



-Rogue


AAA-My Party

LEVEL	6			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
1000 Yard Stare March						8 pts		Self		Self		10 Minutes		20 Hours			
 <p>Character can march on without sleep or food during a slow but long march. Able to walk 3 times the normal distance for the given situation in 20 hours. There is a lower likelihood of an encounter and a higher likelihood of surprise. After using this skill 8 straight hours of sleep may be needed within an hour.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div> <div>Lvl 10 Rollout Halved 6 SP</div>															




Battle-Actions

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save					
Blunder Reroll			4 pts	Self	1 Blunder	Instant	Instant								
		<p>Rogue desparately attempts to lessen the impact of a Blunder.</p> <p>Allows Rogue to attempt to mitigate a Blunder roll</p> <p>Rogue disregards the first Blunder roll and rolls again.</p> <p>Rogue must take the 2nd roll.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl</td><td>0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl	0	No Enhancements	0 SP
Lvl	0	No Enhancements	0 SP												


Blunder Change Up

	<p>Rogue uses a different column for a better outcome to the Blunder.</p> <p>Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.</p> <p>The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.</p>
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Battle-Defense

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2					
Avoid An AoO					4 pts	Self	Movement	Instant	Instant		Avoids an AoO					
		<p>This is an attempt to counter and dodge AoO attacks from others.</p> <p>The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)</p> <p>This skill does NOT interfere with the Rogues normal attacks in the round.</p> <p>Rogue and attacker must use a comparison Save.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl</td><td>0</td><td>No Enhancements</td><td>0 SP</td></tr></table>	Lvl	0	No Enhancements	0 SP
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Battle-Offense

LEVEL	2			STACK	1		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save								
Backstab - Melee				4 pts		1 Square		1 Target		Instant		1 Round														
				<p>Rogue takes advantage of a nearby targets flank.</p> <p>To HIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.</p> <p>This skill improves the effect of a normal backstab.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>																						
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Damage X2</td><td>12 SP</td></tr><tr><td>Lvl 17</td><td>Damage +8 / die</td><td>16 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>														Lvl 14	Damage X2	12 SP	Lvl 17	Damage +8 / die	16 SP	Lvl 9	Damage +50%	8 SP
Lvl 14	Damage X2	12 SP																								
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Lvl 9	Damage +50%	8 SP																								

Charge - Rogue


	<p>The rogue races forward to deliver an intimidating hit. One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8. 'Extra' Attack. Only 1 Extra attack is allowed per round. When announced before/during initiative add 10 to Initiative. Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.</p>	<p>COUNTER:Set For Charge - FTR Lvl:1</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr> <tr> <td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr> <tr> <td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr> </table>	Lvl 20	Rollout Instant	16 SP	Lvl 9	Range +50%	6 SP	Lvl 5	Initiative +4	4 SP
Lvl 20	Rollout Instant	16 SP									
Lvl 9	Range +50%	6 SP									
Lvl 5	Initiative +4	4 SP									



-Rogue

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05
Distraction					4 pts	In Sight	In Sight	Initiative	Up to 30 Min		Distracted
	Draw attention. May draw aggro or distract a crowd. Must be maintained to continue. Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR: THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.										COUNTER: None ENHANCEMENTS: Lvl 18 Duration X4 10 SP
LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Surprise Throw					4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round		
	Character quickly throws a weapon before the fighting begins! Single hand weapon only. Init+15, ToHit+6, Damage: Crit chart roll. 1 Attack instead of normal number per round. 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 Critical chart. If other Surprise attacks happen, highest rolled Init wins and others fail to happen.										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 9 Damage +50% 8 SP
LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
COUNTER: Disruptive Factor					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
	Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.										COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Held Throw - Single Target					8 pts	By Weapon	1 Target	Initiative	5 Attacks		
	Holds a thrown attack as they concentrate on a single target to find a weakness. ToHit +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking. If the target is out of sight/range for a round or more this effort is broken. During the wait time the following non-damaging skills can be used on the same target: Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.										COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 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		
	Rogue spins about and attacks all targets adjacent to them. 1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r Roll ToHit once with +4 bonus. This ToHit applies to each target. Roll Damage one with +4 bonus. This Damage applies to each target that was hit. This is applied to all surrounding squares regardless wheter friend or foe.										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Damage X2 12 SP Lvl 17 Damage +8 / die 16 SP
LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Corner Throw					12 pts	4 Sqs Min	1 Target	Initiative	1 Round		Allowed a ToHit
	Allows Rogue to throw a 1 handed throwing weapon around a corner. 1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown. Throw must be a minimum of 4 squares.										COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Lvl 5 Initiative +4 4 SP
LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Mounted Melee Attack					12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.										COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP




-Rogue



Battle-Prep

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		
Focused Thrown Attacks												
 <p>Concentrates on a target and throws at the last second. Rogue holds all attacks until an initiative of 0. 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.</p>											COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP	



LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2  Not Noticed
						4 pts	Self	Self	4 Rounds	20 Minutes		
Watchful Approach												
 <p>Rogue is obviously and continuously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.</p>											COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 5 Initiative +4 4 SP	



Climb-



LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3  Has not fallen
						4 pts	Move	Vertical Area	1 Minute	5 Minutes		
Climbing												
 <p>Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. Use of a Rogues kit will allow any Saves for falling to be 1 column better. No packs/sacks & hands must remain free. Failed Save = fall.(2nd Grab Skill?) Falling damage is 2d8 for every 2 Sqs the character has fallen.</p>											FOCUS: Climb Save -1 Col  COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP	

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2  Grab works
						12 pts	Touch	Self	Instant	Instant		
2nd Attempt To Grab												
 <p>A Rogue a attempt to recover from missing a grab Rogue gains an opportunity to re-attempt a failed grab if the Save is passed. If the Save fails the 2nd attempt to grab fails.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP	

Communication-




LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3  Sent & Rcvd
						4 pts	In Sight	In Sight	Initiative	Instant		
Rogue To Rogue Signals												
 <p>A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication? Includes Sign language, Facial expressions, and Non-verbal / Body language, etc. One statement per round. Only basic information is put across. If more subtle or complex communication is attempted a Save must be passed. Coded a message or local terminology is used the information is NOT 'readable'.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3  Believed
						4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		
Convincing Another (or Lie)												
 <p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the Save column dropped by 1. Save column adjusted based on audience size and mood, the extremeness of the lie, etc. COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num. If the target is general ("Any one person in the crowd") the column is reduced.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2  Convincing
						4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		
Ventriloquism												
 <p>A voice/sound is coming an unidentified place/person. Mimic sounds or a short sentence per round. Must indicate where sounds will seemly come from (within Range) Save to convince. Save column based on audience size, noise level, mimicry, skill of listeners, etc. Best: Prep the crowd and act out with cohorts with a practiced persona.</p>											COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	



-Rogue




Disguise-


LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Disguise				4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works	
	Rogue alters a look to evade notice. The following can be changed within reason: Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)									<div>FOCUS:-2 Col </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 AOE Select Target 6 SP</div>	




LEVEL	12	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Impersonate				12 pts	Self	1 Person	15 Min/Complexity	6 Hours		Success	
	<p>Rogue alters themselves to appear to be another very specific person. 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.</p>										
										<p>FOCUS:Required COUNTER: None ENHANCEMENTS: Lvl 4 Alter Weight 5lbs/2.3 2 SP Lvl 9 Alter Weight 5lbs (2.2 6 SP</p>	


Find-Hide-Reveal

LEVEL 1		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2							
Find Entry Gate			4 pts	Urban	Community	1 Round	30 Minutes		Get clear description							
		<p>The Rogues quickly surveys the situation and knows the direction to go! Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark. This works without any Save in villages, Towns, Cities, and Palaces. Not Villages. Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such. Does not give distance, best path, or elevations.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
Lvl 12	Rollout Init	12 SP														
Lvl 10	Rollout Halved	6 SP														

LEVEL 1		STACK 99		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: Var				
Hide				4 pts	Self	Self	1 Round	1 Minute			Hidden			
		<p>Character attempts to stay completely hidden. Many factors change the Save column. If at any time the character comes out of hiding the skill ends. This can be done while moving. The player must explain how the hiding is to be done. Factors: Armor, burdens, environment, noise level, crowds, blocking items, observers, distractions, disguise before/after, intelligence & number of pursuers, etc...</p>												
										<p>COUNTER:0 Lvl: </p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr></table>		Lvl 20	Rollout Instant	16 SP
Lvl 20	Rollout Instant	16 SP												


LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM gives info
Reveal Value				4 pts	Self	1 Item	10 Rds (1 Min)	Permanent			
	<p>Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points. To estimate values over 100 gp requires a Save. This does NOT determine providence of the item.</p>										
										<p>FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>	

LEVEL	4			STACK	1		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 3	
Find Hidden Accesses							4 pts		Self		2w x 2d x 1h Sqs		10 Minutes		2 Hours				Access found	
				<p>Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.) Search for panels, doors, and other cleverly hidden issues. Will reveal if there are issues in range and give descriptions. Difficulty, lighting, & other conditions alter the Saving throw column.</p>																
				<p>FOCUS:Col -1  COUNTER: None ENHANCEMENTS: Lvl 14 Save-1 Col 8 SP Lvl 10 Rollout Halved 6 SP</p>																

LEVEL	6	<div><div></div><div></div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	<div><div></div><div></div></div>
Wander and Pass Unnoticed					8 pts	Self	Urban	1 Round	10 Rds (1 Min)			Unnoticed
	<p>Rogue assumes a common look as they stroll around and attempt to blend. This is used when there is an active search for the Rogue. Disguise, distractions and like skills should enhance the Savings roll. Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc. Non Rogues attempting this must pass a NON:3 Save</p>										<div><div>FOCUS:Col-1</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div>Lvl 18 Duration X4 10 SP</div><div>Lvl 14 Duration X2 8 SP</div></div>	

-Rogue

Locks-


LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					8 pts	Touch	1 Mechanical	10 Minutes	Until Reset	Locked/Unlocked		

Deactivate/Activate Mechanical

For Locks, Traps, and other Mechanical issues.
Use of a Rogues Kit will alter the Save by 1 column. 3 trys only.

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.


FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2	
					4 pts	Touch	Lock	2 Minutes	Until Reset	Locked/Unlocked		

Set Or Open Padlock

Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.
Inspection first, if issue is found (trap?) points are spent & lock not touched.
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.


FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					4pts	Touch	Lock	6 Minutes	Until Reset	Locked/Unlocked		

Set Or Open Door Lock

Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
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'.


FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 10 Rollout Halved 6 SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
					8 pts	Touch	Lock	6 Minutes	Until Reset	Locked/Unlocked		

Set Or Open Chest Lock

Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
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'.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 10 Rollout Halved 6 SP


LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset	GM		

Set Or Open Wall Lock / Mechanism

Inspects a lock during rollout then can open it (or re-lock it). 3 tries only.
After inspection, if an issue is found (trap?) points are spent but lock not touched.
Skeleton Key Wall lock will cost no extra points to attempt. Create Lock X3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 5 Slim Key Locks 4 SP
Lvl 10 Rollout Halved 6 SP


Movement-

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR	
					4 pts	Self	Self	Initiative	20 Minutes	No sound made		

Walk Quietly

Rogue attempts to not be noticed while walking quietly.
No load (including packs & sacks) or heavy armor then no Save is required.
Carrying standard packs & Sacks requires a standard Save.
Non-Rogue armor raises the Save column by 2.
Rogue can reduce the Save column by 1 by moving at 1/2 speed.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
					4 pts	Self	6 Squares	1 Minute	Up To 1 Day	No Surprise		

Take Point

Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle.
Point person acts as a scout watching for potentail issues.
Point person is not able use any skills or efforts that require a maintained concentration.

COUNTER: None
ENHANCEMENTS:
Lvl 20 AOE X4 20 SP
Lvl 12 AoE X2 6 SP

-Rogue

Other-Counter

LEVEL: 0	STACK: 0	COST: 0	RANGE: 0	AREA OF EFFECT: 0	ROLL OUT: 0	DURATION: 0	SAVE: No Save
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Missing from compact report
COUNTER ACTION: Person is unable to continue
xx

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Tracking-



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS:	GM
9	99	12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours		2	Path found

Rogue attempts to follow a hot path, before it grows cold.
 Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.
 Rogue attempts to follow a hot path, before it grows cold.
 GM rolls for the Rogues success.

[illegible]


LEVEL **10** STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2

Lose A Tail 12 pts Self Urban 3d8 Minutes Permanent No one following

	<p>The Rogue winds back and forth using cover as needed to avoid notice. 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. Rogue and tracker use a comparison Save.</p>	<p>COUNTER: Urban Tracking - ROG Lvl:9 </p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> </table>	Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	6 SP			


Traps-														
LEVEL	1				STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ΔGI: 3	GM

LEVEL 1 Message -Create/Find/Remove 4 pts Touch 1 Square 20 Minutes Until Triggered Success

	Un-enhanced traps makes noticeable noise and are only blended & can be hidden (+4 pts)		FOCUS: Required
	Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total)		COUNTER: None
	Triggers: Trip rope/wire(+0 pts),	Pressed covering (+8 pts)	ENHANCEMENTS:
	Locations: In/on floor (+0 pts),	Ceiling (+4 pts), Wall/Door (+8 pts)	Lvl 14 Save +1 Col 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP
	Type: Pop out/up (+0 pts), Drop down (+4 pts)		


[illegible]

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Impedance	Trap-Create/Find/Remove			6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered			Success

	<p>Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total). Un-enhanced traps are only blended, but can be hidden (+4 pts).</p> <p>Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)</p> <p>Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts)</p> <p>Type: Pop out/up (+0 pts), Drop down (+4 pts), Shoot out (+8 pts)</p>	<p>FOCUS: Required</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td> <td>Save +1 Col</td> <td>8 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Duration X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table>	Lvl 14	Save +1 Col	8 SP	Lvl 18	Duration X4	10 SP	Lvl 9	Duration +50%	6 SP
	Lvl 14	Save +1 Col	8 SP								
	Lvl 18	Duration X4	10 SP								
	Lvl 9	Duration +50%	6 SP								

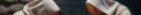
[illegible]

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Damage Trap -Create/Find/Remove				12 pts	Touch	1 Square	20 Minutes	Until Triggered			Success

	Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts. Traps make noise can be noticed and are only blended & can be hidden (+4 pts). Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts) Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall/Door (+8 pts) Drop down (+4 pts), Shoot out (+8 pts)			FOCUS: Required COUNTER: None
	ENHANCEMENTS:			
	Lvl 14	Save +1 Col	8 SP	
	Lvl 10	Rollout Halved	6 SP	
Lvl 17	Damage +8 / die	16 SP		

[illegible]

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
Set Up Eolas Spell Release (Trap)				8 pts	Touch	Per Spell	20 Minutes	Used / EOY			Success

	Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.	FOCUS:Required
	Traps make noise can be noticed and are only blended & can be hidden (+4 pts).	COUNTER: None
	Triggers: Trip rope/wire(+0 pts), Pressed covering (+8 pts)	ENHANCEMENTS:
	Locations: In/on floor (+0 pts), Ceiling (+4 pts), Wall (+8 pts)	Lvl 1 Visible -2 SP
	Type: Pop out/up (+0 pts), Drop down (+4 pts), Shot out (+8 pts)	Lvl 14 Save +1 Col 8 SP Lvl 10 Rollout Halved 6 SP

-Rogue

Tricks-

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2	
						4 pts		Self		Arms Length		5 Rounds		Instant				Success

Sleight of Hand



Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience. Use comparison Save.
Rogue can perform skillful deception like that of a street magician.
Audience must not be at Rogues flank. If audience is flanking, Rogue column is 4.
Save column with add skills such as... Ventriloquism, Distraction, etc are easier

COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 5	Initiative +4	4 SP