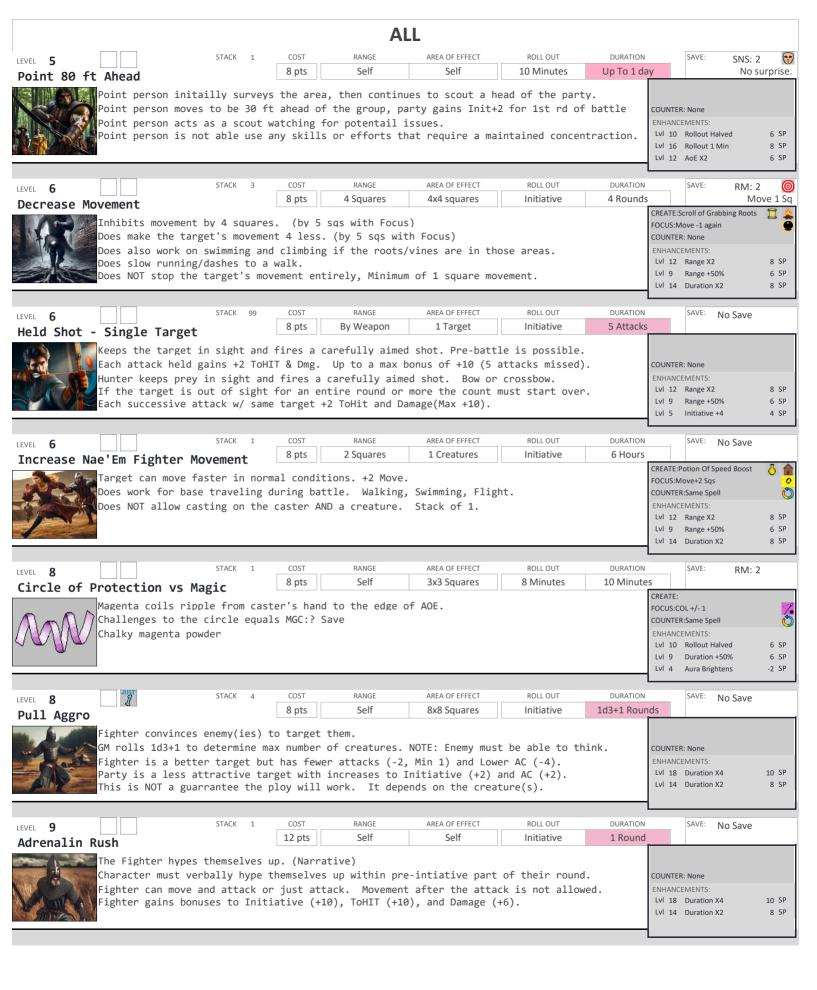
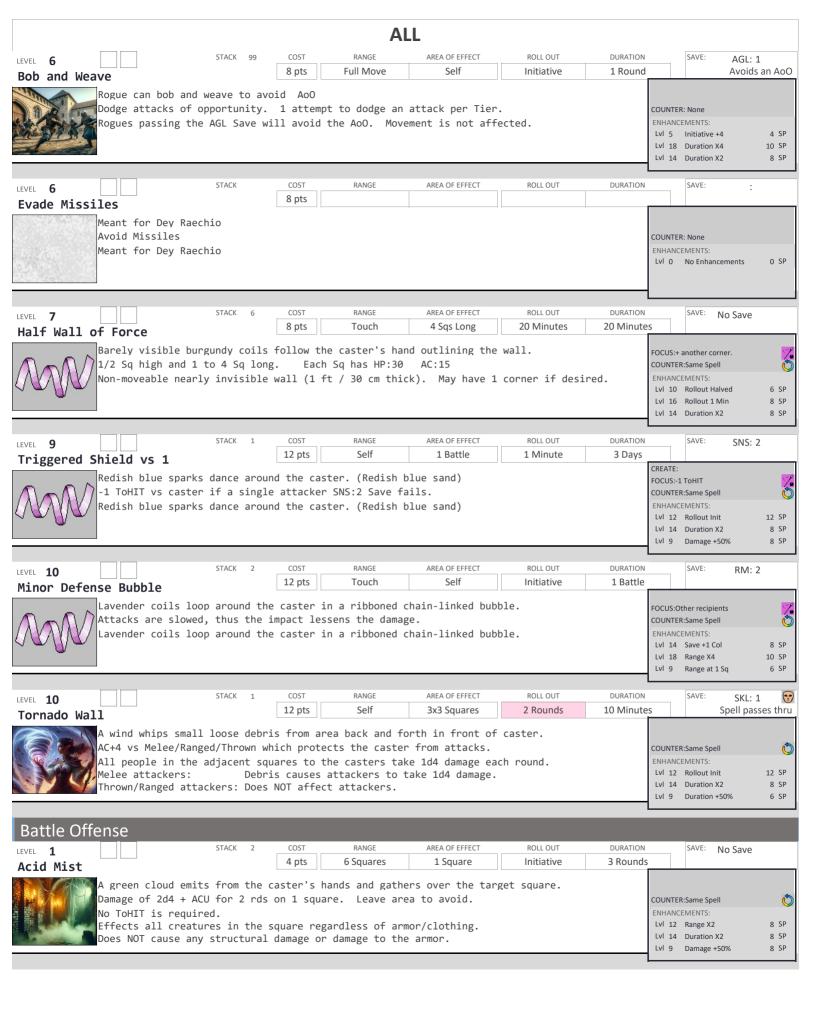


				Α	LL				
LEVEL 3 Take Point		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT 6 Squares	ROLL OUT 1 Minute	DURATION Up To 1 Da	SAVE:	SNS: 2 SNS: 2 No Surprise
	Point person Point person	initailly surveys moves to be 30 ft acts as a scout w is not able use a	ahead of tatching for	the group, p r potentail	arty gains Init+2 issues.	for 1st rd o	f battle.	COUNTER: None ENHANCEMENTS: Lvl 20 AOE X4 Lvl 12 AOE X2	20 SP 6 SP
LEVEL 4	other To Dise	STACK 1	COST 4 pts	RANGE 3 Squares	AREA OF EFFECT 1 Recipient	ROLL OUT	DURATION 1 Round	SAVE: BRU	/AGL: 2 😝
ASSIST AND	Fighter aids REQUEST BEFOR Both roll ini Both Save eit	another while the E INITIATIVES ARE tiative & move du her Brute or Agil e allow by the re	ROLLED. ring highes ity Save to	st initiativ o avoid AOO'	e in a straight l s and are not all	ine 1-3 square	es.	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancen	nents 0 SP
LEVEL 4		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 2x2 Squares	ROLL OUT 4 Rounds	DURATION 4 Hours	SAVE:	SKL: 2 %M Not Noticed
Watchful S	Non-obvious c Ends when int This cannot b Saves vs Agil	ontinous scanning errupted or Durat e done while focu ity, Senses, and ont AC, lastsunti	/ monitor: ion ends. sing on sing	ing of the s ngular issue better by 1	urroundings from s like traps, loc	a standstill. ks, disguises		COUNTER: None ENHANCEMENTS: LvI 10 Rollout Halve LvI 5 Initiative +4 LvI 14 Duration X2	
LEVEL 5 Converge 0	On The Enemy	STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT 1 Target	ROLL OUT	DURATION Conc + 2 Ro) Save
	This effort w Fighter targe Reduces their	inates the groups ill continue as l ts a single enemy number of attack party would gain	ong as the with jeers	Fighter con s & war crie Minimum of 0	centrates and the s to encourage th), ToHIT (-4), an	e group to ato d AC (-1).		COUNTER: None ENHANCEMENTS: LVI 0 No Enhancen	nents 0 SP
LEVEL 5		STACK 99	COST 8 pts	RANGE Self	AREA OF EFFECT Player Party	ROLL OUT	DURATION 1 Battle	SAVE: NO	Save
Coordinate	Attacks-1. D Give up one a This skill on	oordinates the pr istribute +6,+4,+ ttack to use this ly affects the Fi n be reset by a s	iority of a 0 & -2 Init skill, but ghter's par	attacks from tiative bonu t can still rty.	the group. ses to the group' use 'Extra' attac	s classes.	1 butte	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancen	nents 0 SP
LEVEL 5		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 O
Entangle	This allows a Root/vines/br If no root/vi	etheral vines in trap to be sprun anches in area re ne/branch are in to move from squ	g hours aft ach out and the environ	ter the cast d attempt to nment then b	er has left. grab any moving rown ribbons reac	creatures.	4 Hours	FOCUS:Aoe: 3x3 COUNTER:Same Spell ENHANCEMENTS: LvI 12 Rollout Init LvI 14 Range At 3 So LvI 4 Aura Brighter	
LEVEL 5 Mundane Fi	re Immunity	STACK 1	COST 8 pts	RANGE 1 Target	AREA OF EFFECT 1 Target	ROLL OUT 5 Rounds	DURATION 1 Hour	SAVE: NO	
	Forge fires o	immunity to mund r hotter break th h light to read b	is spell.					CREATE:Normal Fire Pro FOCUS:Warms those cle COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Rollout Init Lvl 18 Duration X4 Lvl 9 Duration +50	12 SP 10 SP

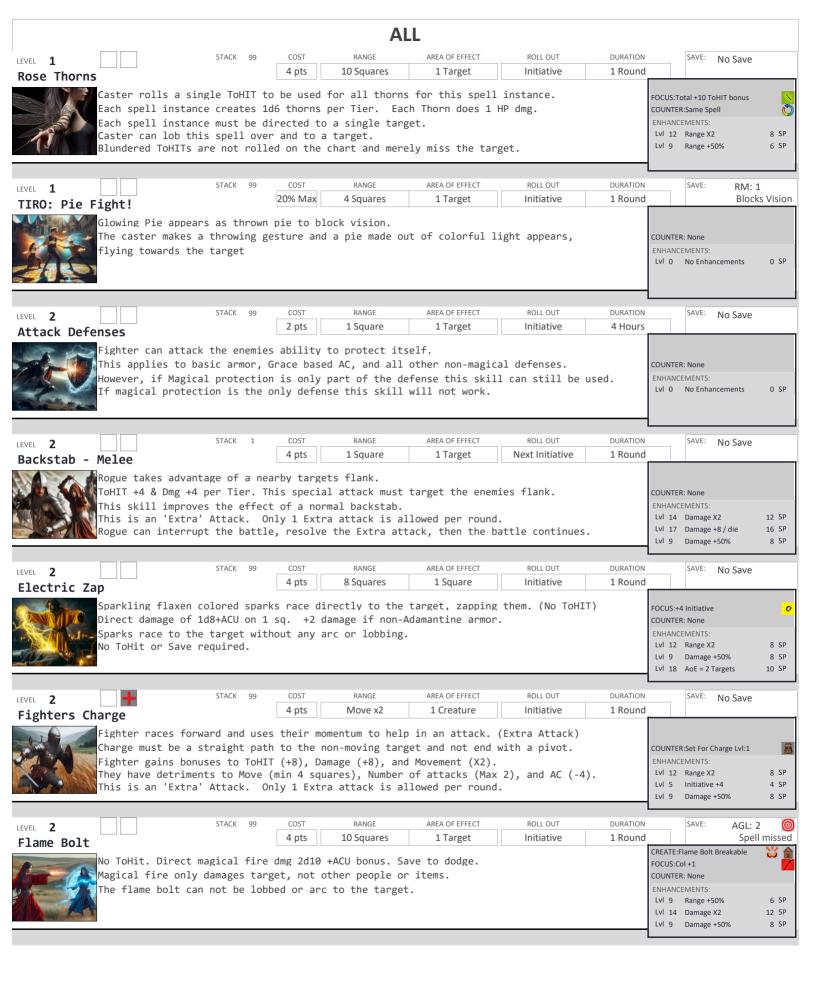




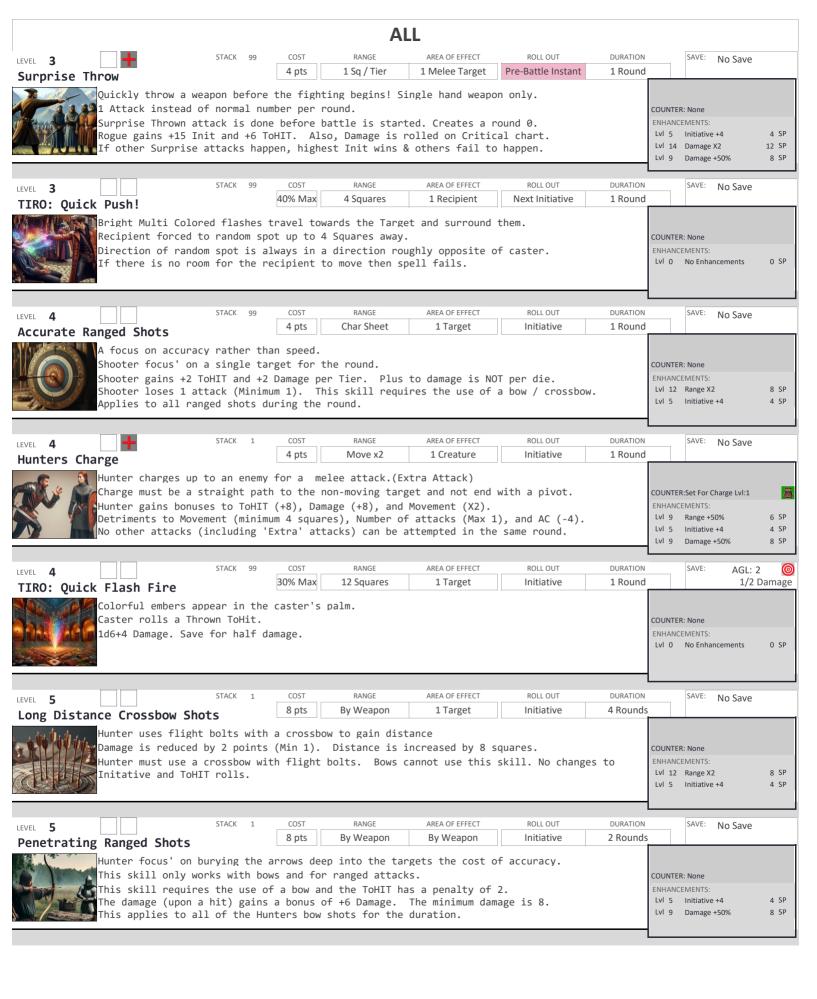
		Α	LL				
LEVEL 3 Disengage	STACK 1 COS		AREA OF EFFECT 2-3 Squares	ROLL OUT Initiative	DURATION 1 Round	INO Save	
Fighter skillf REQUEST BEFORE Fighters AC is BRU/AGL:2 to a	ully avoids combat as INITIATIVE IS ROLLED improved by 4. void AOO's. Fighter allowed while using	O. Fighter moves i	n a straight line		5.	COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8	3 SP
LEVEL 3 NAE'EM	STACK 1 COS	ST RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Protect Fighter vs Rang	4 ~		1 Recipient	Initiative	4 Hours	NO Save	
Recipient Figh	straw colored spark: ter must have a Nae'l vs ranged and thrown	Em with the caster	•	5.		Lvl 14 Duration X2 8	S SP S SP S SP
EVEL 3	STACK 99 COS	ST RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
EVEL 3 TIRO: Armor of Light	30% I		Self	1 Minute	4 Hours	INO Save	_
	lored flashes and su Image of bright, spa					COUNTER:Same Spell ENHANCEMENTS: Lvi 0 No Enhancements 0	SP
LEVEL 3 NAE'EM	STACK 1 COS	ST RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Wind Wall For Nae'Em Hu	inter 4 p	ts 4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		_
Recipient must Wind Wall stay Skills aren't This spell wil	he eye of storm. Wind be a Hunter by a Nad s with Hunter. affected / blocked un l not allow the Hunte	e'Em to caster and nless vulnerable t er to push into an	must reside in or		DURATION	Lvl 14 Duration X2 8	S SP S SP S SP
EVEL 4 === Shield Block	4 p		Self	Instant	1 Round	DIVO. 2	_
Fighter blocks COUNTER: Block Fighter blocks Save to block.	an enemy's attack was a single melee attack was an enemy's attack was Blunders merely famot block critical had	ck BEFORE the dama ith a medium or sm il. Criticals all	aller shield. ow 2nd block insta			COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8	3 SP
LEVEL 5	STACK 99 COS	ST RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: AGL: 2	
Limit Flank Attacks (Co	ounter)	ts Self	Self	Initiative	5 Rounds		only
Only the singl The 3 squares This skill lim	inuously shifts so at e square directly bel behind a Rogue are no its the one center f ounding squares are o	nind the Rogue can ormally considered lank square to be	attack their flar flanks. the 'Flank'.	-	attack.	COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8	3 SP
EVEL 5 Provide Protection	STACK 99 COS		AREA OF EFFECT 1 Creature	ROLL OUT initiative	DURATION 1 Round	110 3010	
The Fighter bl Fighters Initi Fighter is abl	ocks attacks to the rative and ToHit dropse to interpose and to remain within 1 sq (s by 2 and Movemen ake 'Extra' attack of the Fighter and	t is in half (with s in place of the recipients AC + 4	n recipient). recipient.) SP 3 SP



		AL	ı				
		AL	L				
LEVEL 1	STACK 99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1
Acid Rash w/ Ongoing Frag	gility 4 pts	3 Squares	1 Square	Initiative	until Healed		Not Sick
Damage of 2d4 + A Does put upon the Can't go beyond t	green acid at the targ ACU Bonus for 3 rds. Ta e enemy an advancement of the given fragility during e given fragility during	argets Save to of fragility (S ing the battle	avoid sickness Starting at Sick	I. ness I)		COUNTER:Same Spell ENHANCEMENTS: LvI 18 Range X4 LvI 12 Range X2 LvI 9 Range +50%	10 SP 8 SP 6 SP
					L		•
LEVEL 1 Barbed Sparks	STACK 99 COST 4 pts	RANGE Self	4 sq Triangle	ROLL OUT Initiative	5 Rounds	SAVE:	RM: 1 (Target Sees
Can distract or t All in AoE must S Those that do Sav	and throws colorful lightemporarily blind people save to not be blinded the re have no visual issues the issues seeing clear	e for up to 2 if for this round s.	rounds. + 1 more.		C	FOCUS:Save +1 Col COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 9 Duration +50 Lvl 12 AoE X2	10 SP % 6 SP 6 SP
					L		8 /
Cause Illness	STACK 99 COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	Possibly Days	SAVE:	HTH: 2 %
Damage of 1d4+ACU Target's failed S	etraight to target the s I to 1 sq for 1 round fr Save indicates Sickness S through Sickness II ar	rom a direct sp I. Use compan	oark. No lobbin rison Save.	g.	i	COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 Lvl 9 Range +50% Lvl 12 AoE X2	10 SP 6 SP 6 SP
LEVEL 1	STACK 99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
Flash Of Fire!	4 pts	8 Squares	1 Target	Initiative	1 Round		Not Blinded
Must be a direct Does 1d6 + caster	pall of magical fire to path and not lobbed. Notes Acumen bonus in damag at a creature or a singl	No ToHIT needed	i.			COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50% Lvl 9 Damage +50	8 SP 6 SP % 8 SP
LEVEL 1	STACK 99 COST 4 pts	RANGE 8 Squares	1 Square	ROLL OUT Next Initiative	1 Round	SAVE:	RM: 2
Damage of 1d4 + A	ue coils waft out to the CU. Target Save Lose Atue coils waft out to the	ne target and particle.	pinches a sentiv	e spot. Caster	must be must be	FOCUS:Save +1 Col COUNTER:Same Spell ENHANCEMENTS: LvI 18 Range X4 LvI 9 Range +50% LvI 14 Damage X2	10 SP 6 SP 12 SP
IEVEL 1	STACK 1/Tier COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Heat Wave Wall	4 pts	Touch	1 Sq : Recipient	Initiative	5 Rounds		1/2 Damage
Creates an inhibi Heat wall around Casting, Ranged, Note casting whic	ting wall of heat vs the Caster delivers 2d3+ACU and thrown attacks will the result in melee action intiative, but may be considered.	J Bonus Fire Da l pass through ons/damage is :	amage (Melee). S this wall with inhibited by thi	no issues.		FOCUS:Recipient w/in of COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Duration X4 Lvl 9 Duration +50 Lvl 14 Damage X2	10 SP
IEVEL 1	STACK 1 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	o Save
Massive Bludgeoning Attac	4	Melee	Self	Initiative	2 Rounds	[N	Jave
	flat or blunt area of t	their wearen	! ↓				
Every Hit is trea FFull damage is a Bludgeoning can b	riat or blunt area of the state	using the Hand ter 30 minutes	half of the dam		1	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	10 SP 8 SP

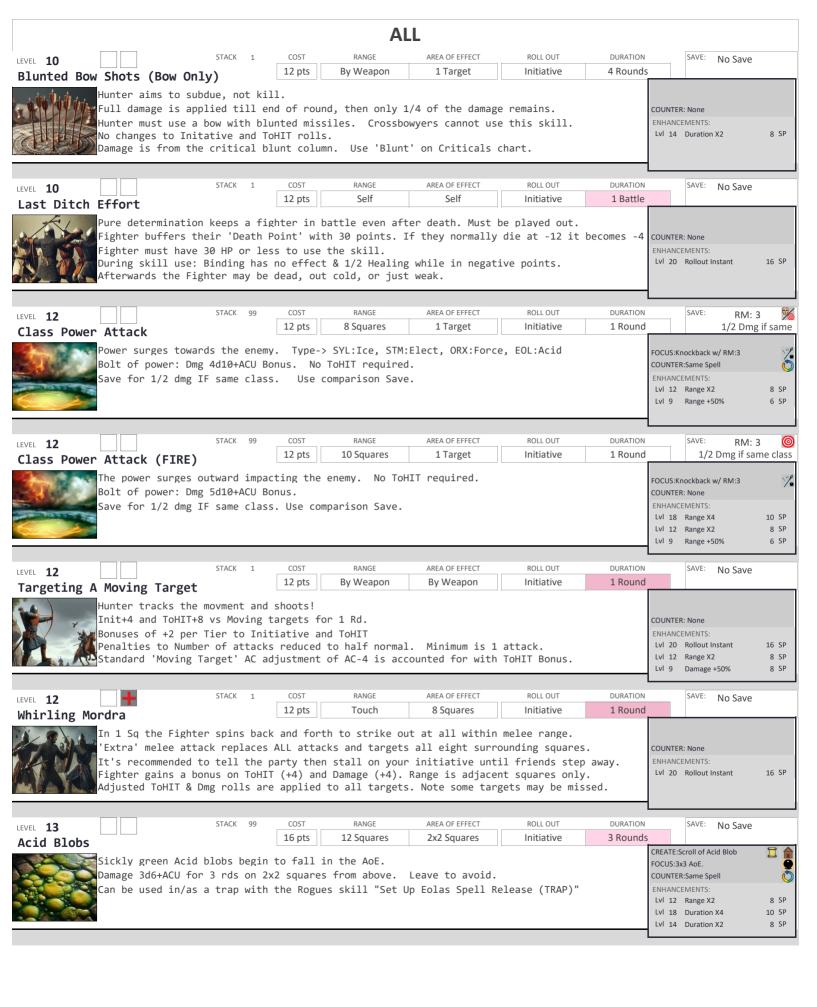


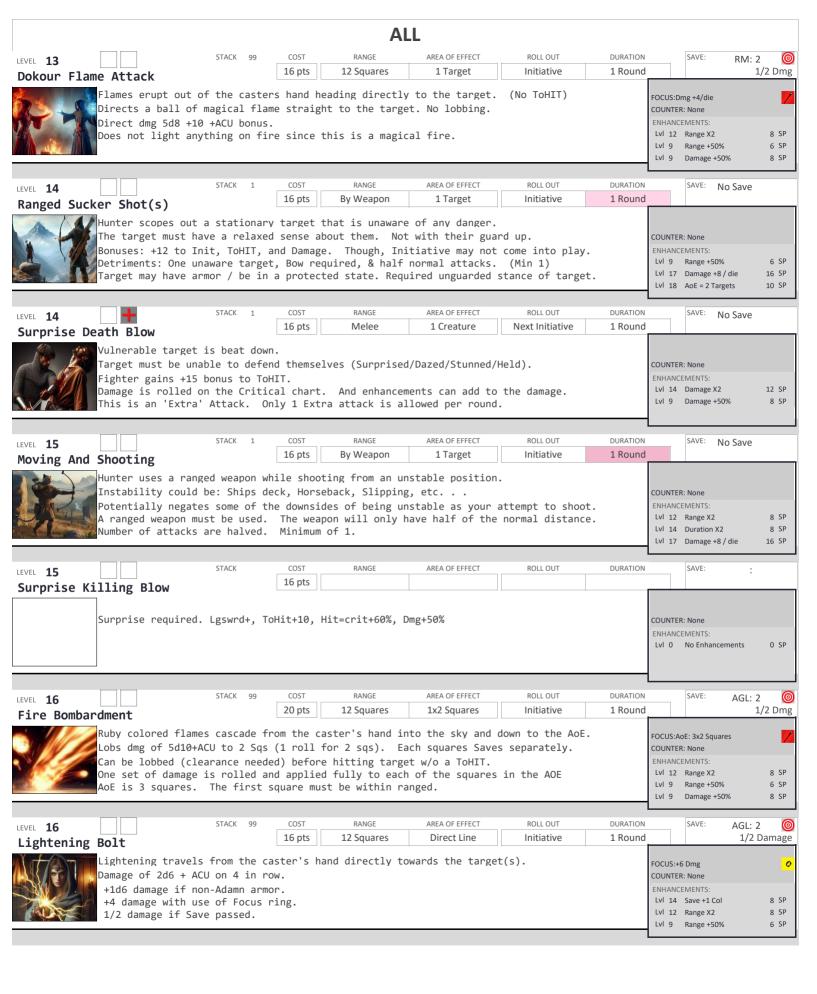
				LL					
_	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATIO	NI.	SAVE:	21.4.2
Force Push	STACK I	4 pts	10 Squares	2 Squares	Initiative	1 Roui		SAVE.	RM: 2
Solid lavender coil: Direct damage of 1de Solid lavender coil: target. (No Tok	5 + ACU. 5 extend fr	Targ	et(s) Save or	pushed back			ENHANG Lvl 14 Lvl 18	ave Col +1 R:Same Spell CEMENTS: Save +1 Col Range X4 Range +50%	8 SP 10 SP 6 SP
LEVEL 2 Scorching Skin	STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATIO		SAVE: No	Save
Ghostly rust colored Caster must touch th 1d6 +ACU damage per +4 additional damage Does radiate heat bu	ne target. round. e to Undead	(Roll a /Living d	ToHIT)	d.			ENHANG Lvl 14 Lvl 14	lo Sickness/Disea R:Same Spell CEMENTS: Range At 3 Sqs Damage X2 Damage +50%	Ó
LEVEL 2	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATIO)N	SAVE:	RM: 1
TIRO: Fire Crack!		20% Max	6 Squares	1 Target	Initiative	Instar			Attck NOT lost
Bright Multi Colored Caster rolls a Throu Save or target loose	vn ToHit wi	th 1d3 ma	gic fire dama					R: None CEMENTS: No Enhanceme	ents O SP
	STACK 2	7200	DANCE	ADEA OF FEFECT	DOLL OUT	DUDATI		CANE	
Conjure Native Beetles	STACK 2	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	2 Rour		SAVE:	SKL: 2
Conjures a swarm to Will attack any live Save to conure.					_		ENHANG Lvl 12 Lvl 9	R:Same Spell CEMENTS: Range X2 Range +50% Damage X2	8 SP 6 SP 12 SP
LEVEL 3 Heat Metal Armor	STACK 3	cost 4 pts	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATIO	ds	SAVE: No	Save
Metal armor glows w: Round 1: Initiative Round 2: Initiative Round 3: Initiative Round 4: Initiative	e -1	AC -1 T AC -2 T AC -3 T	nit, AC, ToHI OHIT -1 OHIT -2 OHIT -3 OHIT -4	T drop 1 per rd.			FOCUS:A COUNTE ENHANG LVI 12 LVI 9	CINITY METAL A CC/Init/ToHIT add R:Same Spell CEMENTS: Range X2 Range +50% Duration X4	<u> </u>
LEVEL 3	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATIO	DN .	SAVE: No	Save
Rogues Charge The rogue races form Charge must be a str Rogue gains: bonuses Detriments: to Mover No other attacks (in	raight path s to Initia ment (minim	n to the n ntive +8, num 4 squa	on-moving tar ToHIT +8, Dam res), Number	get and not end wage +8, and Mover of attacks (Max :	with a pivot. ment X2. 1), and AC (-4)	1 Roui	COUNTE ENHANG Lvl 9	R:Set For Charge CEMENTS: Range +50% Initiative +4	Lvl:1 6 SP 4 SP
LEVEL 3 Shield Bash (Odd rounds)	STACK 1	cost 4 pts	RANGE 1 Square	AREA OF EFFECT 1 Target	ROLL OUT	DURATIO		SAVE: No	Save
Fighters use their s Skill requires a sma This is an 'Extra' A Odd Rounds Only. To All 'Shield Bash' mu	all to larg Attack. Or DHIT+4. Da	ge shield. nly 1 Extr nmage = Sh	Does not all a attack is a ield Front AC	low bucklers or l llowed per round + STR Bonus.	kite shields.			R: None CEMENTS: Damage +8 / d	ie 16 SP

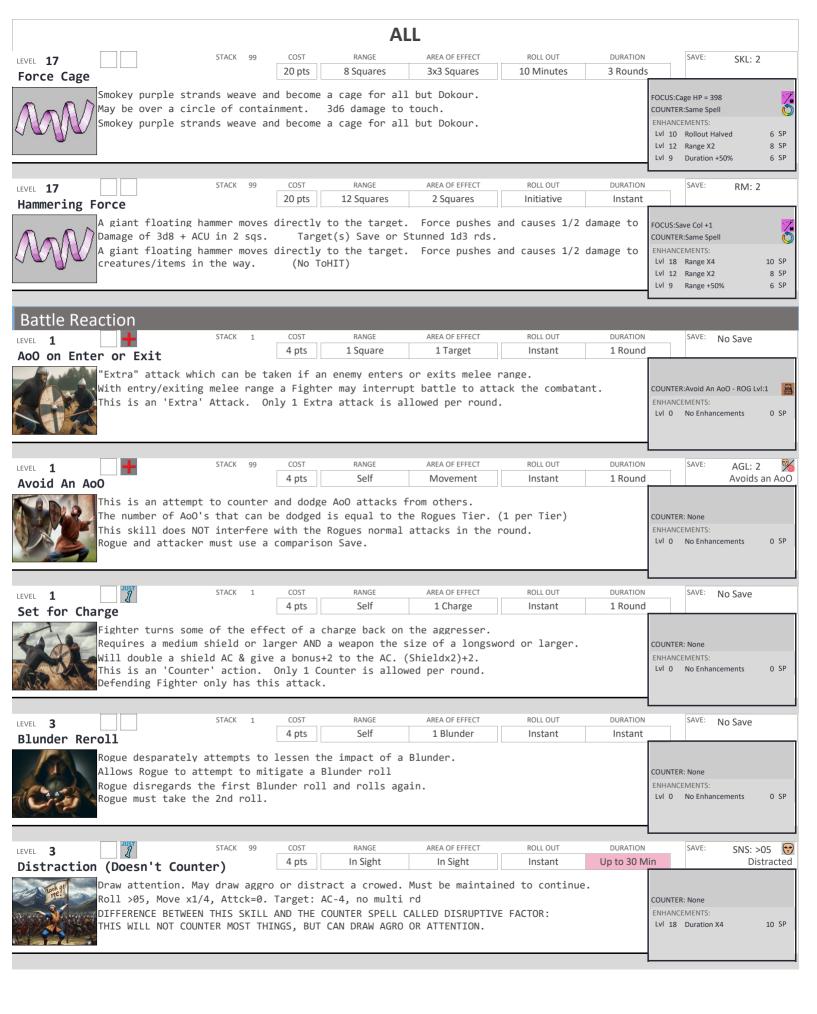


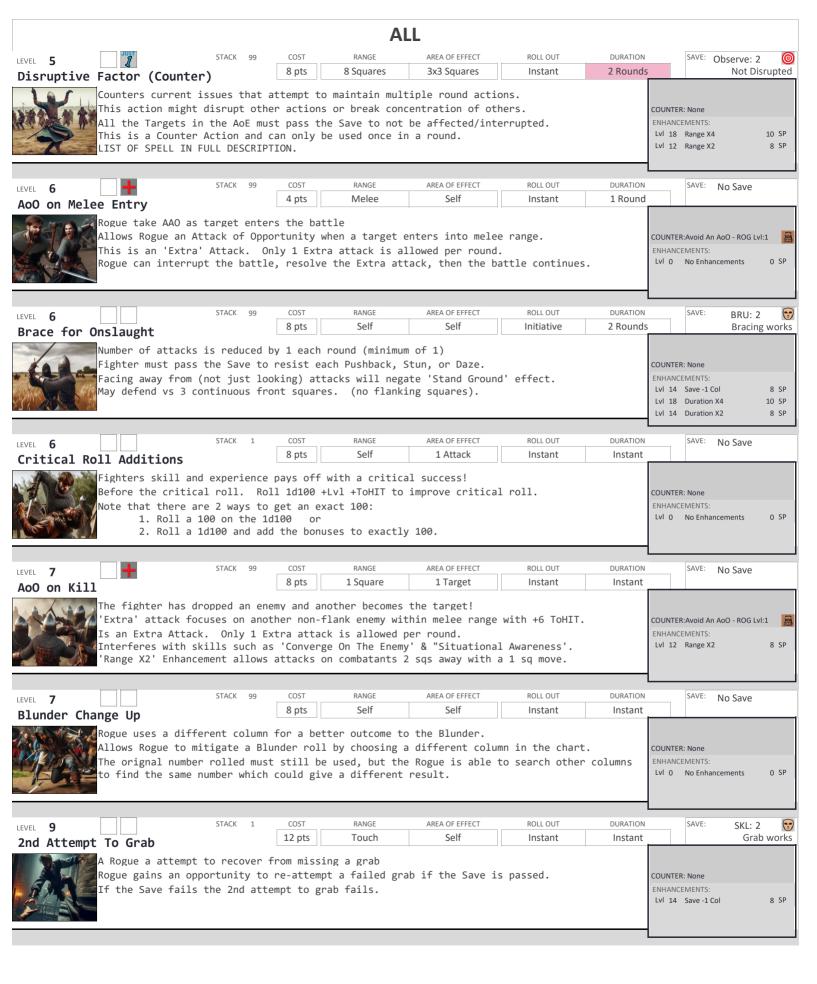
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LEVEL 5 Step and Sh	noot	STACK 99	COST 8 pts	RANGE Miss Attack	AREA OF EFFECT Miss Attack	ROLL OUT Initiative	DURATION 1 Round	INO Save	
N N	Meant for Archer Hunter moves 1 sq Meant for Archer	forward, shoo	ts & cont	inues. Shots:1	+ 1 per Tier			FOCUS:Dmg +2 COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 6 Held Throw	- Single Target	STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 Attacks	110 5010	
	Holds a thrown att ToHIT +5 & Dmg +5 If the target is o During the wait ti Rogue Signals,	per ATTACK he out of sight/r me the follow	ld (Max o ange for a ing non-da	f +20). Movemen a round or more amaging skills	nt is cut in e this effort can be used (half of walki is broken. on the same t		COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements	O SP
LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
-	Party to Target		8 pts	By Weapon	By Weapon	Initiative	1 Round	d	
	Hunter is able to Past known party m Hunter must annouc If not annouced, t	embers. Ini	tiative +: tiative r	2. All range	d attacks in e Initiative	Rd. bonus of +2.		COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% Lvl 5 Initiative +4	6 SP 4 SP
LEVEL 7		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: BRU:	2 %
Brutal Push	Forward		8 pts	1 Square	1 Square	Initiative	1 Round		
	From a standstill This skill will pu Fighter gains a bo 1 less attack (Min Fighter and target	sh the target nus to their =0), Init+4	back 1 so Initiativo if stated	quare, if the e (+4 if state . AC-2, Atta	d) and ToHIT	(+2).		COUNTER: None ENHANCEMENTS: Lvl 14 Attacks +1	8 SP
LEVEL 7		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		
Hold Civili	zed Creature		8 pts	8 Squares	1 Target	1 Round	5 Round	S	
	Barely visible bur Must be in sight. Barely visible bur the recipient.	Target unable	to cast,	fight, or tal	k.			FOCUS:target can talk. COUNTER:Same Spell ENHANCEMENTS: Lvi 12 Range X2 Lvi 18 Duration X4 Lvi 14 Duration X2	8 SP 10 SP 8 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	IVO Save	
Acid Rain	Caster draws their Damage of 3d6+ACU Caster draws their Can be used in/as	for 2 rds fro hands downwa	m above th	he target. Le	ave to avoid. ir fingers.	Initiative (No ToHIT Release (TRAP	,	FOCUS:+2 HP Damage COUNTER:Same Spell ENHANCEMENTS: Lvl 12 Range X2 Lvl 14 Duration X2 Lvl 9 Damage +50%	8 SP 8 SP 8 SP
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	110 5010	
Critical Ra	inged Shot (Pre-	•	8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Ba	attle	
	Specific ranged we Critical attacks f Can be enhanced fo This skill cannot	or a SPECIFIC or 12 pts (13t	ranged wo	eapon happen o	n 18, 19, and			COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init	12 SP

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LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	: No Save
Desperat:	ion Attack		8 pts	Self	Self	Initiative	1 Round		
	Fighter can end Roll a 1d20-8 a Then roll 1d20-	nd adjust AC. T	stating - hen roll e ToHITs.	7 adjustment 1d20-8 and ad Then roll 1	or up to +12 bon just the Initiat d20-8 and adjust	ive.	11.	COUNTER: None ENHANCEMEN Lvl 18 Durat Lvl 14 Durat Lvl 9 Durat	TS: tion X4 10 SP tion X2 8 SP
LEVEL 8 Flame Sti	rike	STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION 1 Round	SAVE	RM: 2 🤘 1/2 Damage
	No ToHIT requir	ward from the Co ed. Can Lob ma +ACU. Target So es not light th	gical fir aves for	e to target. 1/2 damage.	towards the AoE.			FOCUS:hurts fir COUNTER: None ENHANCEMEN Lvl 12 Range Lvl 9 Range Lvl 9 Dama	e TTS: e X2 8 SP e +50% 6 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	:: RM: 2
Force Cla	ap		8 pts	12 Squares	2 Squares	Initiative	Instant		1/2 Damage
NN	A force wall pu Damage of 2d6+A	CU. Target Sanshes directly f	aves or D rom the c	aze 1d2 rds.	target but only			FOCUS:Save Col COUNTER:Same ENHANCEMENT LVI 14 Save LVI 12 Range LVI 9 Range	2 Spell (5) TS: -1 Col 8 SP e X2 8 SP
LEVEL 8		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	: RM: 2
_	nes Attack		8 pts	12 Squares	2x2 Squares	Initiative	Instant		1/2 Damage
	Damage of 3d6 +	ACU Bonus. Sa	ves for 1 ot temper	./2 Damage. rature targets		wn hail.	(No ToHIT)	FOCUS:Set AOE COUNTER:Same ENHANCEMEN' LVI 12 Range LVI 9 Range LVI 14 Dama	e Spell (5) TS: e X2 8 SP e +50% 6 SP
LEVEL 8 Static Bo		STACK 99	COST 8 pts	RANGE 10 Squares	AREA OF EFFECT Direct Line	ROLL OUT Initiative	DURATION Instant	SAVE	: No Save
	Sparks travel f Damage of 1d8 + Sparks travel f	rom the caster's ACU on 3 in roo or 3 squares in ow must be with	w. +1d8 a direct	damage if non row.	s the target. -Adamantine armo	(ToHIT Require	d)	FOCUS:Save +1 COUNTER: None ENHANCEMEN' LVI 12 Range LVI 9 Range LVI 14 Dama	e TS: e X2 8 SP e +50% 6 SP
LEVEL 8		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	: No Save
Whirling	Mordra - Rogue		8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
	1 Attack applie Roll ToHit once Roll Damage one	with +4 bonus. with +4 bonus.	s in adja This To This Da	cent squares. Hit applies t mage applies	Only this atta	hat was hit.	rs in the r	COUNTER: None ENHANCEMEN Lvl 5 Initia Lvl 14 Dama Lvl 17 Dama	TS: tive +4 4 SP age X2 12 SP
LEVEL 9		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 1 Pattle	SAVE	SILL Z
Mounted I	Only 1 attack w Requires the us Single handed w	le to direct a hen moving. Man e of a trained meapons only.	x 2 attac mount.	ks when stopp	ed.	Initiative	1 Battle	COUNTER: None ENHANCEMEN Lvl 0 No Er	TS:









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LEVEL 9			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	lo Save	
Critical	Hit - 2nd	Choice		12 pts	Self	Self	Instant	Instant			_
	Fighters	luck impro		re choices	when rollir	ng a critical! l or the reroll.			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhanc	ements 0 SF	.P
LEVEL 13	-		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 3	GM
Feign Dea				16 pts	Self	Self	Instant	2 Rds Minimu		Life Detecte	
Teigh bea	Rogue fai Rogue ap Rogue mu Rogue ca	pears dead st make GM n choose wh		Rogue A skill will to enact t	C=3/3. be used as his, based o	soon as possible n Rollout being : .fe.			COUNTER: None ENHANCEMENTS: Lvl 14 Save +1 Co	l 8 SF	iP
Class Spe	ecialty										
LEVEL 1	clarty		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	•
Climbing				4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not falle	
	Rogues coursely Rogues coursely Rogues Coursely Rogues Courselves	limb up/dov Rogues kit /sacks & ha	t will allow	nt. Other any Saves main free.	s climb at 1 for falling Failed Sav	./2 their moment. g to be 1 column by e = fall.(2nd Gra			FOCUS:Climb Save -1 COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col Lvl 20 Rollout Inst Lvl 12 Rollout Init	8 SF	SP.
4			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	In Cours	
Graduate	Tipo Ditu	-1	STACK 33	L00% Max	Self	Self	1 Round	Permanent		lo Save	
	2 days o	fintrospe	cter during ction and ca cter during	ster learn	s school loc	ation.			COUNTER: None ENHANCEMENTS: Lvl 0 No Enhanc	ements 0 SF	Р
LEVEL 1			STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	0.112.0	GM
Rogue To	A rogue Includes One state	taps to a s Sign langu ement per u subtle or o	uage, Facial round. Only complex comm	expression basic info	ns, and Non- rmation is p is attempted	In Sight stretch. Is it overbal / Body land across. I a Save must be of sometion is NOT	nguage, etc. passed.	15 Minutes	COUNTER: None ENHANCEMENTS: Lvl 0 No Enhanc	Sent & Rcv	
LEVEL 1			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	•
Skinning /	A Hide			4 pts	Self	Animal	12 Hours	Permanent		1 hic	
	Pass Save Hide fin: Hunters	e to comple ished at e Tier indica	ete 1 hide i nd of durati ates the siz	n the 12 h on. Includ e of finis	ours. (1 pe es Skinning, hed hide reg	n animal hide. er day) Trimming, Clean: gardless of size on n) 5th:Lrg(6x6 ft	of creature.		CREATE: A Hide from S FOCUS: 2 Hides COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Hal		SP
LEVEL 2			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Convincing	g Another	or Lie		4 pts	Hearing	Varies	5 Rounds	Usually 2 Day		Believe	
	Rogue em Players Save col COUNTER:	belishes, b that role p umn adjusto Disruptivo	bends, or br playing this ed based on e Factor & c	out will audience sontrary vo	get the Save ize and mood ices against	e column droped by t, the extremness the Rogue can a bwd") the column	y 1. of the lie, et ffect column nu	с.	COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col	8 SF	.P

		Al					
LEVEL 2	STACK 7 COST 4 pts	RANGE 1 Square	AREA OF EFFECT Self	ROLL OUT 30 Minutes	12 Hours	SAVE:	SKL: 3 State of the Skill of th
Gender, Wei Skin color Age, Hair,	look to evade notice. ght, and Items worn t (Not changing skin ty Style, Color, and Fac to a viable alternat	o imply another ope) ial Hair	·	ion.	C	COCUS:-2 Col COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 Lvl 9 AOE Select	8 SP
LEVEL 2 Fire Starter	STACK 99 COST 4 pts	RANGE 6 Sqaures	AREA OF EFFECT 1 Item	ROLL OUT	DURATION Continuous	SAVE:	SKL: 1 Fignite
Flammable objec Objects on Targ	rind around the hand. Its take 1d1 damage pe gets increase Save col rgets are considered.	r round. Save fo	or objects on Ta		C	OCUS:A darkened fir COUNTER: None ENHANCEMENTS: LvI 12 Range X2 LvI 9 Range +50% LvI 14 Damage X2	8 SP
LEVEL 2	STACK 99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Make Fire with Sticks	4 pts	Touch	Kindling	10 Minutes	Permanent		start fire
Make Fire with Dry Kindling ne Hunters Kit hel	sticks together to c Sticks. 3 attempts. eded. Damp kindling + ps (-1 col). ve is SKL:1. NON Hun	1 Col. Wet enviro	on +1 Col		C	OCUS:COL -1 COUNTER: None ENHANCEMENTS: Lvl 0 No Enhance	ements 0 SP
LEVEL 2	STACK 99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR
Silent Movements	4 pts	Self	Self	Initiative	20 Minutes		No sound made
No load (includ Carrying standa Rogue can reduc	to not be noticed whi ling no packs & sacks) and packs & Sacks requ te the Save column by obes or less reduce t	or heavy armor tires Save at 2nd 1 by moving at 1,	column.	kill or AGL.	E	COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 Lvl 14 Duration X2	
LEVEL 2	STACK 99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
Mimic sounds or Must indicate w Save column bas	4 pts s coming an unidentif a short sentence per there sounds will seem ed on audience size, crowd and act out wit	round. ly come from (wit noise level, mim	chin Range) Save cry, skill of l	isteners, etc.	E	COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 9 Range +50%	Convincing 8 SP 6 6 SP
LEVEL 3 Mental Alarm Clock	STACK 1 COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 18 Hours	SAVE: N	o Save
Able to set a t Fighter reviews Fighter must no Does not guarra	time and wake up at the the surroundings to out be exhausted or for ontee restful sleep. takes 1 full round be	understand normal			E	COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Hah Lvl 14 Duration X2	
LEVEL 3 Repair Undead/Living De	STACK 99 COST -2 pts	RANGE Touch	AREA OF EFFECT 1 Target	ROLL OUT 1 Minute	DURATION Permanent	SAVE: N	o Save
Encasing the un "Heals" the tar Target must act Has no effect o	dead/living dead in m get for 1d4 points wh ually be at less than	ile caster may ga maximum points.	in 2 SP.		. C	COCUS:no Sick/Disease COUNTER:Rollout Inte ENHANCEMENTS: LvI 18 Range X4 LvI 12 Range X2 LvI 14 Range At 3	rruption Lvl:1 10 SP 8 SP

