# -Rogue

## 1  Climbing

LEVEL         Tier 1

829-

**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:**
- Others may try freehand climbing using column 4 as a base.
- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
- Rogue can use 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  Avoid An AoO

LEVEL                Tier 1

**Save to Avoid AoO.  1 dodge per Tier.**

800-

Created by COPILOT

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

| STACK | AoE | DURATION | | SAVE    COL | | CLASS GROUPS |
|-------|-----|----------|---|-------------|---|--------------|
| 99 | Movement | Instant | NOW | AGL    2 | | ROG |

**Details:**
- 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  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 include Locks, Traps, and other machine like devices.
- 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  Message Traps

LEVEL          Tier 1

**Trigger created to present a message.**

867-

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

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

Created by COPILOT

**Details:**
- Rogue places and sets a single use trap.
- If traps are very old 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, and when...
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- 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.

**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  Set Or Open Padlock

LEVEL          Tier 1

**Enh: Slim key+4 pts.  Magical=TIRO/EOL needed.**

807-

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | Touch | 2 Minutes | | Mechanicals | Mundane |

| STACK | AoE | DURATION | | SAVE | COL | | CLASS GROUPS |
|-------|-----|----------|---|------|-----|---|-------------|
| 99 | Lock | Until Reset | | AGL | 2 | | ROG |

Created by COPILOT

**Details:**
- Any traps will have Saves based on the nature of the trap.
- If a concerning issue is found (trap?) then points are spent but lock not touched.
- Skeleton key padlocks cost no extra points to attempt.
- Create lock x3 pts.
- Slim key padlocks enhancement requires the Rogue to be 4th level and cost 4 more points.
- Magical padlocks need an EOLAS SPELL 'Pause Magical Lock'.

**WHAT THIS DOES:**
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it).  3 tries.

**WHAT THIS DOES NOT DO:**
- Does NOT allow a Rogue to create locks.

**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 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |
| 12 | Rollout Init | 12 |

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

# 1  Rogue To Rogue Signals

645-

LEVEL          Tier 1

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

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|---|---|---|---|---|---|
| 4 pts | In Sight | Initiative | | Communication | Mundane |

| STACK | AoE | DURATION | | SAVE | COL | CLASS GROUPS |
|---|---|---|---|---|---|---|
| 1 | In Sight | Instant | | SKL | 3 | ROG |

GM

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  Find Entry Gate

LEVEL          Tier 1

739-

**Only Large ruins,dungeons,complexes require a Save.**

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

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

*1* RDS

Designed by Freepik

**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-

Created by COPILOT

## GM needs a description of efforts from player.

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | Self | 1 Round | 1 RDS | Hide or Obscure | Mundane |

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

**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.
    - Roll Save >05
    - Roll over Column 1
    - Roll over Column 2
    - Roll over Column 3
    - Roll over Column 4
    - Roll Save >95
    - Roll Save =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 | | CLASS GROUPS |
|-------|-----|----------|--|------|-----|--|--------------|
| 99 | Varies | Usually 2 Days | | SKL | 3 | GM | 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  Ventriloquism

615-

LEVEL          Tier 1

**Adj Save on noise, crowd, and any prep.**

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | 4 Sqs/Tier | Initiative | | Utility or Misc | 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-


Created by COPILOT

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | 1 Square | Instant | NOW! | Battle Offense | Mundane |

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

**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   Impedance Trap-Create/Find/Remove

LEVEL          Tier 1

644-

**Trap that entangles or slows movement.**

| 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 |

Created by COPILOT

**Details:**
- Rogue places and sets a single use trap.
- Removing a single impedance trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 4 SP plus 8, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

**WHAT THIS DOES:**
- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

**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.

## 2  Walk Quietly

LEVEL          Tier 1

790-

**SKL roll varies based on burden and situation.**

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | Self | Initiative | | Urban Environment | 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,
   - If carrying backpack and sack SKL:2,
   - Carrying standard packs & Sacks requires a standard Save.
   - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
   - Non-Rogue armor raises the Save column by 2.
   - If Rogue is overburden to point of barely moving the Save column is set to >95.

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

# 3  Take Point

LEVEL          Tier 1

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

746-

| 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  Charge - Rogue

LEVEL          Tier 1

**Move x2, Min 4 sqs.   Init+10. ToHIT+8. Dmg+8. AC-4.**

735-

| 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 | | none | ROG |

Created by COPILOT

**Details:**
- The rogue races forward to deliver an intimidating hit.
- No other attacks may be attempted,
   - This is counted as an 'Extra' attack,
   - No other "Extra" attacks allowed in same round.
- Charge attacks to the flank are recommended for the Rogue.
- If skill is claimed before initiative rolled then Initiative bonus +10 is applied,
   - If not, then skill can be used without the Initiative bonus.
- May incur AoO's during charge.

**WHAT THIS DOES:**
- Does requires the rogue to move in a straight uninterrupted line to the target,
   - The rogue 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.
   - 'Range +50%' enhancement (8 pts) sets maximum to three times standard movement.
- Does allow rogue to gain +8 ToHIT and +8 Damage, but limited to a maximum of 1 attack.
- Does require the rogue to downgrade their armor by 4 (AC-4).

**WHAT THIS DOES NOT DO:**
- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the rogue from becoming the target of others AoO while charging.

**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 | Damage +50% | 8 |
| 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

647-

LEVEL          Tier 1

## 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

LEVEL          Tier 1

661-

## Draws aggro or distract a crowd, continued up to duration

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | In Sight | Initiative | | 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 | GM | CLASS GROUPS |
|-------|-----|----------|--|------|-----|-----|--------------|
| 99 | 1 Item | Permanent | | SKL | 3 | | 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  Focused Thrown Attacks

LEVEL          Tier 1

670-

**Single Target.  Init set to 0.   ToHIT+6.   Dmg+6.**

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|-----|------------|---------|
| 4 pts | Thrown | Pre-Battle Instant | NOW | Battle Offense | Mundane |

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

Created by COPILOT

**Details:**
  - Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.
  - Initiative for these attacks are set to 0.
  - For all normal attacks in the round.  Does not affect additional attacks.

**WHAT THIS DOES:**
  - Does require a single target of the skill.
  - Does require the rogue to set their initiative to 1.
  - Does allow attack of surprise with thrown weapon.
  - Does allows the Rogue to use this with Extra attacks since this is NOT an Extra attack.

**WHAT THIS DOES NOT DO:**
  - Does NOT override Spells that enhance or detract ToHIT or Dmg.
  - Does NOT override Natural bonuses to ToHit or Dmg (STR Bonuses, etc).
  - Does NOT target multiple victoms.

**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 | Range X2 | 8 |

**Focus Items and/or Kits:**
  - Not required.

# 4  Set Or Open Door Lock

LEVEL          Tier 1

**Enh: Slim key+8 pts @ 5th lvl.  Magical: TIRO/EOL needed.**

831-

Created by COPILOT

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|--|------------|---------|
| 4pts | Touch | 6 Minutes | | Mechanicals | Mundane |

| STACK | AoE | DURATION | | SAVE | COL | | CLASS GROUPS |
|-------|-----|----------|--|------|-----|--|--------------|
| 99 | Lock | Until Reset | | SKL | 3 | | ROG |

**Details:**
- Any traps will have Saves based on the nature of the trap.
- 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'.

**WHAT THIS DOES:**
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it).  3 tries.

**WHAT THIS DOES NOT DO:**
- Does NOT allow a Rogue to create locks.

**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 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |

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

# 4  Find Hidden Accesses

LEVEL          Tier 1

899-

## Easy to Hard: camouflaged, concealed, and Hidden.

| 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

## 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 | 5 Rounds | | Urban Environment | Mundane |

| STACK | AoE | DURATION | | SAVE | COL | CLASS GROUPS |
|---|---|---|---|---|---|---|
| 99 | Arms Length | Instant | | SKL | 2 | ROG |

Created by COPILOT

**Details:**
- Audience does NOT need to be within range/AOE.
- Item (Target) must be within range/AOE,
- An Audience/Observer must witness the actions.  (Reason for the skill)
- Rogue may want to use a distraction to help fool the audience,
  - Skilled Distraction can change the Save column by 1.

**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.

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 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 Approach

LEVEL          Tier 1

751-

## AC flank=front. AGL/SNS/SER -1 Col. Save to avoid notice.

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 4 pts | Self | 4 Rounds | 4 RDS | Urban Environment | Mundane |

| STACK | AoE | DURATION | | SAVE | COL | CLASS GROUPS |
|-------|-----|----------|---|------|-----|-------------|
| 1 | Self | 20 Minutes | | SKL | 2 | ROG-DEY |

Created by COPILOT

**Details:**
- This can be restarted any number of times,
  - This is a mentally draining exercise and not rerun automatically.
  - cannot be used multiples times to stack the effect.
- Use of this skill can be visually obvious to anyone in sight,
  - The Rogue can make a Save SKL:2 in an effort to not be noticed.
- Rogue is actively scanning during entire time.

**WHAT THIS DOES:**
- Does allow the Front AC to be applied to the Flank AC,
  - But this CANNOT be used in battle for the Flank AC bonuses.
  - If battle starts when using this skill Flank AC equals Front AC for round 0 and round 1.
- Does allow the Rogue better rolls when attempting efforts that require concentration,
  - Agility Saves may gain a bonus of -1 Column,
  - Senses Saves may gain a bonus of -1 Column,
  - Serendipty Saves may gain a bonus of -1 Column.
- Does allow use of an Enhancement to add to initiative (+4).
- Does allow low concentration skills to be used with this skill,
  - Example: use of 'Surprise Throw'.
- Does allow the Rogue to search for mechanicals (traps and such) during this skill,
  - use of 'Find Hidden Accesses' is doable.

**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.

## 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 |

## Focus Items and/or Kits:
- Not required.

## -Rogue

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## 5  Damage Trap -Create/Find/Remove

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 | GM | CLASS GROUPS |
|---|---|---|---|---|---|---|---|
| 7 | 1 Square | Until Triggered | | AGL | 3 | | ROG |

Created by COPILOT

**Details:**
- Removing a mundane trap costs the original SP of 4 plus 16, total of 20.
- Finding all mundane traps within the AoO costs 8 SP plus 4, total of 12.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.

**WHAT THIS DOES:**
- Does allow the Rogue to choose the placement.
- Does allow the Rogue to use enhancements to upgrade the impedance trap.
- Does allow a reduction in the SP used (-2) if the Rogue and EOLAS are partners.
- Does require the rogue to maintain concentration during the rollout,
  - Creation of trap,
  - Locating the trap,
  - Removing the trap,
- Does have the possibility that rogue may need to use this multiple times on one trap,
  - First to locate,
  - Then to remove.

**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:
- Kit required.

**-Rogue**

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## 5  Set Up Eolas Spell Release (Trap)

868-

LEVEL          Tier 2

**Trigger releases/enacts an Eolas Spell.**

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

| STACK | AoE | DURATION | | SAVE   COL | GM | CLASS GROUPS |
|-------|-----|----------|--|------------|----|--------------| 
| 7 | Per Spell | Used / EOY | 📅1 | AGL   3 | GM | ROG |

Created by COPILOT

**Details:**
- Rogue places and sets a single use setup which an EOLAS then completes.
- Rogues Kit has enough materials for 7 traps.
- If traps are excessively created GM is encouraged to roll survival of the oldest ones.
- EOLAS can use scrolls to make the following magical traps:

| | | |
|--|--|--|
| Containment | Holds victims at the trap | level 12 |
| Move Decreased | Slows victims down | level  6 |
| Voice Recorded | Plays out the message | level  2 |
| Arcane Light | Lights up the area for 2 minutes | level  1 |
| Acid Blob | Damage to area | level 14 |
| Acid Rain | Damage to area | level  8 |

**WHAT THIS DOES:**
- Does allow the Rogue to choose the placement.
- Does allow the EOLAS Caster to use enhancements to upgrade this trap.
- Does allow a reduction in the SP used (-2) if the trap is faked or very visible.

**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.
- No creations. Usable only as a spell/skill.

**Enhancements:**

| LVL | ENHANCEMENTS | COST |
|-----|-------------|------|
| 1 | Visible | -2 |
| 10 | Rollout Halved | 6 |
| 14 | Save +1 Col | 8 |

**Focus Items and/or Kits:**
- Kit is required.

# 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 | 5 ATTKS | none | ROG |

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.

## 6  Set Or Open Chest Lock

LEVEL          Tier 2

904-

**Enh: Slim key+8 pts @ 5th lvl.  Magical: TIRO/EOL needed.**

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 8 pts | Touch | 6 Minutes | | Mechanicals | Mundane |

| STACK | AoE | DURATION | | SAVE  COL | CLASS GROUPS |
|-------|-----|----------|---|-----------|--------------|
| 99 | Lock | Until Reset | | SKL   3 | ROG |

Created by COPILOT

**Details:**
- All traps will have Saves based on the nature of the trap.
- 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' to get past.

**WHAT THIS DOES:**
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does allow rogue to inspection first,
  - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
  - and choose to try to open it (or re-lock it).  3 tries.

**WHAT THIS DOES NOT DO:**
- Does NOT allow a Rogue to create locks.

### 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 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |

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

# 6  1000 Yard Stare March

LEVEL        Tier 2

701-

**Walk X3 in 20 hrs.  Afterwards need 8 hrs sleep.**

Created by COPILOT

| | | | | | |
|---|---|---|---|---|---|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 8 pts | Self | 10 Minutes | | Traveling (PMP) | Mundane |
| STACK | AoE | DURATION | | SAVE    COL | CLASS GROUPS |
| 1 | Self | 20 Hours | | none | FTR-ROG |

**Details:**
- This effort can be repeated day after day.
- Due to the quick pace, encounters are often unaware of the walker until after they pass.
- The character maintains a quick and quiet walk as taught in their training.

**WHAT THIS DOES:**
- Does allow the walker to maintain a maximum movement (not a run) for 20 hours,
  - Able to travel 3 times normal walking distance,
  - Higher likelihood of surprise,
  - Lower likelihood of an encounter.
- Does require the walker to clear their mind and stay that way,
  - No concentrated efforts can be maintained, not even a conversation.
- Does require the path or general compass direction to be preset.
- Does require 8 hours of sleep once the 20 hours of walking is done.
- Does require a full 2 rounds to 'wake' up enough to be functional.

**WHAT THIS DOES NOT DO:**
- Does NOT work if the walker engages in any effort to concentrate,
  - This includes talking beyond a grunt now and then.
- Does NOT continue past 20 hours,
  - If the full 20 hours isn't used the walker will sleep for
    - 4  hours for 10 hours or less of a march (no movement rate change),
    - 6 hours for 10 to 15 hours of a march (x2 1/2 move),
    - 8 hours for 15 + hours stare of a march (x2 move

**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 |
| 20 | Rollout Instant | 16 |

**Focus Items and/or Kits:**
- Not required.

# 6  Wander and Pass Unnoticed

741-

LEVEL        Tier 2

## Any more than casual passage requires Save.  Non-Rogues NON:3

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 8 pts | Self | 1 Round | 1 RDS | Hide or Obscure | Mundane |

| STACK | AoE | DURATION | | SAVE    COL | CLASS GROUPS |
|-------|-----|----------|---|------------|--------------|
| 99 | Urban | 10 Rds (1 Min) | | SKL    3 | ROG |

Created by COPILOT

**Details:**
- When successful it is unlikely any witnesses won't remember the Rogue.
- Graymore Humans can reduce the Save Col by 1.
- During the rollout the Rogue is likely moving and planning the use of this skill,
  - They might even be working to set up the environment to best use this skill.

Best use:  Graymores (-1) with a kit (-1) in the dark (-1) using 'Walk Quietly' (-1),
           Skill Save becomes >01.  Just don't blunder with a 01 on a 1d100.

**WHAT THIS DOES:**
- Does allows Rogue avoid being seen during a casual search,
- Does require the Rogue to pass a Save.
- Does may be easier to use if combined with another action,
  - Distractions,
  - Use of disguises,
  - Use of the Lose A Tail skill.
- Does continue for 10 rounds.

**WHAT THIS DOES NOT DO:**
- Does NOT work well for non-Rogues,
  - non-Rogues must pass a NON:3 Save.

## 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:**
- Kit NO required.
- Tools from kit make the job easier.  Column -1

# 7  Blunder Change Up

LEVEL          Tier 2

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

828-



Created by COPILOT

| 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 |

**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

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

738-

| 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 | 1 RDS | 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**


Created by COPILOT

| 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 |

**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

652-

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

| 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  Set Or Open Wall Lock / Mechanism

LEVEL          Tier 3

**Enh: Slim key+8 pts @ 5th lvl.  Magical: TIRO/EOL needed.**

832-

Created by COPILOT

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 12pts | Touch / 1 Sq | 10 Minutes | | Mechanicals | Mundane |

| STACK | AoE | DURATION | | SAVE    COL | CLASS GROUPS |
|-------|-----|----------|---|-------------|--------------|
| 99 | Lock | Until Reset | | None **GM** | ROG |

**Details:**
- Any traps will have Saves based on the nature of the trap.
- Wall locks and mechanisms have the working parts deep in the wall.
- Skeleton Key Wall lock will cost no extra points to attempt.
- Create Lock X3 pts.
- Slim key wall locks enhancement requires 5th level and cost 8 more points.
- Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

**WHAT THIS DOES:**
- Does allow Rogue to attempt to unlock each specific lock 3 times per day.
- Does expect the Rogue to use their Kit to access parts of the magical lock that
        is just beyond touch and up to 1 square away.
- Does allow rogue to inspection first,
    - if issue is found (trap?) points are spent & lock not touched.
- Does allow rogue to inspect the lock during rollout,
    - and choose to try to open it (or re-lock it).  3 tries.

**WHAT THIS DOES NOT DO:**
- Does NOT allow a Rogue to create locks.
- Does NOT allow access (therefore opening/closing) to apparatus more than 5' inside the wall.

### 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 | Slim Key Locks | 4 |
| 10 | Rollout Halved | 6 |

### Focus Items and/or Kits:
- Kit Required for all Wall Locks.

# 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 | | CLASS GROUPS |
|-------|-----|----------|---|------|-----|---|-------------|
| 99 | Urban or Subtrrn | 2 Hours | | SNS | 2 | **GM** | 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 | | Hide or Obscure | 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

LEVEL          Tier 3

787-

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

| 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 |

Created by COPILOT

**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:**

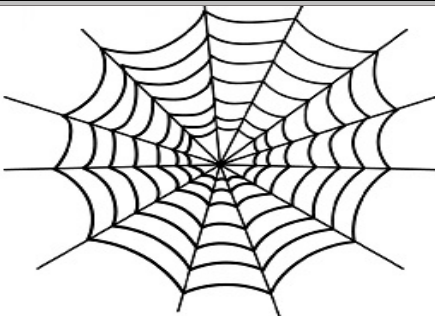| LVL | ENHANCEMENTS | COST |
|---|---|---|
| 14 | Duration X2 | 8 |
| 14 | Save -1 Col | 8 |
| 18 | Duration X4 | 10 |

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

# 13  Magical Trap Assistance

LEVEL          Tier 4

x

747-



Designed by Freepik

| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
|------|-------|----------|---|-----------|---------|
| 16 pts | | | | Class Specialty | Mundane |

| STACK | AoE | DURATION | | SAVE    COL | CLASS GROUPS |
|-------|-----|----------|---|------------|--------------|
| | | | | | ROG |

**Details:**
Include trigger Only the eolas are the mages for the magical traps

1. Made to blend into urban environment:
-- May need to be disguised/hidden vs intelligent creatures,
-- Character piles up any old materials, extra items, and garbage.

**WHAT THIS DOES:**
2. Creating (GM rolls):
-- Requires Tinkers Kit,
-- Must have anchoring points,
-- Rogues can this skill with point cost only,
-- Rogues NOT using the skill can create with Cog:1 at no point cost,
-- Anyone else can attempt to create this with a Cog:2 Save.

3. Effect:
-- Target does not avoid: Roll Dex:3 and alarm is heard if failed,
-- Target makes in-segment review but continues: Dex:2 & alarm if fail,
-- Any evaluation beyond the segment (1 second) causes a delay of 2 Rds.
-- Once sprung trap threat is gone, trap is effectively gone.

**WHAT THIS DOES NOT DO:**
4. Removal methods:
-- Leave no evidence - uses same requirements as creating.
-- Mess left behind - spring the trap and there is no trap.

## Bonds and Connections

**Counter:**
          No Counter Available.

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

**Enhancements:**

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 0 | No Enhancements | 0 |

**Focus Items and/or Kits:**
    -- No effect.

# 13  Feign Death

LEVEL            Tier 4

786-

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

| 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 |

Created by COPILOT

**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.