




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

Battle-Actions


LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	1 Blunder	Instant	Instant		
 <p>Rogue desperately 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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP



LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Self	Instant	Instant		
 <p>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 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>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

Battle-Defense

LEVEL	1		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2  Avoids an AoO
						4 pts	Self	Movement	Instant	Instant		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 0	No Enhancements 0 SP

Battle-Offense

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Instant	1 Round		
 <p>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.</p>											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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Move x2	1 Target	Initiative	1 Round		
 <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>											COUNTER: Set For Charge - FTR Lvl:1 	
											ENHANCEMENTS:	
											Lvl 20	Rollout Instant 16 SP
											Lvl 9	Range +50% 6 SP
											Lvl 5	Initiative +4 4 SP

-Rogue

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
3		99	4 pts	In Sight	In Sight	Initiative	Up to 30 Min	SNS: >05	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	
3		99	4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round	No Save	
	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	
5		99	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	No Save	
	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	
6		99	8 pts	By Weapon	1 Target	Initiative	5 Attacks	No Save	
	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	
8		99	8 pts	Touch	Adjacent Sqs	Initiative	1 Round	No Save	
	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	
9		99	12 pts	4 Sqs Min	1 Target	Initiative	1 Round	SKL: 2 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	
9		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	

-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.</p> <p>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.</p> <p>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

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

4 Rounds


DURATION

20 Minutes

SAVE:

No Save

Watchful Approach



Rogue is obviously and continuously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed. 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.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved



6 SP



Lvl 5

Initiative +4


4 SP


Climb-

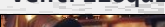
LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3				
Climbing						4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen				
		<p>Rogue removes bulky items, sacks, and packs to climb quickly</p> <p>Rogues climb up/down is movement. Others climb at 1/2 their moment.</p> <p>Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.</p> <p>No packs/sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?)</p> <p>Falling damage is 2d8 for every section the character has climbed.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP														

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

Communication-

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

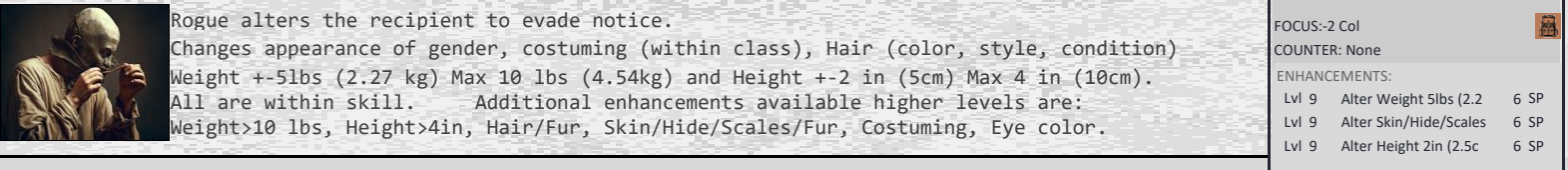
LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Convincing Another (or Lie)						4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed	
 <p>Rogue embellishes, bends, or breaks the truth in an attempt to convince someone. Players that role playing this out will get the 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>				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save-1 Col</div> <div>8 SP</div>									

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

-Rogue

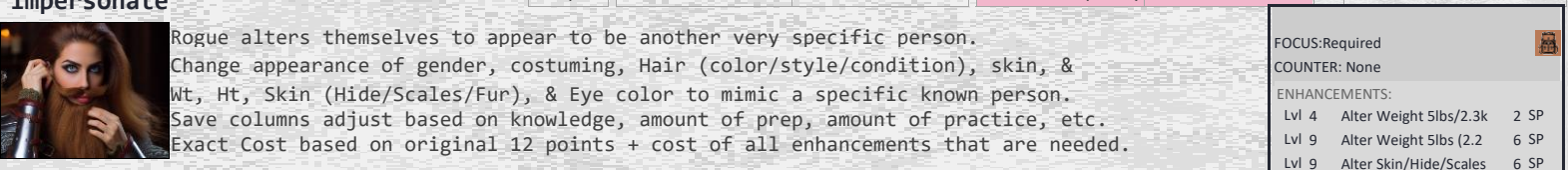
Disguise-

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



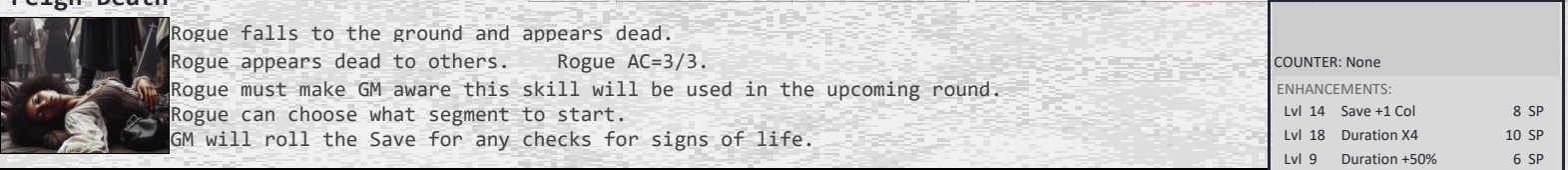
FOCUS:-2 Col
COUNTER: None
ENHANCEMENTS:
Lvl 9 Alter Weight 5lbs (2.2) 6 SP
Lvl 9 Alter Skin/Hide/Scales 6 SP
Lvl 9 Alter Height 2in (2.5c) 6 SP

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



FOCUS: Required
 COUNTER: None
 ENHANCEMENTS:
 Lvl 4 Alter Weight 5lbs/2.3k 2 SP
 Lvl 9 Alter Weight 5lbs (2.2 6 SP
 Lvl 9 Alter Skin/Hide/Scales 6 SP

LEVEL	13		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Feign Death						16 pts	Self	Self	Instant	2 Rds Minimum		Convincing	

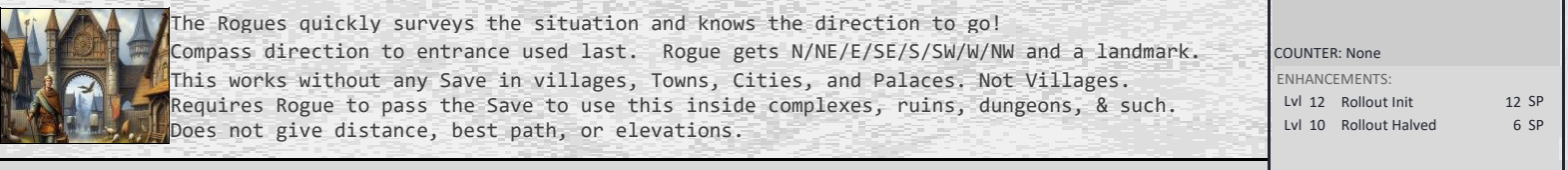


COUNTER: None		
ENHANCEMENTS:		
Lvl 14	Save +1 Col	8 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

Find-Hide-Reveal

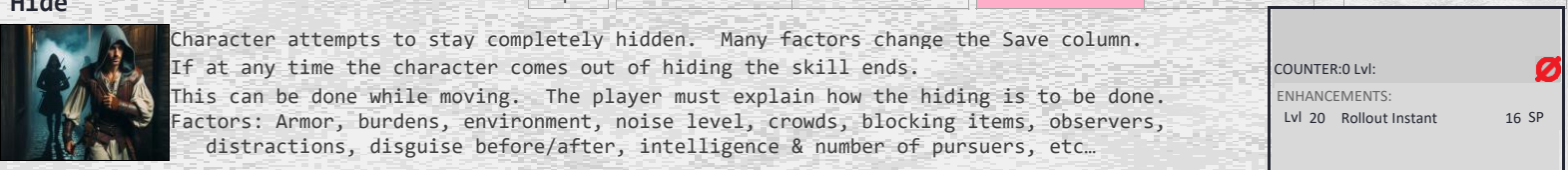
LEVEL **1** STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2


Find Entry Gate 4 pts Urban Community 1 Round 30 Minutes Get clear description



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

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

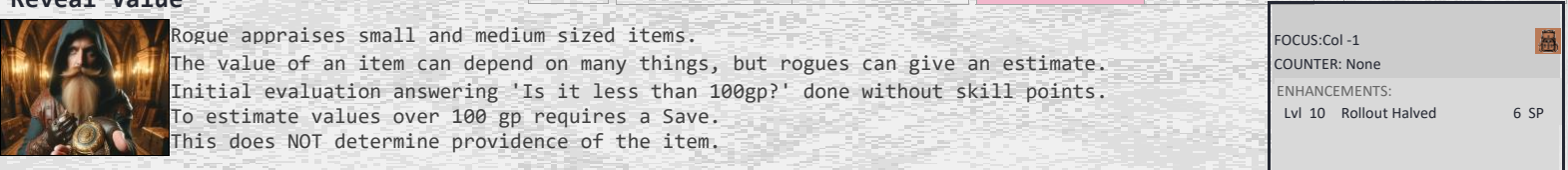


COUNTER:0 Lvl: 

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Reveal Value						4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info	



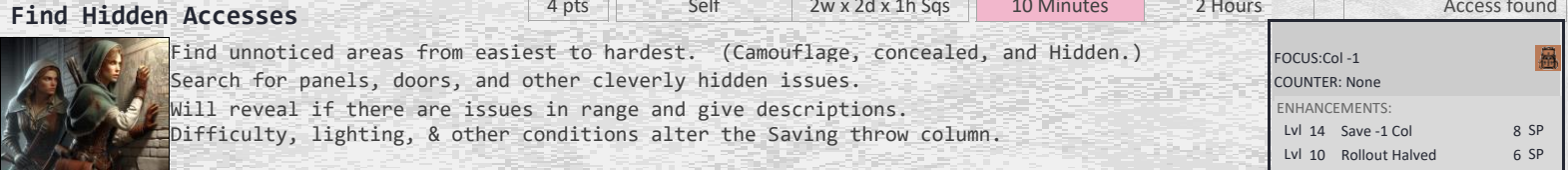
FOCUS: Col -1

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved 6 SP

LEVEL 4 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3 👤



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

-Rogue

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
6		8 pts	Self	Urban	1 Round	10 Rds (1 Min)			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

Locks-

LEVEL **1** ☐ ☐ STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: AGL: 2 

Set Or Open Padlock 4 pts Touch Lock 2 Minutes Until Reset 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 **4** ☐ ☐ STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3

Set Or Open Door Lock 4pts Touch Lock 6 Minutes Until Reset 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 6   STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3 

Set Or Open Chest Lock 8 pts Touch Lock 6 Minutes Until Reset 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:	No Save	GM
Set Or Open Wall Lock / Mechanism					12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset			



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
Walk Quietly				4 pts	Self	Self	Initiative	20 Minutes		No sound made



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	
Take Point						4 pts	Self	6 Squares	1 Minute	8 Hours		Detect someone	





Rogue initially surveys the area, then continues to scout as the party travels.
Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.
Rogue acts as a scout watching for potential issues.
Rogue is not able to use any skills or efforts that require a maintained concentration.

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


-Rogue


Tracking-


LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
				12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours	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.					COUNTER: Lose A Tail - ROG Lvl:10 ENHANCEMENTS: Lvl 14 Duration X2 8 SP		


LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	GM
				12 pts	Self	Urban	3d8 Minutes	Permanent	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:9 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP		

Traps-


LEVEL	1	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				4 pts	Touch	1 Square	20 Minutes	Until Triggered	Success		
				Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts) Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total) 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)					FOCUS: Required COUNTER: None ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP		

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered	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	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				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		

LEVEL	5	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3	GM
				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%. 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		

Tricks-

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