Battle Actions/Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Avoid Incoming (Ranged/Thrown)	Frontal defense only, flank unchanged. Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	1 Battle or 1 Ho	1 Minute	none	1
3	4 pts	Take Point	Scout ahead for the party Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.	Self	6 Squares ahead	Up To 1 Day	1 Minute	none	99
5	8 pts	Patient and Watchful	This level of observation ensures nothing will be missed. Subtle Watchfulness. AC flank=front.	Self	2x2 Squares	4 Hours	4 Rounds	none	1

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	4 pts	Melee Backstab	Attack from behind with surprise or not. EXTRA: Flank. ToHIT+4, Dmg+4 per Tier.	1 Square	1 Target	1 Round	Initiative	None	1
3	4 pts	Rogues Charge	Rogue moves x2 directly to the target (Min of 4 sqs). JUST 1: 1 Attk. AC-4. Init/ToHIT/Dmg +8. No pivot.	Move x2	1 Target	1 Round	Initiative	None	99
4	4 pts	Critical Surprise Throw	Be fast and get the jump on the enemy with a round 0. JUST 1: ToHIT+6. Dmg=Crit. Only 1 attack. Pre-Battle.	3 Sqs / Tier	1 Melee Target	1 Round	Pre-Battle Inst	None	99
6	8 pts	Held Throw, Single Target	Hold up to 4 shots to gain massive ToHIT and Dmg rolls. ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.	By Weapon	1 Target	5 Attacks & Hel	Initiative	None	99
8	8 pts	Whirling Mordra, Rogue Style	Attack everyone at once when surrounded. JUST 1: 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.	Touch	Adjacent Sqs	1 Round	Initiative	None	99
11	12 pts	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99

End

Battle Reaction

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Blunder Reroll	Disregards the first Blunder roll and rolls again. INTERRUPT: One Use. Cannot be used 2 times in a round.	Self	1 Blunder	Instant	Instant	None	1
3	4 pts	Dodge AoO Attacks	Effort to avoid EXTRA attacks w/ comparison AGL Saves. INTERRUPT: Dodge 1/Tier. Must call before AoO dmg is rolled.	Self	Movement	1 Round	Instant	Agility	99
3	4 pts	Draw Attention	Draw attention and possibly aggro to self. INTERRUPT: Move 1/2. May make 1 attack.	In Sight	In Sight	Up to 30 Min	Instant	Skill to NonSk	99
5	8 pts	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
6	8 pts	2nd Attempt To Grab	Second chance to grab and not fall. Reroll Save to grab. INTERRUPT: Not usable to grab weapons.	Touch	Self	Instant	Instant	Skill	1
7	8 pts	Blunder Change Up	Rolled the percent as normal. INTERRUPT: On the chart select the column you want.	Self	Self	Instant	Instant	None	99
13	16 pts	Feign Death	Rogue falls dead. Rogue is Prone/non-responsive. INTERRUPT: Comparitive Save needed on inspection.	Self	Self	2 Rds Minimum	Instant	Skill vs non-Sk	99

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Climbing	Climb @ walk move. X2 walk with Kit. Fall=2d8 Dmg / Climb. Init=Instant with Enhancement	Move	Vertical Area	5 Minutes	Initiative	Agility	99
1	4 pts	Rogue To Rogue Signals	Hand and body movements to communicate in site, but quietly. 1 simple statement per rd. Save to pass complex statement.	In Sight	In Sight	30 Minutes	Next Initiative	Skill	1
2	4 pts	Basic Disguise	Look generally like another person, Not exactly like someone. Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.	1 Square	Self	12 Hours	30 Minutes	Skill	7
2	4 pts	Convincing Another (or Lie)	Attempting to push an opinion. Adjusting the Save on noise, audience, and any prep done.	Hearing	Varies	Usually 2 Days	5 Rounds	Skill	99
2	4 pts	Silent Movements	Standard pack/sacks & leather armor = Standard Save. No packs/sacks/armor = No Save. 1/2 speed = Roll +20.	Self	Self	20 Minutes	Initiative	Skill	99
2	4 pts	Ventriloquism	Create a sound to eminate from another spot for a diversion. Save adjusted on +noise, +/-crowd, +prep, -mimicry.	4 Sqs/Tier	1 Square	1 Round	Initiative	Skill	99
4	4 pts	Sleight of Hand	May attempt to take OR place an item. Small items only. Save to fool audience. Close quarters actions (arm length)	Self	Arms Length	Instant	1 Round	Skill	99
12	12 pts	Impersonate A Person	Rogue Alters their look, style, and demeanor. Kit required. Cost and Rollout is variable based on complexity.	Self	1 Person	12 Hours	10 Min/Compl	Skill	99

End

Find or Reveal

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Find Entrance/Gate	When in a Village/Town/City this gives compass direction out. Does NOT work in complex underground environments.	Urban	Community	Instant	Initiative	None	99
1	4 pts	Search For Item	Search for a single item with no Save Roll adjustment. -30 to the Save Roll when performing a general search.	Touch	Variable	Instant	1 Minute	SKL	99
3	4 pts	Reveal Value	Rogue reviews an item. Must be able to touch the item. Max weight: 50 lbs or value over 100 gp.	Touch	1 Item	Permanent	10 Rds (1 Min)	Skill	99
4	4 pts	Search The Area	Rogue looks for oddities & hints in the search of an area. This scan method is not best for single item searches (-30)	Touch	2w x 2d x 1h Sqs	2 Hours	10 Minutes	Skill	1

Mechanicals

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	20 pts	Create Message Trap	Hidden non-damaging trap. Enhancements/Kit may help. Campfire Only. Need Straps, Triggers, and Levers.	Touch	1 Square	Until Triggered	20 Minutes	Skill	7
1	8 pts	Disarm/Arm Locks and Traps	For locks, Traps, and other mechanical devices. Simple +0, Advanced -20, Complex -50. Rogues Kit +20.	Touch	1 Mechanical	Until Reset	10 Minutes	Skill	99
2	12 pts	Create Impedance Trap	Hidden non-damaging trap. Enhancements/Kit may help. Trap that slows movement by half when Save is failed.	Touch	1x2 Squares	Until Triggered	5 Minutes	None	7
5	40 pts	Create Damaging Trap	Hidden damage trap 2d6 damage. Kit Required. Trigger sets off damage. Typically 2d6 dmg.	Touch	1 Square	Until Triggered	2 Hours	Skill	7

End

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
14	48 pts	**Bestow House Authority**	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

Urban Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
9	12 pts	**Urban Tracking**	Track a target through a community or complex. JUST 1: Move 1/2. Attacks=1. Comparison Save to find/follow.	Self	Urban or Subtrrn	4 Hours	3d8 Minutes	Skill	99
10	12 pts	**Lose A Tail (Urban)**	Avoiding an active pursuer. Comparitive Skill/Non-Skill Saves.	Self	Urban	30 Minutes	3d8 Rounds	Skill	99

End