:
- Does NOT work well when no positive facters can be found.

Bonds and Connections
- No Nae'Em connection.

Ø Counter:
LVL: No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:
- Not required.

2 Convincing Another (or Lie)

646-

LEVEL   Tier 1

Adj Save on noise, audience, and any prep.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Hearing	5 Rounds	5 RDS	Class Specialty	Mundane

STACK	AoE	DURATION		SAVE	COL	GM	CLASS GROUPS
99	Varies	Usually 2 Days		SKL	3		ROG

Created by COPILOT

Details:
- GM rolls for the recipient if needed.

- Communication must be clear to the target,
   - must be able to understand the Rogues expressions (no jargon),
   - must be able to understand Rogues language.

- This skill works best from players to NPCs,
   - From NPCs to the players the GM likely will need to hide the rolls, then lie as needed.

WHAT THIS DOES:
- Does allows the Rogue to convince a target they are trustworthy
   - Target must pass the Save,
      - those who pass their save will likely decide to believe the Rogues story,
      - those who pass their save will likely decide to follow the Rogues suggestions.

- Does allow the Rogue to present this skill to more than just 1 target,
   - In that case, the Rogue must identify the specific targets.

- Does continue past the rogues interaction with the target,
   - Timing of 'duration' is based on nature of the lie.

WHAT THIS DOES NOT DO:
- Does NOT act as a charm, but the result could end up seeming so.

- Does NOT continue if the effort is interrupted,
   - The Counter Action of "Disruptive Factor" may interrupt the effort.

Bonds and Connections
   - No Nae'Em connection.

Counter:
   No Counter Available.

Creations:
   - No creations. Usable only as a spell/skill.
   - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:
   - Not required.

2 Disguise

LEVEL   Tier 1

811-

Created by COPILOT

Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
4 pts	1 Square	30 Minutes		Class Specialty		Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
7	Self	12 Hours		SKL	3	ROG

Details:
- Can alter the following within reasonable range:
    - Age, Gender, Weight, and Items worn to imply another class or profession.
    - Skin color (Not changing skin type)
    - Hair, Style, Color, and Facial Hair
    - Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)

WHAT THIS DOES:
- Does require a Save by the Rogue.
    - GM may need to make additional Saves based on new audiences.

- Does result in a general look of another person, but not a specific person.

- Does require the disguised person to emmulate the style and mannerisms to be successful,
    - GM may need to make additional Saves based on the character playing the role.

- Does allow the Save to be set lower to SKL:2 if a Rogues kit is used.

WHAT THIS DOES NOT DO:
- Does NOT Physically alter the other person but may have minor prosthetics

- Does NOT Mimic racial or class abilites,
    - special sight
    - special hearing

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	AOE Select Target	6
14	Duration X2	8

Focus Items and/or Kits:
- Kit is NOT required, but sets Save column 2 better.

2 Silent Movements

LEVEL   Tier 1

SKL roll varies based on burden and situation.

790-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Class Specialty	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	20 Minutes		SKL VAR	ROG

Created by BING AI

Details:
- Non-rogues to attempt this same action:
    - Non-Rogue rogues must use the Non-Skilled Saves.

WHAT THIS DOES:
- Does alter the Save roll based on burden,
    - No load (including packs & sacks) or heavy armor then no Save is required,
    - Carrying standard packs & Sacks requires a standard Save.
    - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
    - Rogue wearing robes or less reduce the Save by 1.

WHAT THIS DOES NOT DO:
- Does NOT have any effect if the Rogue wears metal armor.

- Does NOT continue if the Rogue creates a loud/sudden sound.

Bonds and Connections
- No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:
- Not required.

2 Ventriloquism

LEVEL   Tier 1

Adj Save on noise, crowd, and any prep.

615-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Sqs/Tier	Initiative		Class Specialty	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Square	1 Round		SKL	2	GM	ROG

1 RDS

Created by COPILOT

Details:
- Rogue works out with the party ahead of time what the plan is,

- Rogue does not use sounds/voices of very specific persons (easy to fail things)

- Examples:
   #1 Sounds of reenforcements arise from behind the bushes.
   #2 This could be used in a tavern to spread miss information.
   #3 An insult to a person might seem to be from someone behind them.
   #4 Sounds of a greater threat coming from within a nearby cave.

WHAT THIS DOES:
- Does mimic sounds or a short sentence per round.
- Does require the Rogue to pass the Save.
   - Different audiences may require an adjustment to the Save,
   - size of audience must be explained as skill is used (1 person, entire tavern,etc)
   - high leveled targets may make success more difficult,
   - Too noisy or too quiet may make success more difficult.
- Does work better if the Rogue prepares the target audience,
   - Rogue encourages the audience to buy-in before skill is used, then col -1.
   - Rogue uses body language to direct audience attention, then col -1.
   - Rogue a believable pretense, then col -1.
   - Use a maximum column adjustment of 1. One column up or down max.
- Does Take more effort when the Rogue mimics voices,
   - A known individuals voice, then col +1,
   - An unknown but a consistent and unique voice, then no column adjustment.

WHAT THIS DOES NOT DO:
- Does NOT work on Deaf or non-hearing targets.

- Does NOT allow the Rogue to acurrately use languages the Rogue doesn't know.

- Does NOT have an effect what so ever on targets who are within 1 square of the Rogue.

- Does NOT look like the Rogue is moving their lips or jaw.

Bonds and Connections
   - No Nae'Em connection.

Counter:
             No Counter Available.

Creations:
   - No creations. Usable only as a spell/skill.
   - No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8

Focus Items and/or Kits:
   - Not required.

2 Backstab - Melee

LEVEL   Tier 1

Flank.   ToHIT+4, Dmg+4 per Tier.

667-

COST	RANGE	ROLL OUT	**N**EXT	COLLECTION	OUTCOME
4 pts	1 Square	Next Initiative		Battle Offense	Mundane

STACK	AoE	DURATION	**1**RDS	SAVE COL	CLASS GROUPS
1	1 Target	1 Round		none	ROG

Created by COPILOT

Details:
- Flank AC to be used since the attack is a flank attack.

- This is an extra attack.

- ToHit4, Dmg+4 per Tier.

- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.

WHAT THIS DOES:
- Does allow a backstab AoO under certain conditions,
  - Is adjacent to the Rogue,

- Does allow a backstab AoO when a target runs adjacently past the Rogue.

WHAT THIS DOES NOT DO:
- Does NOT allow a backstab AoO against those in Ranged or Thrown range,
  - Only within Melee range.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Damage X2	12
17	Damage +8 / die	16

Focus Items and/or Kits:
- Not required.

2 Create Impedance Traps

LEVEL   Tier 1

Trap that entangles or slows movement.

644-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	20 Minutes		Mechanicals	Mundane

STACK	AoE	DURATION		SAVE	COL	GM	CLASS GROUPS
7	1x2 Squares	Until Triggered		AGL	3		ROG

Details:
- Rogue places a hidden non-damaging trigger type trap.

- If traps are very old the GM is encouraged to roll to see if the trap is still active.

WHAT THIS DOES:
- Does require the rogue to maintain concentration during the rollout.

- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,

- Does limit the increased Save columns to 2 columns higher.

- Does require the Rogue to describe the trigger and the method of impedance.

WHAT THIS DOES NOT DO:
- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save +1 Col	8
18	Duration X4	10

Focus Items and/or Kits:
- Rogues Kit is required.
- If a Kit is used increase Save column by one.

3 Take Point

LEVEL   Tier 1

746-

Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	6 Squares	Up To 1 Day		SNS 2	ROG

Created by BING AI

Details:
- NOTE: a surprise round is round #0

- Point person can prevent the party from being surprised.

WHAT THIS DOES:
- Does allows point person to move ahead of the group and prevent surprise attacks,

- Does allow the point person to provide the party a +2 Initiative in first round.

- Does require the point person to roll a Save when attempting to avoid surprise.

- Does continue to work as expected even if methods are used to look ahead of the point person.
  - For instance, scrying spells, or pets that do NOT bring major attention.

WHAT THIS DOES NOT DO:
- Does NOT allow enough time and forwarning to avoid encounters entirely.

- Does NOT help if the point person is unaware.
  - Doubletimed,
  - Dazed, Stunned,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
20	AOE X4	20

Focus Items and/or Kits:
- Not required.

3 Rogues Charge

LEVEL   Tier 1

735-

Min 4 Sqs. 1 Attk. AC-4. Init+8. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round	**1** RDS	none	ROG

Created by COPILOT

Details:
- No other attacks beyond the charge max (1 attack) may be attempted,
  - this is counted as an 'Extra' attack,
  - no other "Extra" attacks allowed in same round.

- May incur AoO's during charge.

WHAT THIS DOES:
- Does requires the attacker to move in a straight uninterrupted line to the target,
  - The attacker is not allowed to reach the target then pivot. It must be straight on,
  - It must be a minimum of 4 squares and a maximum of twice the movement allowance.

- Does allow the attacker to gain +8 Initiative, +8 ToHIT and +8 Damage,
  - but limited to a maximum of 1 attacks.

- Does require the attacker to downgrade their AC by 4 (AC-4).

WHAT THIS DOES NOT DO:
- Does NOT allow more than 1 attacks in a charge round.

- Does NOT inhibit the fighter from becoming the target of others AOO while charging.

- Does NOT allow attacker to end the charge with a pivot,
  - Charger must be facing the enemy to use this skill.

- Does NOT allow other attacks to be attempted,
  - This is counted as an 'Extra' attack, thus no other 'Extra' attacks allowed in same round.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Set For Charge

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

Focus Items and/or Kits:
- Not required.

3 Surprise Throw

LEVEL   Tier 1

673-

Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Sq / Tier	Pre-Battle Instant	NOW	Battle Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Melee Target	1 Round	1 RDS	none	ROG

Created by COPILOT

Details:
- May use any Thrown weapon allowed to character.

- This a class of attack called 'Surprise'.
  - Other character classes may also have 'Surprise' attacks.
  - 'Surprise' attack can only be started while not in battle yet.
  - A single char's 'Surprise' attack may start a round 0 for entire party.

- If there are 'Surprise' attacks by both sides,
  - The group that has the char with the highest adjusted Initiative goes,
  - The other group will not be able to attack at all until round 1.

WHAT THIS DOES:
- Does gain an Initiative Bonus of +15,
- Does gain a ToHIT Bonus of +6.

- Does require a thrown weapon that is single handed.

- Does allow the Rogue to apply improved damage:
  - Roll 1d100 on the Critical Chart Blade column
  - Note that Knock backs are possible.

A surprise Thrown attack is done before battle is started. Which will create a round 0.
Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on the Critical chart.
If other Surprise attacks happen, the highest rolled Init wins and others fail to happen.

WHAT THIS DOES NOT DO:
- Does NOT override Spells that enhance ToHit or Damage,
  - therefore you can add the benefits of spells and this together

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
14	Damage X2	12

Focus Items and/or Kits:
- Not required.

3 Blunder Reroll

LEVEL   Tier 1

647-

One Use. Disregards the first Blunder roll and rolls again.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Instant	NOW	Battle Reaction	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Blunder	Instant	NOW	none	ROG

Created by COPILOT

Details:
- If the Rogue rolls a Blunder they can roll again.

WHAT THIS DOES:
- Does have the ability to reroll a Blunder,
  - but must keep the reroll.

WHAT THIS DOES NOT DO:
- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

3 Distraction (Doesn't Counter)

LEVEL   Tier 1

661-

Draws aggro or distract a crowd, continued up to duration

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	In Sight	Instant	NOW	Battle Reaction	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	In Sight	Up to 30 Min		SNS >05	ROG

Created by COPILOT

Details:
Melee: Becomes the center of attention drawing 1 attacker attention toward Rogue ,
        Character must actively try to draw attention and cannot be performed from the flank,
        Limits Rogues to half normal movement and to only 1 attack.
        Rogue rolls SNS:2 and distracts the target if roll is above 05,
            Targets AC is dropped for the round by 2,
        Rogue does NOT distract the target if the roll is under 06.

JUST
1

WHAT THIS DOES:
Non-Melee:
  - Does due to more time target gets a Save of SNS:3,
  - Does failure means target is not distracted
  - Does Target may be distracted but still be aware something happened.

GB:
First consider if the COUNTER of distraction might replace this.
Copy and paste from #1 area to #2 area needs to be broken up and present 2 separate infos.
Limits should be put in area #3

WHAT THIS DOES NOT DO:
DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
18	Duration X4	10

Focus Items and/or Kits:
  - Not required.

3 Reveal Value

LEVEL   Tier 1

744-

Max weight: 50 lbs to reveal if over 100 gp.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Rds (1 Min)		Find or Reveal	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Item	Permanent		SKL	3	**GM**	ROG

Created by COPILOT

Details:
- This enables the character to determine rough value of noteable items.

- Item must be unattached to any other item/object.

- Item must weigh less that 50 lbs / 22 Kg.

WHAT THIS DOES:
- Does allows the Rogue to determine if an item is either,
  - Worth more than 100 GP or,
  - Is likely to be magical due to the workmanship or quality materials.

- Does must pass the Save.

- Does allow ONLY the Rogue to know the results.

WHAT THIS DOES NOT DO:
- Does NOT reveal any properties or aspects of an item.

- Does NOT reveal ownership without further clues.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
- Not required.
- Tools from kit make the job easier. Column -1

4 Sleight of Hand

LEVEL   Tier 1

750-

Roll Save to fool audience. Close quarters actions (1 sq).

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Round	**1** RDS	Class Specialty	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	Arms Length	Instant	NOW	SKL	2	GM	ROG

Created by COPILOT

Details:
- An Audience/Observer must witness the actions. (Reason for the skill)
  - Audience does NOT need to be within range/AOE.

- Item (Target) must be within range/AOE,

- Rogue may want to use a distraction to help fool the audience,
  - Skilled Distraction can change the Save column by 1.

Examples: The cups game is slight of hand, or taking something while nobody notices, or palming a card. Unlike Subtle Moves skill, this skill is used outside of the target's personal space. This makes the target more of an audience

WHAT THIS DOES:
- Does allow the Rogue to use skillful deception to fool an audience by passing the Save,
  - If the Save is passes the Sleight of Hand was not noticed,
  - If the Save is failed the Sleight of Hand was noticed.

- Does allow the Rogue to use the Skill Distraction to gain an advantage,
  - The Counter 'Distractive Factor' skill helps the effort, changing the Save column -1,
  - NOTE: Normally the Counter Distractive factor is not a good thing, but helps here.

- Does allow the Rogue to take or place an item within a targets personal space,
  - In this case the Target is a creature, but there may be others around able to see this.

WHAT THIS DOES NOT DO:
- Does NOT use magic, but may be used to seem like there is magic.

Bonds and Connections
- No Nae'Em connection.

Counter:
             No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
10	Rollout Halved	6
12	Rollout Init	12

Focus Items and/or Kits:
- Not required.

4 Watchful Stand

LEVEL   Tier 1

751-

General Watchfulness. AC flank=front. AGL/SNS/SER -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	4 Rounds	**4** RDS	Battle Actions/Prep	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	2x2 Squares	4 Hours		SKL	2	GM	ROG-DEY

Created by COPILOT

Details:
- Rogue is actively scanning during entire time.

WHAT THIS DOES:
- Does require the Rogue to spend the rollout time observing and learning the area.

- Does allow the Front AC to be applied to the Flank AC,
  - This AC benefit lasts until end of Duration or end of round 1 in battle.

- Does require the skill to end when interrupted (battle?) or Duration ends.

- Does allow the Rogue better rolls when attempting efforts that require concentration,
  - Agility, Senses, and Serendipity Saves may gain a bonus of -1 Column.

- Does allow low concentration skills to be used with this skill,
  - Example: use of 'Surprise Throw'.

WHAT THIS DOES NOT DO:
- Does NOT allow for other activities that require focused concentration,
  - Examples: - Searching for traps,
              - Searching for hidden/concealed areas/things,
              - Scanning for clues of any sort,
              - Reading or writing.

- Does NOT allow the Rogue to be moving farther than the AoE as they use this skill.

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:
- Not required.

-Rogue

4 Find Hidden Accesses

LEVEL   Tier 1

Easy to Hard: camouflaged, concealed, and Hidden.

899-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Find or Reveal	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2w x 2d x 1h Sqs	2 Hours		SKL 3	ROG

Created by BING AI

Details:
- Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

WHAT THIS DOES:
- Does search for panels, doors, and other cleverly hidden issues.

- This skill will reveal if there are issues within range and give a description of what is odd.
  - Difficulty, lighting, and other conditions can alter the Saving throw column.

WHAT THIS DOES NOT DO:
- Does NOT automatically reveal all secrets of a given area.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Range At 3 Sqs	8
14	Save -1 Col	8

Focus Items and/or Kits:
- Not required.
- Tools from kit make the job easier. Column -1

5 Create Damage Trap

LEVEL   Tier 2

858-

Trigger sets off damage.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
12 pts	Touch	20 Minutes		Mechanicals		Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
7	1 Square	Until Triggered		AGL	3	ROG

GM

Created by COPILOT

Details:
- Rogue places a hidden damaging trigger type trap.

- If traps are very old the GM is encouraged to roll to see if the trap is still active.

WHAT THIS DOES:
- Does require the rogue to maintain concentration during the rollout.

- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,

- Does limit the increased Save columns to 2 columns higher.

- Does require the Rogue to describe the trigger and the method of damage.

WHAT THIS DOES NOT DO:
- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save +1 Col	8
17	Damage +8 / die	16

Focus Items and/or Kits:
- Rogues Kit is required.
- If a Kit is used increase Save column by one.

6 Held Throw - Single Target

LEVEL   Tier 2

818-

ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Attacks		none	ROG

5 ATTKS

Created by COPILOT

Details:
 - Attacker must use a thrown weapon and continuously focus on a single target.

WHAT THIS DOES:
 - Does gain bonuses of,
    - ToHIT of +5 per held attack while waiting to shoot,
       - This ToHIT bonus applies to the next ToHIT (not the entire round),
       - The ToHIT & Dmg bonus maximum is +20.

 - Does require concentration, but allows the following rogues skills to be used,
       - Rogue To Rogue Signals (1st level, 4 pts)
       - Ventriloquism (2nd level, 4 pts)
       - Wander and Pass Unnoticed (2nd level, 4 pts)
       - Walk Quietly (6th level, 8 pts)

 - Does limit movement to 1/2 of normal walking.

WHAT THIS DOES NOT DO:
 - Does NOT have any effect if the Rogue is NOT concentrating,
    - see the Details area.

 - Does NOT work on a targets= moving in and out of sight,
    - The effort will fail if the target is out of sight at the time of the throw.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

7   Blunder Change Up

LEVEL   Tier 2

828-

Rogue may apply a Melee Blunder to a less impactful column.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Instant	**NOW**	Battle Reaction	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant	**NOW**	none	ROG

Created by COPILOT

Details:
- Rogue desparately attempts a different outcome to the Blunder.

- If the Rogue rolls a Blunder they can choose to apply the roll to a
        different column on the blunder chart to obtain a less negative outcome.

WHAT THIS DOES:
- Does allow Rogue to choose to apply the roll to any of the following columns,
    - Blunts column.
    - Blades column.
    - Hand/Foot column.
    - Missiles column.

- Does require the Rogue to use the original number rolled regardless of the column used.

WHAT THIS DOES NOT DO:
- Does NOT allow Rogue to use this skill multiple times in 1 round.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

8 Whirling Mordra - Rogue

LEVEL   Tier 2

738-

Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Adjacent Sqs	1 Round		none	ROG

Created by COPILOT

Details:
- This skill was created in cooperation with the player known as 'Mordra'.

- Attack roll/damage for all creatures surrounding Rogue.

- Applied to all 8 squares surrounding the Rogue.
    - ToHit+4, Dmg+4.
    - Number of attacks becomes only 1.

WHAT THIS DOES:
- Does give a bonus of ToHit+4 and Dmg+4 that is applied to each target.

- Does use only 1 attack which is applied to all targets, Number of attacks becomes only 1.

- Does apply to all surrounding squares regardless whether friend or foe.

WHAT THIS DOES NOT DO:
- Does NOT always hit all targets surrounding the Rogue,
    - The 1 ToHIT may not hit the individual Acs of the targets.

- Does NOT skip any of the surrounding squares,
    - All 8 surrounding squares are attacked whether friend or foe.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Damage X2	12
17	Damage +8 / die	16

Focus Items and/or Kits:
- Not required.

9 Mounted Melee Attack

LEVEL   Tier 3

815-

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL	2	FTR-HNT-ROG

Created by COPILOT

Details:
- Requires the use of a trained mount.

WHAT THIS DOES:
- Does require the attack to use a single handed full axe, hammer, or blade,
  - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)

- Does allow the rider to attack from the mount when moving,
  - due to the movement to and past the target only 1 attack is allowed.

- Does allow the rider to stop and attack from atop of the mount,
  - With a max of 2 attacks,
  - The rider may choose to use both attacks on the same target.

WHAT THIS DOES NOT DO:
- Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.

- Does NOT give any extra protection to the mount via any skills,
  - However, any barding on the mount may help.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

9 2nd Attempt To Grab

LEVEL   Tier 3

2nd chance to grab and not fall. Save to grab.

652-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Instant	NOW	Battle Reaction	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	Self	Instant	NOW	SKL	2		ROG

Created by COPILOT

Details:
  - Rogue re-attempts a failed grab at an object,
    - object must not be within the possession of another.

Examples:
  - 'Missed life preserver, but does not float away', or
  - 'Lost hold of rope during climb, regained hold with no progress', or
  - 'Missed the ladder rung, but regained balance at same spot'.

WHAT THIS DOES:
  - Does allows the Rogue to re-attempt a failed grab at an object.

  - Does require the Rogue to pass the Save.

WHAT THIS DOES NOT DO:
  - Does NOT allow this skill to be used more than once for the same issue.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:
  - No creations. Usable only as a spell/skill.
  - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save -1 Col	8

Focus Items and/or Kits:
  - Not required.

9 Urban Tracking

LEVEL   Tier 3

788-

Rogue attempts to follow a hot path within an hour.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Urban Environment	Mundane

STACK	AoE	DURATION		SAVE	COL	**GM**	CLASS GROUPS
99	Urban or Subtrrn	2 Hours		SNS	2		ROG

Created by COPILOT

Details:
 - This require the GM to roll a Save FOR the tracking Rogue,
   - If the Save is passed the Rogue is tracking properly,
   - If the Save fails (non-critically) the Rogue is aware they have lost the path,
   - If the Save critically fails the Rogue is NOT aware they are on the wrong path.

JUST 1

WHAT THIS DOES:
 - Does require the Rogue to use environmental clues to continue following the target,
   - Actions/Reactions of others around,
   - Unexplained messes,
   - Sounds of effort, (and more!)

 - Does allow the Rogue to continue using this skill for the duration,
   - Any break in the duration means the Rogue has lost the trail,
   - This includes the normal end of the skill, even if the skill is restarted,
   - The only way to extend the duration is by using an Enhancement.

WHAT THIS DOES NOT DO:
 - Does NOT have any effect if the trail is older than 1 hour.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 1   Lose A Tail - ROG

Creations:
 - No creations. Usable only as a spell/skill.
 - No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:
 - Not required.

10 Lose A Tail

LEVEL   Tier 3

This skill is about avoiding a currently active pursuer.

817-

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	3d8 Minutes		Urban Environment	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	Urban	Permanent		SKL	2	ROG

Created by COPILOT

Details:
- This skill is about avoiding a currently active pursuer.

- 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.

WHAT THIS DOES:
- Does require the Rogue to pass the Save for each person attempting to follow them,
  - The GM may need to roll Saves for any enemies the Rogue is unaware of.

- Does allow the Rogue to use this skill based on an assumption they are being followed.

- Does require rogue to concentrate throughout rollout.

- Does have results after rollout,
  - Either rogue has avoided those that were following,
  - Or the rogue 'thinks' they have avoided their pursuers,
  - or pursuers are noticably following.

WHAT THIS DOES NOT DO:
- Does NOT employ any magic,
  - However if magics are involved the GM may need to adjust Saves.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Urban Tracking - ROG

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

Focus Items and/or Kits:
- Not required.

12 Impersonate A Person

787-

LEVEL   Tier 3

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Min/Complexity		Class Specialty	Mundane

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Person	12 Hours		SKL	3	**GM**	ROG

Details:
- When the Duration has ended the effects will slowly break down and fall away.

- Change appearance of gender, costuming, Hair (color/style/condition), skin, &
  Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.

- Save columns adjust based on knowledge, amount of prep, amount of practice, etc.

- Exact Cost based on original 12 points + cost of all enhancements that are needed.

WHAT THIS DOES:
- Does Adjust based on complexity and level.

- Does alter themselves to appear to be another very specific person.

WHAT THIS DOES NOT DO:
- Does NOT Allow the height to be adjusted more than 10 inches

- Does NOT Physically alter the rogue but may have minor prosthetics

- Does NOT Mimic racial abilites,
  - special sight
  - special hearing

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

Focus Items and/or Kits:
- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

13 Feign Death

LEVEL   Tier 4

GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.

786-

Created by COPILOT

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
16 pts	Self	Instant		Battle Reaction	Mundane

STACK	AoE	DURATION	2 RDS	SAVE	COL	GM	CLASS GROUPS
99	Self	2 Rds Minimum		SNS	3		ROG

Details:
- This skill works on a cursory inspection.
   - The Rogue is in a trance-like state and should show no motion.
   - The Rogue's limbs will stay in whatever position they are initially placed, unless moved.
   - Speed drops to 0.

- Rogue is susceptable to AoO's.

- Rogue can stop Feign Death at any Round of their choosing past the 2nd round (12 secs),
   - When attempting to wake the Rogue rolls Initiative and wakes on that.
   - Feign Death can also end when Rogue is hit with AoO. (Immediately after the hit)

WHAT THIS DOES:
- Does present the image of the Rogue as dead.

- Does allow an inspector to see through the guise, if the GM roll succeeds.

WHAT THIS DOES NOT DO:
- Does NOT inhibit the Rogue from taking damage,
   - The Rogues AC becomes 3. (Front:3 Back:3)

Bonds and Connections
- No Nae'Em connection.

Counter:
           No Counter Available.

Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save +1 Col	8

Focus Items and/or Kits:
- Not required.

14 Bestow House Authority

991-3

LEVEL   Tier 4

Creates A House the character owns. Can tell if a follower is true.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Month		Nae'Ems	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	ALL

Designed by Freepik

Details:
DETAILS:
focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' anothers level of alliegence.
Only the Eolas using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House.
  Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities my only disallow other members that are NOT owners or authorities.

WHAT THIS DOES:
 - Does

Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS DOES NOT DO:
 - Does NOT

Bonds and Connections
 - A subtle Nae'Em connection w/o communication.

Counter:
        No Counter Available

Creations:

 - Creates House effect upon a person.
 - The 'House Authority' spell can bestow authority on another.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not of any benefit during creation of the House.
 - Focus items will aid during any 'sensing' of alliegence.