

ROG

829-1

1 Climbing

LEVEL

Tier 1

Climb @ walk move. X2 walk with Kit.**Fall=2d8 Dmg / Climb. Init=Instant with Enhancement**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		Agility	
99	Vertical Area	5 Minutes		Has not fallen	ROG



By COPILOT

Details:**GENERAL:**

- The Climb Distance is equal to the Rogue's walk,
 - The enhancement 'AoE x2' at 12th level will double that,
 - Non-Rogues climb at 1/2 of their walk rate.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Climb Requirements,
 - Must have both hands unencumbered, but can be wearing any non-metal armor,
- Skill Saves are based on the difficulty of situation.
 - Use of the Rogues Kit must be stated prior to a Save and gives an additional +20 if needed,
 - Obviously rough or smooth surfaces will adjust the Save (+ or -)
 - The 'Save Roll +20' enhancement at 14th level helps with 20 added to the Skill roll)
 - Non-Rogues must use their Non-Skill Save.
- The Rogue is required to pass a Skill Save for every Climb Distance attempt,
 - Passing the Save indicates the Rogue was able to climb (Use Base/Walking),
 - Failing the Save indicates the Rogue will fall,
 - A previously set/tied rope may limit the distance fallen.
 - Instant response may help (2nd Attempt Grab)
- Falling damage based on number of incremental climbs (Climb Distances),
 - 2d8 damage rolled for every climb distance fallen.
 - If fallen with a previously set/tied rope the damage taken is halved.

WHAT THIS SKILL DOES NOT DO:

- Does NOT work if the climber is carrying anything (listed in their backpack area),

Bonds and Connections

- No Nae'Em connection

Counter:

No Counter Available.

Creations:

- No creations. Usable only as the skill.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
16	AoE X2	16
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Use of this Rogues Kit is NOT passive.
- Saves for climbs gain 20 on the Skill Roll.

ROG

645-1

1 Rogue To Rogue Signals

LEVEL

Tier 1

Hand and body movements to communicate in site, but quietly.

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

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
4 pts	In Sight	Next Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	In Sight	30 Minutes		Skill	ROG
				Sent & Rcvd	



By COPILOT

Details:**GENERAL:**

- Rogue to Rogue basic sign language that is subtle communication.
 - It includes body language and facial expressions.
- Only basic information can be put across,
 - The more subtle and complex the information will 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 SKILL DOES DO:

- Does take 1 round or 6 seconds to communicate a single statement/message.
- 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 difficult the Save.

WHAT THIS SKILL 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.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required

ROG

1034-1

1 Avoid Ranged/Thrown

LEVEL

Tier 1

Frontal defense only, flank unchanged.
Dodging (+2 AC) vs Ranged and Thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Battle	1 Battle or 1 Hour		none	ROG



By COPILOT

Details:**GENERAL:**

- The character gains an awareness of projectiles and is able to estimate the trajectory.
- Continues with normal defense (unimproved by this spell) for flanking attacks.

WHAT THIS SKILL DOES DO:

- Provides +2 AC for the character vs frontal ranged and thrown attacks,
 - Doesn't defend against Melee attacks.
- Allowed to start this skill prior to battle or during battle,
 - either way it lasts till end of battle or 1 hour. Whichever comes first.

WHAT THIS SKILL DOES NOT DO:

- Does NOT block or disrupt any melee or magical attacks.
- Does NOT provide protection vs Flanking attacks.

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	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

ROG

978-1

1 Disarm/Arm Locks and Traps

LEVEL

Tier 1

For locks, Traps, and other mechanical devices.

Simple +0, Advanced -20, Complex -50. Rogues Kit +20.

COST 8 pts	RANGE Touch	ROLL OUT 10 Minutes		COLLECTION Mechanicals	OUTCOME Mundane
STACK 99	AoE 1 Mechanical	DURATION Until Reset		SAVE Skill	CLASS GROUPS ROG

Locked/Unlocked



By COPILOT

Details:**GENERAL:**

Simple Issues require Skill Save
 Advanced Issues require Skill -20 Save
 Complex Issues require Skill -50 Save (or more)

non-Dmg traps, Padlocks, Skeleton keys.
 Dmg Traps, Imbedded Locks, Slim keys.
 Hidden or Large mechanicals.

- Requires the Rogue to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Allows the Rogue to attempt to Disarm/Arm a mechanical,
 - Disarm is to disable, open, release, or unlock a device,
 - Arm is to close, set, or lock a device

WHAT THIS SKILL DOES DO:

- Allows Rogue to inspect first, and get more detail from the GM IF not done already.
- Does allow Rogue to use a Kit to better the Save (+20).
- Allows 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.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to try more than 3 times.

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
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Save +20

ROG

739-1

1 Find Entrance/Gate

LEVEL

Tier 1

When in a Village/Town/City this gives compass direction out.**DOES work in complex underground environments.**

COST 4 pts	RANGE Urban	ROLL OUT Initiative		COLLECTION Find or Reveal	OUTCOME Mundane
STACK 99	AoE Community	DURATION Instant		SAVE None	CLASS GROUPS ROG



By Magickstudio-art

Details:**GENERAL:**

- Helps the Rogue to find/re-find the entrance to the community that they last used.
 - The Rogue will have less chance of heading in the wrong direction.
- This function works well only at the community level (Village, Town, City),
 - To use this at/in another environment a Skill Save must be passed.

WHAT THIS SKILL DOES DO:

- Does allows the Rogue to know where they last entered the community,
 - Rogue is given the compass direction with a minor description,
 - GM might augment this with info like "It's to the NW, right next to the Red Ogre Tavern".
- Does allow the Rogue during battle to tell the compass direction of the entrance.

WHAT THIS SKILL DOES NOT DO:

- Does NOT interfere with any battle action/attack.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- 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 For Item

LEVEL

Tier 1

Search for a single item with no Save Roll adjustment.**-30 to the Save Roll when performing a general search.**

COST 4 pts	RANGE Touch	ROLL OUT 1 Minute		COLLECTION Find or Reveal	OUTCOME Mundane
STACK 99	AoE Variable	DURATION Instant		SAVE SKL	GM CLASS GROUPS ROG

Issue/Item Found



By COPILOT

Details:**GENERAL:**

- Factors to consider:
 - 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
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

WHAT THIS SKILL DOES DO:

- Requires a Save to be rolled,
 - Searching for an item within a limited area requires an unadjusted Save Roll,
 - When searching a person the Save becomes a comparative Save Rolls ,
 - Searching for an unknown amount of issues/items the Save Roll has a penalty of -30.
- Does continue for 1 minute (Rollout),
 - Duration of 'Instant' indicates search is over and results are instant.
- Enhancement of 'Save Roll +20' can help the search for items.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

Counter:

LVL: No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

ROG

811-1

2 Basic Disguise

LEVEL

Tier 1

Look generally like another person, Not exactly like someone.

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	CLASS GROUPS

Disguise works



By COPILOT

Details:**GENERAL:**

- 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)
- The related Venerators spell of "Rogue's Right Place, Right Time" can help this skill.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires a Save by the Rogue.
 - GM may need to make additional Saves based on new audiences.
- Results in a general look of another person, but not a specific person.
- Requires 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.
- Requires "AoE Select Target" Enhancement to disguise another person.

WHAT THIS SKILL DOES NOT DO:

- Does NOT Physically alter the other person but may have minor prosthetics
- Does NOT Mimic racial or class abilites,
 - special sight or 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
12	AOE +2	12
14	Duration X2	8

**Focus Items and/or Kits:**

- Rogues Kit is NOT passive
- Kit is NOT required, but adds +20 to Save roll.

2 Convincing Another

LEVEL

Tier 1

Attempting to push an opinion.**Adjusting the Save on noise, audience, and any prep done.**

COST 4 pts	RANGE Hearing	ROLL OUT 5 Rounds	5 RDS	COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE Varies	DURATION Usually 2 Days	G Skill	SAVE Believed	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- 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.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to attempt 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.
- Allows the Rogue to present this skill to more than just 1 target,
 - In that case, the Rogue must identify the specific targets.
- Continues past the rogues interaction with the target,
 - Timing of 'duration' is based on nature of the lie.

WHAT THIS SKILL 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,

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 Roll +20	8

Focus Items and/or Kits:

- Not required.

ROG

790-1

2 Silent Movements

LEVEL

Tier 1

Standard pack/sacks & leather armor = Standard Save.**No packs/sacks/armor = No Save. 1/2 speed = Roll +20.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	20 Minutes		Skill	ROG

No sound made



By COPILOT

Details:**GENERAL:**

- Non-rogues to attempt this same action:
 - Non-Rogues must use the Non-Skilled Saves,
 - Non-Rogues may

WHAT THIS SKILL DOES DO:

- Moving quietly may be adjusted by the load carried:
 - No load (including packs & sacks) or armor then no Save is required,
 - Carrying standard packs & Sacks requires a standard Save.
 - Rogue can help the Save roll by +20 by moving at 1/2 speed,
 - Rogue wearing robes or less can help the Save roll by +20.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect if the Rogue wears metal armor.

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	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

ROG

1038-1

2 Thrown Weapon Expertise

LEVEL

Tier 1

1 Weapon gains a Thrown ToHIT bonus of +1 per Tier.

Lasts for the lesser of either 24 hours or end of Battle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Battle Actions/Prep
STACK	AoE	DURATION		Mundane
1	1 Item	End of Battle or 24 hrs	None	ROG

[By site/group]

Details:**GENERAL:**

- Must be a melee weapon.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to gain a +1 ToHIT per Tier with Thrown attacks.
- Requires the Rogue to be in control and holding the selected weapon during Rollout.

WHAT THIS SKILL DOES NOT DO:

- This does NOT give any ToHIT bonus for anything other than Thrown.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

ROG

667-1

2 Melee Backstab

LEVEL

Tier 1

Attack from behind with surprise or not.**EXTRA:** Flank. ToHIT+4, Dmg+4 per Tier.

COST 4 pts	RANGE 1 Square	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Mundane
STACK 99	AoE 1 Target	DURATION 1 Round		SAVE None	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- Moving up to the target and pivoting is allowed.

WHAT THIS SKILL DOES DO:

- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit+4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.
- Allows a backstab AoO under certain conditions,
 - Is adjacent to the Rogue or "melee range".
 - Does NOT allow a backstab AoO against those in Ranged or Thrown range.
- Also allows a backstab AoO when a target runs adjacently past the Rogue.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow a backstab AoO against those in Ranged or Thrown 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.

ROG

867-1

2 Create Message Trap

LEVEL

Tier 1

Hidden non-damaging trap. Enhancements/Kit may help.**Campfire Only. Need Straps, Triggers, and Levers.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	20 Minutes		Mechanicals	Mundane
STACK	AoE	DURATION		SAVE	GM

7	1 Square	Until Triggered		Skill	CLASS GROUPS
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Trap in place



By COPILOT

Details:**GENERAL:**

- Rogue creates and places a hidden non-damaging trigger type trap,
 - Requires a campfire, Misc Straps, Triggers, and Levers. (Available items to buy).
- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (Creating a Message Trap)

- This skill makes a trap within the 20 minutes,
- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected.
- Requires the Rogue to describe the trigger and the message to be displayed.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- Use of this skill is also one of the basic requirements for a 'Message Trap',
 - Pre-created message traps are NOT made to slip into place and be hidden,
 - When a Non-Rogue class places this trap kit it is obvious and easily seen,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Message Trap**

- Obvious Trap: Message pops out when triggered.
- ROG: Required to make hidden.
- Need: Campfire, 20 Sp Pts, 4 Hours. Straps, Triggers, Levers.
- Market: 9 Max, Buy:150 GP, Sell:50 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Save Roll +20	8
14	Save Roll -20	8

Focus Items and/or Kits:

- Kit NOT required.
- If a Kit is used increase Save difficulty by 20

ROG

1040-2

3 Melee Weapon Speed

LEVEL Tier 1

Selected weapon gains 1 melee attack per Tier each round.**Dur: 24 hours or end of Battle.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	2 Rounds	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Weapon	End of Battle or 24 hrs	None	ROG

[By site/group]

Details:**GENERAL:**

- Must be a melee weapon.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to gain a 1 Melee attack per Tier with a selected melee weapon.
 - This is 1 attack per Tier each round.
- Requires the Rogue to be in control and holding the selected weapon during Rollout.

WHAT THIS SKILL DOES NOT DO:

- This does NOT give any attack bonuses for anything other than Thrown.

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

Focus Items and/or Kits:

- Not required.

ROG**3**

Blunder Reroll

LEVEL

Tier 1

Disregards the first Blunder roll and rolls again.**INTERRUPT:** One Use. Cannot be used 2 times in a round.

COST	RANGE	ROLL OUT	NOW!	COLLECTION	OUTCOME
4 pts	Self	Instant	NOW!	Battle Reaction	Mundane
STACK	AoE	DURATION	NOW!	SAVE	CLASS GROUPS
1	1 Blunder	Instant	NOW!	None	ROG

647-1



By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant)
 - This action pauses all action if enacted before the blunder can be resolved.

WHAT THIS SKILL DOES DO:

- If the Rogue rolls a Blunder they can choose to use this skill to roll again.
- Once this skill has been used the Rogue must keep the new (2nd) roll.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

ROG

800-1

3 Dodge AoO Attacks

LEVEL

Tier 1

Effort to avoid EXTRA attacks w/ comparison AGL Saves.**INTERRUPT:** Dodge 1/Tier. Must call before AoO dmg is rolled.

COST 4 pts	RANGE Self	ROLL OUT Instant	NOW!	COLLECTION Battle Reaction	OUTCOME Mundane
STACK 99	AoE Movement	DURATION 1 Round	1 RDS	SAVE Agility	CLASS GROUPS ROG

Avoids an AoO



By COPILOT

Details:**GENERAL:**

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Allows the Rogue to complete other normal attacks during the round.

WHAT THIS SKILL DOES DO:

- This skill pauses all action when enacted before the opposing effect can be done,
 - Such effect might be damage taken or an attack made.
- Allows the Rogue to dodge up to 5 AoO attacks based on their Tier,
 - The number of AoO attacks that are dodgable is equal to the Rogues Tier.
- Does require Rogue to request this skill BEFORE any AoO Damage has been rolled.
- Roll a sparate Comparison Save to avoid each Attack of Opportunity (AoO),
 - The Rogue and attacker must each rolls Agility Saves and compare.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow any Extra attacks by the Rogue to take place in the same round,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

ROG

661-1

3 Draw Attention

LEVEL

Tier 1

Draw attention and possibly aggro to self.**INTERRUPT:** Move 1/2. May make 1 attack.

COST 4 pts	RANGE In Sight	ROLL OUT Instant	NOW!	COLLECTION Battle Reaction	OUTCOME Mundane
STACK 99	AoE In Sight	DURATION Up to 30 Min		SAVE Physical Senses	CLASS GROUPS ROG Comparison



By COPILOT

Details:**GENERAL:**

- Character must actively try to draw attention of a person or group,
 - Player gives a brief explanation of actions taken,
 - Ideally the diversion will seem more important than any other thing going on.
- INTERRUPTION (Rollout of Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Saving Throw Resolution,
 - The Rogue and the intended target roll 1 Save and compare,
 - The Rogue rolls a Skill Save,
 - The target rolls either a non-skill Save or, if a Rogue rolls a Skill Save
- limits the Rogues movement to 1/2 of walking speed (1/2 Basic).
- Allows the Rogue ONLY 1 attack,
 - NOTE: An attack may change the view of those drawn to watch.

WHAT THIS SKILL DOES NOT DO:

- The targeted person or group does always stay enthralled,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
18	Duration X4	10

Focus Items and/or Kits:

- Not required.

ROG

644-1

3 Create Impedance Trap

LEVEL

Tier 1

Hidden non-damaging trap. Enhancements/Kit may help.

Trap that slows movement by half when Save is failed.

COST 12 pts	RANGE Touch	ROLL OUT 5 Minutes		COLLECTION Mechanicals	OUTCOME Mundane
STACK 7	AoE 1x2 Squares	DURATION Until Triggered		SAVE None	CLASS GROUPS ROG



Created by COPilot

Details:**GENERAL:**

- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Required:
 - Cluttered location needed for camouflage,
 - For example: Misc empty containers, Sticks, etc...

WHAT THIS SKILL DOES DO: (Creating a Impedance Trap)

- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected.
- The player should describe the trigger and the method of impedance,
 - Description is not 'Required' but a good part of the narrative.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- When triggered the Trap will force the target to roll an Agility Save,
 - Failing the Save will cause the target to move at 1/2 speed for 2 rounds,
 - Passing the Save will allow the target to continue moving as normal.
- Allows Rogue to make the traps Save more difficult by:
 - Use of enhancements,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Impedance Trap**

- Target Save Fails = 1/2 Move.
- ROG: Save difficulty +20.
- Need: Clutter, 12 Sp Pts, 5 Min.
 - Misc Empty containers, Sticks and Detrius.
- Market: 9 Max, Buy:50 GP, Sell:12 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Save Roll -20	8
18	Duration X4	10

Focus Items and/or Kits:

- Kit NOT required.
- If a Kit is used increase Save difficulty by 20



ROG

744-1

3 Reveal Value

LEVEL

Tier 1

Rogue reviews an item. Must be able to touch the item.**Max weight: 50 lbs or value over 100 gp.**

COST 4 pts	RANGE Touch	ROLL OUT 10 Rds (1 Min)		COLLECTION Find or Reveal	OUTCOME Mundane
STACK 99	AoE 1 Item	DURATION Permanent		SAVE Skill	 GM gives info CLASS GROUPS ROG

GM gives info



By COPILOT

Details:**GENERAL:**

- This enables the character to determine rough value of noteable items.
- Item must be unattached to any other item/object.
- Item must weigh less than 50 lbs / 22 Kg.

WHAT THIS SKILL DOES DO:

- Allows the Rogue to determine if an item is worth more than 100 GP.
 - NOTE: If the item is worth more than 100 GP then it might be magical as well.
- Requires the Rogue to touch the item.
- Requires the Rogue to make a Skill Save,
 - Failing the Save means,
 - The Rogue might think they know and extremely over/under evaluate it or,
 - The Rogue might be aware they have no indication of value.
 - Passing the Save means,
 - The Rogue can clearly interpret the value as lower than 100 GP, but not an exact value.
 - The Rogue is able to give a very rough evaluation (Higher values are the vaguest),
 - The Rogue can tell if the item is quality enough for magic to be applied.
 - This does NOT mean it is magical, just that it is high quality enough.
- The GM informs the Rogue, the Rogue may share if they like.

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Save Roll +20

ROG

750-1

4

Sleight of Hand

LEVEL

Tier 1

May attempt to take OR place an item. Small items only.**Save to fool audience. Close quarters actions (arm length)**

COST 4 pts	RANGE Self	ROLL OUT 1 Round	1 RDS	COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE Arms Length	DURATION Instant	NOW	SAVE Skill	GM CLASS GROUPS ROG Success



By COPILOT

Details:**GENERAL:**

- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Rogue may want to use a distraction to help fool the audience,
 - Skilled Distraction can add to the Save roll +20,
 - Enhancement 'Save Roll +20' may also be used.
- Examples:
 - The cups game is slight of hand,
 - Taking something while nobody notices,
 - Palming a card.

WHAT THIS SKILL DOES DO:

- Allows 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.
- Allows the Rogue to take OR place an item within a targets personal space,
 - Small items only (Not allowed to steal the pants they are wearing),
 - NOTE: There may be others around able to see this.
- Item (Target) must be within range/AOE,

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Rollout Init	12
14	Save Roll +20	8

Focus Items and/or Kits:

- Not required.

ROG

746-1

4

Take Point

LEVEL

Tier 1

Scout ahead for the party**Self: 30ft in front. Grp:No suprise. Init+4 in 1st round.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	6 Squares ahead	Up To 1 Day		none	ROG



By COPILOT

Details:**GENERAL:**

- Point person can prevent the party from being surprised.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
- *NOTE: The Rogue takes 1 minute during the Rollout to quickly survey the area before starting the task.*
- *NOTE: a surprise round is round #0.*

WHAT THIS SKILL DOES DO:

- Allows point person to move ahead of the group and prevent surprise attacks,
- Allows the point person to provide the party a +4 Initiative in first round.
- Requires the point person to roll a Save when attempting to avoid surprise.
- Will 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 SKILL DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware, for example:
 - Doubletimed,
 - Dazed, Stunned, 1000 yard stare,
 - 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.

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE X2	16
20	AOE X4	20

Focus Items and/or Kits:

- Not required.

ROG

735-1

4

Rogues Charge

LEVEL

Tier 1

Moves x2 directly to the target (Min of 4 sqs). MAY PIVOT.

JUST 1: 1 Attk. AC-4. Init/ToHIT/Dmg +8.

COST 4 pts	RANGE Move x2	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Mundane
STACK 99	AoE 1 Target	DURATION 1 Round		SAVE None	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- When using this skill no other attacks may be utilized. (Just 1)
- May incur AoO's from others during charge.

WHAT THIS SKILL DOES DO:

- Requires the attacker to move in a straight uninterrupted line to the target,
 - The attacker 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.
- Allows the attacker to gain +8 Initiative, +8 ToHIT and +8 Damage,
 - but limited to a maximum of 1 attack in this round.
- Requires the attacker to downgrade their AC by 4 (AC-4).

WHAT THIS SKILL 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.
- Does NOT allow attacker to end the charge with a pivot,
 - Charger must be facing the enemy to use this skill.
- Does NOT allow other attacks to be attempted,
 - This is counted as an 'Extra' attack, thus no other 'Extra' attacks allowed in same round.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

Focus Items and/or Kits:

- Not required.

ROG

673-1

4 Surprise Throw

LEVEL

Tier 1

Be fast and get the jump on the enemy with a round 0.

JUST 1: ToHIT+3/Tier. Dmg=Crit. Only 1 attack. Pre-Battle.

COST	RANGE	ROLL OUT	 NOW	COLLECTION	OUTCOME
4 pts	3 SqS / Tier	Pre-Battle Instant		Battle Offense	Mundane
STACK	AoE	DURATION	 1 RDS	SAVE	CLASS GROUPS
99	1 Melee Target	1 Round		None	ROG



By COPILOT

Details:



GENERAL:

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done,
 - If this skill is unopposed the Rogue's group starts a round zero.
- 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.
- When using this skill no other attacks may be utilized. (Just 1)

WHAT THIS SKILL DOES DO:

- Gains a ToHIT Bonus of +3 per Tier.
- Allows the Rogue to apply improved damage:
 - Roll 1d100 on the Critical Chart Blade column
 - Note that Knock backs are possible.

WHAT THIS SKILL DOES NOT DO:

- Does NOT override Spells that enhance ToHit or Damage,

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	Initiative +4	4
9	Damage +50%	8
14	Damage X2	12

Focus Items and/or Kits:

- Not required.

ROG

899-1

4

Search The Area

LEVEL

Tier 1

Rogue looks for oddities & hints in the search of an area.**This scan method is not best for single item searches (-30)**

COST 4 pts	RANGE Touch	ROLL OUT 10 Minutes		COLLECTION Find or Reveal	OUTCOME Mundane
STACK 1	AoE 2w x 2d x 2h SqS	DURATION 2 Hours		SAVE Skill	CLASS GROUPS ROG

Access found



By COPILOT

Details:**GENERAL:**

- Find secreted areas,
 - Camouflage, Concealed, Hidden and the like.
- Search within areas as a general scan.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does search for panels, doors, and other cleverly hidden areas,
 - The search includes any that are specifically involved with the hidden area.
- Prior to the Save for the search,
 - The GM is to describe notable and relevant conditions,
 - lighting, air movement, dust patterns, sounds, etc...
- Rollout, Range, and Save Rolls,
 - may be modified by enhancements and kits.

WHAT THIS SKILL DOES NOT DO:

- Does NOT automatically reveal unseen/unnoticed areas.
- Does NOT work best when searching for a specific item,

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 Sas	8
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Not required.
- Tools from kit make the job easier. Save Roll +20

ROG

751-1

5 Patient and Watchful

LEVEL

Tier 2

This level of observation ensures nothing will be missed.

Subtle Watchfulness. AC flank=front.

COST 8 pts	RANGE Self	ROLL OUT 4 Rounds		COLLECTION Battle Actions/Prep	OUTCOME Mundane
STACK 1	AoE 2x2 Squares	DURATION 4 Hours		SAVE none	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- Rogue is actively scanning during entire time,
 - This skill will stop with end of Duration or lack of concentration.
- While scanning,
 - The Rogue should have a wide view of the area,
 - May choose to be in disguise,
 - May be in sight of the area or hidden from the area (shadows?),
 - May choose to be still or slowly moving about.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does require the Rogue to spend the rollout time observing and learning the area.
- Allows Front AC to be applied to the Flank AC,
 - This AC benefit lasts until end of Duration or end of round 1 in battle.
- Allows the Rogue to observe with confidence nothing will be missed.
- Allows 2nd use (at end of current skill) of this skill with no Rollout time.

WHAT THIS SKILL 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.
- Does NOT allow the Rogue to be moving away from the AoE as they use this skill.

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	Initiative +4	4
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

FTR-HNT-ROG

801-1

5 Disrupt Concentration

LEVEL Tier 2

Attempt to interrupt a target that is concentrating.**INTERRUPT:** Attempt to stop a specific spell or action.

COST 8 pts	RANGE 8 Squares	ROLL OUT Instant	NOW! 2 RDS	COLLECTION Battle Reaction	OUTCOME Mundane
STACK 99	AoE 1 Target	DURATION 2 Rounds		SAVE Senses Comparison	CLASS GROUPS FTR-HNT-ROG Not Disrupted



By COPILOT

Details:**GENERAL:**

- When using this skill no other attacks may be utilized. (Just 1)
- Examples of reasons to use this skill:
 - Draw attention away from a rogue attempting to not be seen,
 - Distract a pickpocket target to assist a sticky fingered Rogue.
 - Disrupt the effort of a person trying to organize a group or crowd.

Spells that can be disrupted (interrupted) during Rollout are:

- | | |
|-----------------------------------|------------------------------------|
| x -Dispel Magic Spell | 9 -Find Clues To True Name |
| 2 -Connect With A Fighter | 9 -Create Plague Bearer/Drifter |
| 2 -Triggered Forced Healing 2d8 | 9 -Dimension Portal |
| 3 -Repair Undead/Living Dead | 11-Astral Plane Projection |
| 3 -Invoke Temporary Imp | 11-Connect To An Arcane Focus Item |
| 4 -Slow Healing 10/Hr (Max=4 hrs) | 11-Summon Life From Death |
| 4 -Final Rites | 12-Circle - Dimensional Expulsion |
| 5 -Dimension Quick Portal for 3 | 13-Summon Strumos Item (Tae'Em) |
| 5 -Detect Magic | 13-Circle of Containment |
| 5 -Invoke Imp Partner (Year long) | 14-Consecration of Corpse |
| 6 -Create a Vae'Em Location. | 16-Reveal True Name |
| 7 -Speak To Dokour Target | 18-Arcane Removal (2 of 3) |
| 7 -Direction To Dokour Target | 19-Dead Spirit Conversation Circle |
| 7 -Create Permanent Nae'Em | 20-Raise The Dead |
| 7 -Invoke Skeleton/Drifter | 20-Invoke Wraith/Ghoul |
| 8 -Create Zombie/Skeleton | |

WHAT THIS SKILL DOES DO:

- Requires the target group to pass the Save or fail to complete an action or effort.
- Requires character to use this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
- This action might,
 - draw more attention than intended (pull more aggro)
 - disrupt more issues that are in play than expected,

WHAT THIS SKILL DOES NOT DO:

- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

ROG

858-1

5 Create Damaging Trap

LEVEL

Tier 2

Hidden damage trap 2d6 damage. Kit Required.**Trigger sets off damage. Typically 2d6 dmg.**

COST 40 pts	RANGE Touch	ROLL OUT 2 Hours		COLLECTION Mechanicals	OUTCOME Mundane
STACK 7	AoE 1 Square	DURATION Until Triggered		SAVE Skill	GM CLASS GROUPS ROG

Trap set in place



By COPILOT

Details:**GENERAL:**

- Rogue places a hidden damaging trigger type trap.
- If traps are very old the GM should roll to see if the trap is still active.
- Does require the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (Creating a Damaging Trap)

- The Rollout of 2 hours is to put the trap in place,
 - Creation takes a full day.
 - The player should describe the trigger and the method of damage,
- Does create a trap that does 2d6 damage,
 - Use of Rogues Kit can change the damage to 3d6,
 - Use of enhancement 'Damage +8/die' can add to the damage as well.
- Requires Rogue to pass the Skill Save AFTER all parts have been assembled,
 - If the Save Passes the Trap has been set as expected,
 - If the Save Fails one of the parts (random) must be replaced.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the Rogue to add new enhancements after the trap has been finished.

WHAT THE CREATION DOES:

- When triggered the Trap will force the target to roll an Agility Save,
 - Failing the Save will cause the target to take 1d6 damage
 - Passing the Save will allow the target to continue as normal.
- Allows Rogue to make the traps Save more difficult by:
 - Use of enhancement 'Save Roll -20' to make avoiding the trap harder,,
 - Use of enhancement 'Damage +8/die' to increase damage,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:**Damage Trap**

- 2d6 Dmg (enhance: +8/die).
- ROG: Kit: +1d6.
- Need: Kit, Smith, 40 Sp Pts, 1 Day. Coils, Levers, Blades, Straps, Trigger.
- Market: 9 Max, Buy:250 GP, Sell:30 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll -20	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Rogues Kit is required.
- If a Kit is used damage does one more 1d6.

ROG**6 Hold Throw**

LEVEL

Tier 2

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.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION	ATTKS	SAVE	CLASS GROUPS
99	1 Target	5 Attacks & Held		None	ROG

818-1



By COPILOT

Details:**GENERAL:**

- 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)
- Attacker must use a thrown weapon and continuously focus on a single target.

WHAT THIS SKILL DOES DO:

- The Rollout CAN be started before battle begins then used to start a battle at round 1,
 - This does NOT have to be started pre-battle though.
- Gains bonuses of,
 - ToHIT of +5 and Damage of +5 per held attack while waiting to Throw,
 - This ToHIT bonus applies to the next ToHIT (not the entire round),
 - The ToHIT & Damage bonus maximum is +20.
- Limits movement to 1/2 of normal walking.

WHAT THIS SKILL 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,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

6 2nd Attempt To Grab

LEVEL

Tier 2

Second chance to grab and not fall. Reroll Save to grab.**INTERRUPT:** Only small unattached items.

COST 8 pts	RANGE Touch	ROLL OUT Instant	NOW!	COLLECTION Battle Reaction	OUTCOME Mundane
STACK 1	AoE Self	DURATION Instant	NOW!	SAVE none	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- 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 SKILL DOES DO:

- Allows the Rogue to re-attempt a failed grab at an object.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow this skill to be used more than once for the same issue.
- This skill can NOT be used to grab a weapon being thrust at them.

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 Roll +20	8

Focus Items and/or Kits:

- Not required.

ROG**7**

Blunder Change Up

LEVEL

Tier 2

Rolled the percent as normal.**INTERRUPT:** On the chart select the column you want.

COST	RANGE	ROLL OUT	NOW!	COLLECTION	OUTCOME
8 pts	Self	Instant	NOW!	Battle Reaction	Mundane
STACK 99	AoE	DURATION Instant	NOW!	SAVE None	CLASS GROUPS ROG



By COPILOT

Details:**GENERAL:**

- Rogue desperately attempts a different outcome to the Blunder.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- If the Rogue rolls a Blunder they can choose to apply the rolled number to a different column on the blunder chart to obtain a less negative outcome.

WHAT THIS SKILL DOES DO:

- 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 SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

ROG

738-1

8

Whirling Marda

LEVEL

Tier 2

Attack everyone at once when surrounded.**JUST 1:** 8 sqs targeted w/ 1 attk. ToHIT & Dmg +4.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Adjacent SqS	1 Round	 RDS	None	ROG



By COPILOT

Details:**GENERAL:**

- When using this skill no other attacks may be utilized. (Just 1)

WHAT THIS SKILL DOES DO:

- Gives a bonus of ToHit+4 and Dmg+4 that is applied to each target.
- Uses only 1 attack which is applied to all targets,
 - Number of attacks becomes only 1.
- Applies damage to all surrounding squares regardless whether friend or foe.

WHAT THIS SKILL DOES NOT DO:

- Does NOT always hit all targets surrounding the Rogue,
 - The single ToHIT may not hit the individual ACs of the targets.
- Does NOT skip any of the surrounding squares,

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	Initiative +4	4
14	Damage X2	12
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

ROG

788-1

9 Urban Tracking

LEVEL

Tier 3

Track a target through a community or complex.

JUST 1: Move 1/2. Attacks=1. Comparison Save to find/follow.

COST 12 pts	RANGE Self	ROLL OUT 3d8 Minutes		COLLECTION Urban Environment	OUTCOME Mundane
STACK 99	AoE Urban or Subtrrn	DURATION 4 Hours		SAVE Skill	CLASS GROUPS ROG

Path found



By COPILOT

Details:**GENERAL:**

- This requires 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.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- When using this skill only one attack may be utilized. (Just 1),
 - While tracking the Rogue can use 1 attack a round and still maintain tracking,
 - The moment this tracking skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Requires the Rogue to use environmental clues to continue following the target,
 - Actions/Reactions of others around,
 - Unexplained messes,
 - Sounds of effort, (and more!)
- Rogue rolls a Skill Save to find and follow the path,
 - The save may have a higher threshold if the path was obscured by a Rogue (+20).
- Allows 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.
- To continue after the skill has run its duration, the Rogue will restart the skill freshly.

WHAT THIS SKILL DOES NOT DO:**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Lose A Tail - ROG

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Creations:

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

Focus Items and/or Kits:

- Not required.

ROG

817-1

10 Lose A Tail (Urban)

LEVEL Tier 3

Avoiding an active pursuer.**Comparitive Skill/Non-Skill Saves.**

COST 12 pts	RANGE Self	ROLL OUT 3d8 Rounds		COLLECTION Urban Environment	OUTCOME Mundane
STACK 99	AoE Urban	DURATION 30 Minutes		SAVE Comparison Skill	CLASS GROUPS ROG

Evasion Is working



By COPILOT

Details:**GENERAL:**

- This skill is about avoiding an active pursuer.
- Used in an urban environment to lose an active tail which may take some time to do,
 - The rollout time is used to find ways to mislead any trackers,
 - The duration times is all about leaving the search area and pursuers behind,
- Players can improve the Save by role play and descriptions.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout and Duration,
 - Rollout is the time it takes the Rogue to get far enough away
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Skill & non-Skill Saves,
 - The Rogue using this skill rolls a Skill Save to evade the persuer(s),
. . . compared to . . .
 - The non-Rogue persuers use the non-Skill Save in an attempt to catch up and find the Rogue,
 - Another Rogue persuing would use their Skill Save to try to catch up and find the Rogue,
 - NOTE: a Rogue and non-Rogue group would use the Skill Save +40 (more difficult).
- Results after rollout,
 - Either Rogue has avoided those that were following,
 - Or the Rogue 'thinks' they have avoided the pursuers,
 - Or the Rogue 'thinks' they have NOT avoided the pursuers,
 - or pursuers are noticably following.

WHAT THIS SKILL DOES NOT DO:

- Does NOT employ any magic,

Bonds and Connections

- No Nae'Em connection.

**Counter:**

LVL: 1 Urban Tracking - ROG

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

Creations:

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

Focus Items and/or Kits:

- Not required.

FTR-HNT-ROG

815-1

11 Mounted Melee Attack

LEVEL Tier 3

Use a trained mount and run them down.

2 Attacks Max. Single handed wpn. Sm shld or buckler.

COST 12 pts	RANGE 1 Square	ROLL OUT Initiative		COLLECTION Battle Offense	OUTCOME Mundane
STACK 99	AoE 1 Horse	DURATION 1 Battle		SAVE None	CLASS GROUPS FTR-HNT-ROG



By COPILOT

Details:**GENERAL:**

- Requires the use of a trained mount.

WHAT THIS SKILL DOES DO:

- Requires the attack to use a single handed full axe, hammer, or blade,
 - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Allows the rider to attack from the mount when moving,
 - due to the movement to and past the target only 1 attack is allowed.
- Allows 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 SKILL DOES NOT DO:

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

ROG

787-1

12 Impersonate A Person

LEVEL Tier 3

Rogue Alters their look, style, and demeanor. Kit required.

Cost and Rollout is variable based on complexity.

COST 12 pts	RANGE Self	ROLL OUT 10 Min/Complexity		COLLECTION Class Specialty	OUTCOME Mundane
STACK 99	AoE 1 Person	DURATION 12 Hours		SAVE Skill	CLASS GROUPS ROG Success



By COPILOT

Details:**GENERAL:**

- 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.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Added Skill Point costs based on complexity and level,

Change	Skill Point Cost
Cosmetics	+0
Costumes	+4 (How to wear it)
Prosthetic	+10 (Race Change)
Badges/Certificates	+10 (Making it 'official')

- Requires the Player to narrate how the effect will be used.
- Requires the Rogue to have and use their Rogues Kit.

WHAT THIS SKILL DOES NOT DO:

- Does NOT Physically alter the rogue but may have minor use of prosthetics
- Does NOT Mimic racial abilities,
 - special sight

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	Duration X2	8
14	Save Roll +20	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.

ROG

786-1

13 Feign Death

LEVEL

Tier 4

INTERRUPT: Comparative Save needed on inspection.

Rogue falls dead. Rogue is Prone/non-responsive. AC=3/3

COST 16 pts	RANGE Self	ROLL OUT Instant	NOW!	COLLECTION Battle Reaction	OUTCOME Mundane
STACK 99	AoE Self	DURATION 2 Rds Minimum	2 RDS	SAVE Skill vs non-Skill	GM CLASS GROUPS ROG Life Detected



By COPILOT

Details:**GENERAL:**

- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
 - Player may time this to match an attack upon them.
- 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.
- Requires the Rogue to maintain concentration,
 - i.e. the Rogue must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- 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)
- Does present the image of the Rogue as dead.
- Skill Saving Throw,
 - Compares Rogues Skill save to person that is inspecting,
 - If inspector is a Rogue then GM uses the Skill Save,
 - If inspector is a non-Rogue then GM uses the non-Skill.

WHAT THIS SKILL 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 Roll +20	8

Focus Items and/or Kits:

- Not required.

ALL

14 Bestow House Authority

LEVEL

Tier 4

Keep your House Organized. Can tell if a follower is true.

Creates A House for the character.

COST 48 pts	RANGE 1 Recipient	ROLL OUT 1 Week		COLLECTION Nae'Ems	OUTCOME Magical
STACK 99	AoE 1 Target	DURATION Permanent		SAVE None	CLASS GROUPS ALL

991-1



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' another's level of allegiance.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a positive reputation indicating the person is loyal.



Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of allegiance.