-Rogue

Battle Actions/Prep

LEVEL 3 | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT 6 Squares | ROLL OUT 1 Minute | DURATION Up To 1 Day | SAVE: SNS: 2 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 concentraction.

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

Battle Offense

LEVEL 2 | STACK 1 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT 1 Target | ROLL OUT Instant | DURATION 1 Round | SAVE: No Save

Backstab - Melee

Rogue takes advantage of a nearby targets flank.
ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.
This skill improves the effect of a normal backstab.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Damage X2 12 SP
Lvl 17 Damage +8 / die 16 SP
Lvl 9 Damage +50% 8 SP

LEVEL 3 | STACK 99 | COST 4 pts | RANGE Move x2 | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

Charge - Rogue

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.

COUNTER:Set For Charge Lvl:1
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL 3 | STACK 99 | COST 4 pts | RANGE 1 Sq / Tier | AREA OF EFFECT 1 Melee Target | ROLL OUT Pre-Battle Instant | DURATION 1 Round | SAVE: No Save

Surprise Throw

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 4 | STACK 99 | COST 4 pts | RANGE Thrown | AREA OF EFFECT 1 Target | ROLL OUT Pre-Battle Instant | DURATION 1 Round | SAVE: No Save

Focused Thrown Attacks

Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initative 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.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

LEVEL 6 | STACK 99 | COST 8 pts | RANGE By Weapon | AREA OF EFFECT 1 Target | ROLL OUT Initiative | DURATION 5 Attacks | SAVE: No Save

Held Throw - Single Target

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 8 pts | RANGE Touch | AREA OF EFFECT Adjacent Sqs | ROLL OUT Initiative | DURATION 1 Round | SAVE: No Save

Whirling Mordra - Rogue

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

-Rogue

LEVEL 9
Mounted Melee Attack

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	12 pts	1 Square	1 Horse	Initiative	1 Battle	SKL: 2 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

Battle Reaction

LEVEL 1
Avoid An AoO

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	4 pts	Self	Movement	Instant	Instant	AGL: 2 Avoids an AoO

This is an attempt to counter and dodge AoO attacks from others.
The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)
This skill does NOT interfere with the Rogues normal attacks in the round.
Rogue and attacker must use a comparison Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 3
Blunder Reroll

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	1 Blunder	Instant	Instant	No Save

Rogue desparately attempts to lessen the impact of a Blunder.
Allows Rogue to attempt to mitigate a Blunder roll
Rogue disregards the first Blunder roll and rolls again.
Rogue must take the 2nd roll.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 3
Distraction

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	4 pts	In Sight	In Sight	Initiative	Up to 30 Min	SNS: >05 Distracted

Draw attention. May draw aggro or distract a crowed. 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 7
Blunder Change Up

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	Self	Self	Instant	Instant	No Save

Rogue uses a different column for a better outcome to the Blunder.
Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.
The orignal 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.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL 9
2nd Attempt To Grab

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	12 pts	Touch	Self	Instant	Instant	SKL: 2 Grab works

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.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

LEVEL 13
Feign Death

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	16 pts	Self	Self	Instant	2 Rds Minimum	SNS: 3 Life Detected GM

Rogue falls to the ground and appears dead.
Rogue appears dead to others. Rogue AC=3/3.
Rogue must make GM aware this skill will be used as soon as possible.
Rogue can choose what segment to enact this, based on Rollout being instant.
GM will roll the Save for others trying to detect life.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save +1 Col 8 SP

-Rogue

Class Specialty

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Move | AREA OF EFFECT Vertical Area | ROLL OUT 1 Minute | DURATION 5 Minutes | SAVE: AGL: 3 Has not fallen

Climbing

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.

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 2 | STACK 99 | COST 4 pts | RANGE Hearing | AREA OF EFFECT Varies | ROLL OUT 5 Rounds | DURATION Usually 2 Days | SAVE: SKL: 3 GM Believed

Convincing Another (or Lie)

Rogue embelishes, bends, or breaks the truth in an attempt to convince someone.
Players that role playing this out will get the Save column droped by 1.
Save column adjusted based on audience size and mood, the extremness 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.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP

LEVEL 2 | STACK 7 | COST 4 pts | RANGE 1 Square | AREA OF EFFECT Self | ROLL OUT 30 Minutes | DURATION 12 Hours | SAVE: SKL: 3 Disguise works

Disguise

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)

FOCUS:-2 Col
COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 AOE Select Target 6 SP

LEVEL 12 | STACK 99 | COST 12 pts | RANGE Self | AREA OF EFFECT 1 Person | ROLL OUT 10 Min/Complexity | DURATION 12 Hours | SAVE: SKL: 3 GM Success

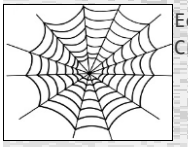
Impersonate A Person

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.

FOCUS:Required
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL 13 | STACK | COST 16 pts | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: :

Magical Trap Assistance



Eolas to cast a mgc trap 'find'. If found it shows how a trained rogue can deactivate it. N
Create and Disarm Magical Trap

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Communication

LEVEL 1 | STACK 1 | COST 4 pts | RANGE In Sight | AREA OF EFFECT In Sight | ROLL OUT Initiative | DURATION Instant | SAVE: SKL: 3 GM Sent & Rcvd

Rogue To Rogue Signals

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'.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Find or Reveal

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Urban | AREA OF EFFECT Community | ROLL OUT 1 Round | DURATION 30 Minutes | SAVE: SKL: 2 Get clear description

Find Entry Gate

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.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

-Rogue

LEVEL 3 **Reveal Value**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	4 pts	Self	1 Item	10 Rds (1 Min)	Permanent	SKL: 3 GM GM gives info

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.

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

LEVEL 4 **Find Hidden Accesses**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours	SKL: 3 Access found

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.

FOCUS:Col -1
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP
Lvl 14 Range At 3 Sqs 8 SP

Hide or Obscure

LEVEL 1 **Search**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	4 pts	Self	Self	1 Round	1 Minute	SKL: Var Hidden

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…

COUNTER:No Counter Available. Lvl:
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL 6 **Wander and Pass Unnoticed**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	Self	Urban	1 Round	10 Rds (1 Min)	SKL: 3 Unnoticed

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

FOCUS:Col-1
COUNTER: None
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP

LEVEL 10 **Lose A Tail**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	12 pts	Self	Urban	3d8 Minutes	Permanent	SKL: 2 GM No one following

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.

COUNTER:Urban Tracking - ROG Lvl:1
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 10 Rollout Halved 6 SP

Mechanicals

LEVEL 1 **Deactivate/Activate Mechanical**

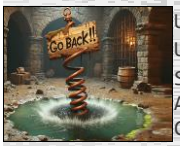
STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	8 pts	Touch	1 Mechanical	10 Minutes	Until Reset	AGL: 2 Locked/Unlocked

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 non-Dmg traps, Padlocks, Skeleton keys.
Advanced Issues require SKL:3 Dmg Traps, Imbedded locks, Slim keys.
Complex Issues require SKL:4(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 **Message Traps**

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	8 pts	Touch	1 Square	20 Minutes	Until Triggered	AGL: 3 GM Success



Uses the Deactivate/Activate Mechanical Rogue Skill (as non-damage trap)
Use of a Rogues Kit will alter the Save by 1 column. 3 trys only.
Simple Issues require SKL:2 non-Dmg traps, Padlocks, Skeleton keys.
Advanced Issues require SKL:3 Dmg Traps, Imbedded locks, Slim keys.
Complex Issues require SKL:4(or more) Hidden or large mechanicals.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Save +1 Col 8 SP
Lvl 5 Find Trap 4 SP
Lvl 12 AoE X2 6 SP

-Rogue

LEVEL 1 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Set Or Open Padlock

4 pts	Touch	Lock	2 Minutes	Until Reset	AGL: 2 Locked/Unlocked

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 2 | STACK 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Impedance Trap-Create/Find/Remove

6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered	AGL: 3 GM Success

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).

Triggers:	Trip rope/wire(+0 pts),		Pressed covering (+8 pts)
Locations:	In/on floor (+0 pts),	Ceiling (+4 pts),	Wall/Door (+8 pts)
Type:	Pop out/up (+0 pts),	Drop down (+4 pts),	Shoot out (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL 4 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Set Or Open Door Lock

4pts	Touch	Lock	6 Minutes	Until Reset	SKL: 3 Locked/Unlocked

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 5 | STACK 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Damage Trap -Create/Find/Remove

12 pts	Touch	1 Square	20 Minutes	Until Triggered	AGL: 3 GM 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

LEVEL 5 | STACK 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Set Up Eolas Spell Release (Trap)

8 pts	Touch	Per Spell	20 Minutes	Used / EOY	AGL: 3 GM Success

Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts OR TIRO Mess 25%.
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 (+8 pts)
Type:	Pop out/up (+0 pts),	Drop down (+4 pts),	Shot out (+8 pts)

FOCUS:Required
COUNTER: None
ENHANCEMENTS:

Lvl 1	Visible	-2 SP
Lvl 14	Save +1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL 6 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE:

Set Or Open Chest Lock

8 pts	Touch	Lock	6 Minutes	Until Reset	SKL: 3 Locked/Unlocked

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:

Set Or Open Wall Lock / Mechanism

12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset	No Save GM

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

-Rogue

Traveling (PMP)

LEVEL 6 | STACK 1 | COST 8 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 10 Minutes | DURATION 20 Hours | SAVE: No Save

1000 Yard Stare March

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.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 10 Rollout Halved 6 SP

Urban Environment

LEVEL 2 | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 20 Minutes | SAVE: SKL: VAR, 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 4 | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Arms Length | ROLL OUT 5 Rounds | DURATION Instant | SAVE: SKL: 2 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

LEVEL 4 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 4 Rounds | DURATION 20 Minutes | SAVE: SKL: 2 Not Noticed

Watchful Approach

Rogue is obviously and continously scanning and monitoring their surroundings.
Must concentrate. Can search for traps and mechanicals using this.
Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty 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.

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

LEVEL 9 | JUST 1 | STACK 99 | COST 12 pts | RANGE Self | AREA OF EFFECT Urban or Subtrrn | ROLL OUT 3d8 Minutes | DURATION 2 Hours | SAVE: SNS: 2 GM Path found

Urban Tracking

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.

COUNTER:Lose A Tail - ROG Lvl:1
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP

Utility or Misc

LEVEL 2 | STACK 99 | COST 4 pts | RANGE 4 Sqs/Tier | AREA OF EFFECT 1 Square | ROLL OUT Initiative | DURATION 1 Round | SAVE: SKL: 2 GM Convincing

Ventriloquism

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.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP