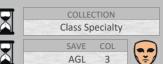
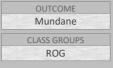
### 1 Climbing

LEVEL Tier 1

### Climb @ regular move. Fall=2d8 Dmg / Move distance. Kit=Col-1.

COST	RANGE	ROLL OUT
4 pts	Move	1 Minute
STACK	AoE	DURATION
99	Vertical Area	5 Minutes







Created by COPILOT

### Details:

- Rogue can climb variety of surfaces rough, smooth, cliffs, or walls.
   Rogue uses the appropriate climbing gear from the Rogues Kit.
- Climbing is to egress or degress (up or down).
- The distance per round is up to their standard movement in squares.
- GM may add or subtract to the Save based on the difficulty of situation.
- Falling damage,
  - 2d8 damage rolled for every 2 squares of falling.

### WHAT THIS DOES:

- Does require the climber to have both hands unencumbered.
- Does require the Rogue to pass an Save for every standard attempted.

### WHAT THIS DOES NOT DO:

- Does NOT work if the climber is wearing any metal armor, even magical metal armor.
- Does NOT work if the climber is carrying any containers,
   bags, sacks, packs, boxes, quivers. . .
- Does NOT allow the climber to cast spells at any time during the climb,
   even if the climber stops mid climb.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

П	LVL	ENHANCEMENTS	COST
	12	Rollout Init	12
	14	Save -1 Col	8
	20	Rollout Instant	16



- Use of this Rogues Kit is NOT passive.
- Saves for climbing failures done at 1 column better.

## Rogue To Rogue Signals

LEVEL Tier 1

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

COST 4 pts	RANGE In Sight	ROLL OUT  Next Initiative	N <sub>EXT</sub>	COLLECTION Class Specialt	у	OUTCOME Mundane
STACK	AoE	DURATION		SAVE COL	CM	CLASS GROUPS
1	In Sight	15 Minutes		SKL 3	GM	ROG



Created by COPILOT

#### Details:

- Rogue to Rogue basic sign language that is subtle communication.
  - It is called Hand Signals but it includes body language and facial expressions,
    - Every method of non-verbal communication is used.
- Only basic information can be put across,
  - The more subtle and complex the information might 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 DOES:

- Does take 1 round or 6 seconds.
- 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 diffcult the Save.

Example: separate Rogues Guilds may have different dialects, jargons, and goals.

- Also, it is expected that different territories on a map and different political environments will all have different guilds.

### WHAT THIS 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.
- Does NOT work with recipents unable to see the signal.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

### Focus Items and/or Kits:

### 1 Avoid An AoO

LEVEL

Tier 1

### Save to Avoid AoO. 1 dodge per Tier.

COST	RANGE	ROLL OUT	
4 pts	Self	Instant	
STACK	AoE	DURATION	
99	Movement	1 Round	



COLLE		OUTCOME	
Battle R	eaction		Mundane
SAVE	COL	• /	CLASS GROUPS
AGL	2		ROG



Created by COPILOT

### Details:

- This is a COUNTER MEASURE.
- Roll the Save to Avoid an Attack of Opportunity (AoO).

# +

### WHAT THIS DOES:

- Does require the Rogue to pass a Save to avoid each AoO.
- Does allow multiple efforts per round,
- Does require Rogue to activate this use BEFORE an AoO Damage has been rolled.
- Does allow the Rogue to complete normal attacks during the round.

### WHAT THIS DOES NOT DO:

- Does NOT allow any Extra attacks by the Rogue to take place in the same round, - due to this skill being an Extra attack skill.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

### Focus Items and/or Kits:

### Create Message Trap

LEVEL Tier 1

Trigger created to present a message.

COST	RANGE	ROLL OUT
8 pts	Touch	20 Minutes
STACK	AoE	DURATION
7	1 Square	Until Triggered





Created by COPILOT

### Details:

- Rogue places a hidden non-damaging trigger type trap.
- If traps are very old the GM is encouraged to roll to see if the trap is still active.

### WHAT THIS DOES:

- Does require the rogue to maintain concentration during the rollout.
- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,
- Does limit the increased Save columns to 2 columns higher.
- Does require the Rogue to describe the trigger and the message to be displayed.

### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available

### Creations:

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

### **Enhancements:**

ì	LVL	ENHANCEMENTS	COST	
	5	Find Trap	4	
	12	AoE X2	6	
	14	Save +1 Col	8	



- Kit NOT required.
- If a Kit is used increase Save column by one.

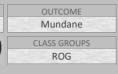
### 1 Deactivate/Activate Mechanical

LEVEL Tier 1

Simple SKL:2, Advanced SKL:3, Complex SKL:4. Rogues Kit -1 Col.

COST	RANGE	ROLL OUT	T
8 pts	Touch	10 Minutes	
STACK	AoE	DURATION	
99	1 Mechanical	Until Reset	







Created by COPILOT

#### Details:

Simple Issues require SKL:2 Save
Advanced Issues require SKL:3 Save
Complex Issues require SKL:4 Save (or more)

non-Dmg traps, Padlocks, Skeleton keys. Dmg Traps, Imbedded locks, Slim keys. Hidden or large mechanicals.

### WHAT THIS DOES:

- Does allow the Rogue to attempt to Deactivate/Activate a mechanical,
  - Deactivation is to disable, open, release, or unlock a device,
  - Activation is to close, set, or lock a device
- Does allow Rogue to inspect first, and get more detail from the GM IF not done already.
  - Does allow Rogue to use a Kit to lower the Save column by 1.
- Does allow 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.
- Does allow GM to require more Saves when a multiple step mechanical is made.

### WHAT THIS DOES NOT DO:

- Does NOT allow the Rogue to try more the 3 times.
- Does NOT allow the Rogue to create magical mechanicals without a casters help.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

	LVL	ENHANCEMENTS	COST
Ħ	10	Rollout Halved	6
	16	Rollout 1 Min	8



- Not required.
- Tools from kit make the job easier. Column -1

### Find Entry Gate

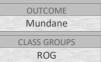
LEVEL Tier:

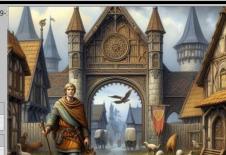
### Only Large ruins, dungeons, complexes require a Save.

COST	RANGE	ROLL OUT
4 pts	Urban	1 Round
STACK	AoE	DURATION
99	Community	30 Minutes



COLLE	CTION	
Find or	Reveal	
SAVE	COL	
SKL	2	\ <u>*</u>





Designed by Freepik

### Details:

- The Rogue would have less chance of heading in the wrong direction,
   A rogue using main paths/roads only along with this skill would do well.
- This function works well only at the community level (Village, Town, City),
   To use this at/in another environment the Save must be passed.

### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

- Does NOT give the distance to the entrance.
- Does NOT give the easiest path to the entrance.
- Does NOT give the safest path to the entrance.
- Does NOT give any sense of elevation.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST	
10	Rollout Halved	6	
12	Rollout Init	12	

### Focus Items and/or Kits:

### 1 Search

LEVEL Tier 1

### GM needs a description of efforts from player.

COST	RANGE	ROLL OUT
4 pts	Self	1 Round
STACK	AoE	DURATION
99	Self	1 Minute



	COLLE	CTION	
P	Find or	Reveal	
	SAVE	COL	
	SKL	Var	1





Created by COPILOT

### Details:

- Factors:
  - 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
- Listed as a rule AND as a ROGUE Skill to ensure the option is a visible to rogues.

### WHAT THIS DOES:

- Does require the character to pass a Save,
  - Column will be within the sliding scale from >05 up to =00.
- Does continue for 10 rounds.
- Does require rogue to pay attention to changed needed. Examples,
  - may need to hold breath for a bit,
  - may need to adjust position or angle...

### WHAT THIS DOES NOT DO:

- Does NOT work well when no positive factors can be found.

### Bonds and Connections

- No Nae'Em connection.



No Counter Available.

### Creations:

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

### **Enhancements:**

EVL ENHANCEMENTS COST

20 Rollout Instant 16

### Focus Items and/or Kits:

### Convincing Another (or Lie)

LEVEL Tier 1

Adj Save on noise, audience, and any prep.

COST	RANGE	ROLL OUT
4 pts	Hearing	5 Rounds
STACK	AoE	DURATION
99	Varies	Usually 2 Days



COLLE	CTION		OUTCOME
Class Sp	ecialty		Mundane
SAVE	COL	CM	CLASS GROUP
SKL	3	GIVI	ROG



Created by COPILOT

### Details:

- 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.

#### WHAT THIS DOES:

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

### WHAT THIS 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,
  - The Counter Action of "Disruptive Factor" may interrupt the effort.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

LVL ENHANCEMENTS COST

14 Save -1 Col 8

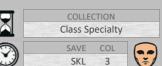
### Focus Items and/or Kits:

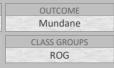
### 2 Disguise

LEVEL Tier 1

### Skill= Wt & Ht. Enhancements= Hair, Skin, Costume, Eyes.

COST	RANGE	ROLL OUT
4 pts	1 Square	30 Minutes
STACK	AoE	DURATION
7	Self	12 Hours







Created by COPILOT

### Details:

- 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)

### WHAT THIS DOES:

- Does require a Save by the Rogue.
  - GM may need to make additional Saves based on new audiences.
- Does result in a general look of another person, but not a specific person.
- Does require 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.
- Does allow the Save to be set lower to SKL:2 if a Rogues kit is used.

### WHAT THIS DOES NOT DO:

- Does NOT Physically alter the other person but may have minor prosthetics
- Does NOT Mimic racial or class abilites,
  - special sight
  - special 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
31	9	AOE Select Target	6
	14	Duration X2	8



### Focus Items and/or Kits:

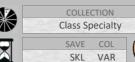
- Kit is NOT required, but sets Save column 2 better.

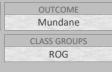
### 2 Silent Movements

LEVEL Tier:

### SKL roll varies based on burden and situation.

COST	RANGE	ROLL OUT	
4 pts	Self	Initiative	7
STACK	AoE	DURATION	1
99	Self	20 Minutes	







Created by BING AI

### Details:

- Non-rogues to attempt this same action:
  - Non-Rogue rogues must use the Non-Skilled Saves.

### WHAT THIS DOES:

- Does alter the Save roll based on burden,
  - No load (including packs & sacks) or heavy armor then no Save is required,
  - Carrying standard packs & Sacks requires a standard Save.
  - Rogue can reduce the Save column by 1 by moving at 1/2 speed,
  - Rogue wearing robes or less reduce the Save by 1.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the Rogue wears metal armor.
- Does NOT continue if the Rogue creates a loud/sudden sound.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### 2 Ventriloquism

LEVEL Tier 1

### Adj Save on noise, crowd, and any prep.

COST	RANGE	ROLL OUT	
4 pts	4 Sqs/Tier	Initiative	
STACK	AoE	DURATION	
99	1 Square	1 Round	



COLLECTION			OUTCOME
Class Specialty			Mundane
SAVE	COL	CM	CLASS GROUPS
SKL	2	ויוט	ROG



Created by COPILO

#### Details:

- Rogue works out with the party ahead of time what the plan is,
- Rogue does not use sounds/voices of very specific persons (easy to fail things)
- Examples:
  - #1 Sounds of reenforcements arise from behind the bushes.
  - #2 This could be used in a tavern to spread miss information.
  - #3 An insult to a person might seem to be from someone behind them.
  - #4 Sounds of a greater threat coming from within a nearby cave.

#### WHAT THIS DOES:

- Does mimic sounds or a short sentence per round.
- Does require the Rogue to pass the Save.
- Different audiences may require an adjustment to the Save,
- size of audience must be explained as skill is used (1 person, entire tavern, etc)
- high leveled targets may make success more difficult,
- Too noisy or too quiet may make success more difficult.
- Does work better if the Rogue prepares the target audience,
  - Rogue encourages the audience to buy-in before skill is used, then col -1.
  - Rogue uses body language to direct audience attention, then col -1.
  - Rogue a believable pretense, then col -1.
  - Use a maximum column adjustment of 1. One column up or down max.
- Does Take more effort when the Rogue mimics voices,
  - A known individuals voice, then col +1,
  - An unknown but a consistent and unique voice, then no column adjustment.

### WHAT THIS DOES NOT DO:

- Does NOT work on Deaf or non-hearing targets.
- Does NOT allow the Rogue to acurrately use languages the Rogue doesn't know.
- Does NOT have an effect what so ever on targets who are within 1 square of the Rogue.
- Does NOT look like the Rogue is moving their lips or jaw.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

 EVL
 ENHANCEMENTS
 COST

 9
 Range +50%
 6

 12
 Range X2
 8

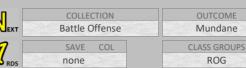
### Focus Items and/or Kits:

### 2 Backstab - Melee

LEVEL Tier 1

Flank. ToHIT+4, Dmg+4 per Tier.

COST	RANGE	ROLL OUT	
4 pts	1 Square	Next Initiative	
STACK	AoE	DURATION	
1	1 Target	1 Round	





Created by COPILOT

### Details:

- Flank AC to be used since the attack is a flank attack.
- This is an extra attack.
- ToHit4, Dmg+4 per Tier.
- Only 1 Attack Of Opportunity (AoO) is allowed per round per char.

### WHAT THIS DOES:

- Does allow a backstab AoO under certain conditions,
   Is adjacent to the Rogue,
- Does allow a backstab AoO when a target runs adjacently past the Rogue.

### WHAT THIS DOES NOT DO:

Does NOT allow a backstab AoO against those in Ranged or Thrown range,
 Only within Melee range.

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

### Creations:

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

### Enhancements:

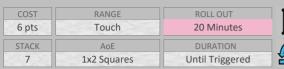
	LVL	ENHANCEMENTS	COST
	9	Damage +50%	8
	14	Damage X2	12
٩	17	Damage +8 / die	16

### Focus Items and/or Kits:

### Create Impedance Traps

LEVEL

Trap that entangles or slows movement.





ROG



Created by COPILOT

### Details:

- Rogue places a hidden non-damaging trigger type trap.
- If traps are very old the GM is encouraged to roll to see if the trap is still active.

### WHAT THIS DOES:

- Does require the rogue to maintain concentration during the rollout.
- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,
- Does limit the increased Save columns to 2 columns higher.
- Does require the Rogue to describe the trigger and the method of impedance.

### WHAT THIS DOES NOT DO:

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

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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



## **Enhancements:**

LVL **ENHANCEMENTS** COST Duration +50% 14 Save +1 Col 8 18 Duration X4

- Rogues Kit is required.
- If a Kit is used increase Save column by one.

### 3 Take Point

LEVEL Tier:

Self: 30ft in front. Grp:No suprize. Init+2 in 1st round.

COST	RANGE	ROLL OUT
4 pts	Self	1 Minute
STACK	AoE	DURATION
99	6 Squares	Up To 1 Day



COLLEG Battle Acti		ер
SAVE	COL	
SNS	2	(=)





Created by BING A

### Details:

- NOTE: a surprise round is round #0
- Point person can prevent the party from being surprised.

### WHAT THIS DOES:

- Does allows point person to move ahead of the group and prevent surprise attacks,
- Does allow the point person to provide the party a +2 Initiative in first round.
- Does require the point person to roll a Save when attempting to avoid surprise.
- Does 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 DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware.
  - Doubletimed,
  - Dazed, Stunned,
  - 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.
- No creations. Usable only as a spell/skill.

### **Enhancements:**

 LVL
 ENHANCEMENTS
 COST

 12
 AoE X2
 6

 20
 AOE X4
 20

### Focus Items and/or Kits:

## Rogues Charge

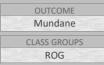
LEVEL Tier 1

Min 4 Sqs. 1 Attk. AC-4. Init+8. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT	
4 pts	Move x2	Initiative	7
STACK	AoE	DURATION	
99	1 Target	1 Round	ا ح



Battle C	Offense
SAVE	COL
none	





Created by COPILOT

### Details:

- No other attacks beyond the charge max (1 attack) may be attempted,
  - this is counted as an 'Extra' attack,
  - no other "Extra" attacks allowed in same round.
- May incur AoO's during charge.



### WHAT THIS DOES:

- Does 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.
- Does allow the attacker to gain +8 Initiative, +8 ToHIT and +8 Damage,
  - but limited to a maximum of 1 attacks.
- Does require the attacker to downgrade their AC by 4 (AC-4).

### WHAT THIS DOES NOT DO:

- Does NOT allow more than 1 attacks in a charge round.
- Does NOT inhibit the fighter 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 Set For Charge

### Creations:

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

### **Enhancements:**

 EVL
 ENHANCEMENTS
 COST

 5
 Initiative +4
 4

 9
 Range +50%
 6

### Focus Items and/or Kits:

STACK 99 CLASS GROUPS

ROG

### Surprise Throw

LEVEL Tier 1

### Init+15. ToHIT+6. Dmg=Crit. Only 1 attack. NON-battle.

IIIICTIS.	TONITITO.	Dilig-Ci It.	only I accack.	NON-Datt.	ie.
COST	RANGE	ROLL OUT	COL	LECTION	OUTCOME
4 pts	1 Sq / Tier	Pre-Battle Instar	Battl	e Offense	Mundane



Created by COPILOT

### Details:

1 Melee Target

- May use any Thrown weapon allowed to character.

1 Round

- This a class of attack called 'Surprise'
- Other character classes may also have 'Surprise' attacks.
  - 'Surprise' attack can only be started while not in battle yet.
  - A single char's 'Surprise' attack may start a round 0 for entire party.

none

- 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.



### WHAT THIS DOES:

- Does gain an Initiative Bonus of +15,
- Does gain a ToHIT Bonus of +6.
- Does require a thrown weapon that is single handed.
- Does allow the Rogue to apply improved damage:
  - Roll 1d100 on the Critical Chart Blade column
  - Note that Knock backs are possible.

A 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 the Critical chart. If other Surprise attacks happen, the highest rolled Init wins and others fail to happen.

### WHAT THIS DOES NOT DO:

- Does NOT override Spells that enhance ToHit or Damage,
  - therefore you can add the benefits of spells and this together

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

	LVL	ENHANCEMENTS	COST
	5	Initiative +4	4
	9	Damage +50%	8
ŝ	14	Damage X2	12

### Focus Items and/or Kits:

### 3 Blunder Reroll

LEVEL Tier 1

One Use. Disregards the first Blunder roll and rolls again.

COST	RANGE	ROLL OUT	7
4 pts	Self	Instant	2
STACK	AoE	DURATION	7
1	1 Blunder	Instant	2



COLLE	CTION	
Battle R	eaction	
SAVE	COL	
none		

OUTCOME	
Mundane	
CLASS GROUPS	
ROG	



Created by COPILOT

### Details:

- If the Rogue rolls a Blunder they can roll again.

### WHAT THIS DOES:

- Does have the ability to reroll a Blunder,
  - but must keep the reroll.

### WHAT THIS 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.
- No creations. Usable only as a spell/skill.

### **Enhancements:**

LVL ENHANCEMENTS COST

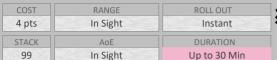
0 No Enhancements 0

### Focus Items and/or Kits:

## Distraction (Doesn't Counter)

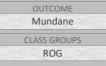
LEVEL Tier 1

### Draws aggro or distract a crowd, continued up to duration





COLLE	CTION	
Battle R	eaction	
SAVE	COL	
SNS	>05	(=)





Created by COPILOT

#### Details:

Melee: Becomes the center of attention drawing 1 attacker attention toward Rogue ,
Character must actively try to draw attention and cannot be performed from the flank,
Limits Rogues to half normal movement and to only 1 attack.
Rogue rolls SNS:2 and distracts the target if roll is above 05,
Targets AC is dropped for the round by 2,
Rogue does NOT distract the target if the roll is under 06.



### WHAT THIS DOES:

Non-Melee:

- Does due to more time target gets a Save of SNS:3,
- Does failure means target is not distracted
- Does Target may be distracted but still be aware something happened.

GB:

First consider if the COUNTER of distraction might replace this.

Copy and paste from #1 area to #2 area needs to be broken up and present 2 separate infos.

Limits should be put in area #3

WHAT THIS DOES NOT DO:

DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR: THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

EVL ENHANCEMENTS COST

18 Duration X4 10

### Focus Items and/or Kits:

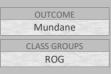
### Reveal Value

LEVEL Tier

Max weight: 50 lbs to reveal if over 100 gp.

COST	RANGE	ROLL OUT
4 pts	Self	10 Rds (1 Min)
STACK	AoE	DURATION
99	1 Item	Permanent







Created by COPILOT

### Details:

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

### WHAT THIS DOES:

- Does allows the Rogue to determine if an item is either,
  - Worth more than 100 GP or,
  - Is likely to be magical due to the workmanship or quality materials.
- Does must pass the Save.
- Does allow ONLY the Rogue to know the results.

### WHAT THIS 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.
- No creations. Usable only as a spell/skill.

### **Enhancements:**

LVL ENHANCEMENTS COST

10 Rollout Halved 6



- Not required.
- Tools from kit make the job easier. Column -1

### 4 Sleight of Hand

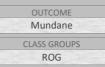
EVEL Tier 1

### Roll Save to fool audience. Close quarters actions (1 sq).





	CTION	COLLEC	
	ecialty	Class Sp	
·	COL	SAVE	
GM	2	SKL	





Created by COPILOT

#### Details:

- An Audience/Observer must witness the actions. (Reason for the skill)
  - Audience does NOT need to be within range/AOE.
- Item (Target) must be within range/AOE,
- Rogue may want to use a distraction to help fool the audience,
  - Skilled Distraction can change the Save column by 1.

Examples: The cups game is slight of hand, or taking something while nobody notices, or palming a card. Unlike Subtle Moves skill, this skill is used outside of the target's personal space. This makes the target more of an audience

### WHAT THIS DOES:

- Does allow 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.
- Does allow the Rogue to use the Skill Distraction to gain an advantage,
  - The Counter 'Distractive Factor' skill helps the effort, changing the Save column -1,
  - NOTE: Normally the Counter Distractive factor is not a good thing, but helps here.
- Does allow the Rogue to take or place an item within a targets personal space,
  - In this case the Target is a creature, but there may be others around able to see this.

### WHAT THIS 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.
- No creations. Usable only as a spell/skill.

### **Enhancements:**

	LVL	ENHANCEMENTS	COST
77	5	Initiative +4	4
	10	Rollout Halved	6
٩	12	Rollout Init	12

### Focus Items and/or Kits:

### 4 Watchful Stand

LEVEL Tier:

### General Watchfulness. AC flank=front. AGL/SNS/SER -1 Col.

 COST
 RANGE
 ROLL OUT

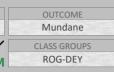
 4 pts
 Self
 4 Rounds

 STACK
 AoE
 DURATION

 1
 2x2 Squares
 4 Hours



COLLE	CTION	
Battle Act	ions/Pr	ер
SAVE	COL	••





Created by COPILOT

### Details:

- Rogue is actively scanning during entire time.

#### WHAT THIS DOES:

- Does require the Rogue to spend the rollout time observing and learning the area.
- Does allow the Front AC to be applied to the Flank AC,
  - This AC benefit lasts until end of Duration or end of round 1 in battle.
- Does require the skill to end when interrupted (battle?) or Duration ends.
- Does allow the Rogue better rolls when attempting efforts that require concentration,
   Agility, Senses, and Serendipity Saves may gain a bonus of -1 Column.
- Does allow low concentration skills to be used with this skill,
   Example: use of 'Surprise Throw'.

### WHAT THIS 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 farther than 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.
- No creations. Usable only as a spell/skill.

### **Enhancements:**

ı	LVL	ENHANCEMENTS	COST	
	5	Initiative +4	4	
	10	Rollout Halved	6	
	14	Duration X2	8	

### Focus Items and/or Kits:

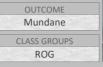
### **4 Find Hidden Accesses**

LEVEL Tier

Easy to Hard: camouflaged, concealed, and Hidden.

COST	RANGE	ROLL OUT
4 pts	Self	10 Minutes
STACK	AoE	DURATION
1	2w x 2d x 1h Sqs	2 Hours







Created by BING AI

### Details:

- Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)

### WHAT THIS DOES:

- Does search for panels, doors, and other cleverly hidden issues.
- This skill will reveal if there are issues within range and give a description of what is odd.
  - Difficulty, lighting, and other conditions can alter the Saving throw column.

### WHAT THIS DOES NOT DO:

- Does NOT automatically reveal all secrets of a given area.

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

S	LVL	ENHANCEMENTS	COST	8
	10	Rollout Halved	6	
	14	Range At 3 Sqs	8	
	14	Save -1 Col	8	



### Focus Items and/or Kits:

- Not required.

- Tools from kit make the job easier. Column -1

### Create Damage Trap

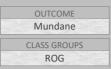
LEVEL Tier 2

### Trigger sets off damage.

COST	RANGE	ROLL OUT
12 pts	Touch	20 Minutes
STACK	AoE	DURATION
7	1 Square	Until Triggered



COLLEC	CTION	
Mecha	nicals	
SAVE	COL	GM
AGL	3	GIM





Created by COPILOT

### Details:

- Rogue places a hidden damaging trigger type trap.
- If traps are very old the GM is encouraged to roll to see if the trap is still active.

### WHAT THIS DOES:

- Does require the rogue to maintain concentration during the rollout.
- Does allow Rogue to make the save more difficult by:
  - Using the Enhancement of Save+1 Col,
  - Using a Rogues Kit to set Save+1 Col,
- Does limit the increased Save columns to 2 columns higher.
- Does require the Rogue to describe the trigger and the method of damage.

### WHAT THIS DOES NOT DO:

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

### **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
 Save +1 Col
 8

 17
 Damage +8 / die
 16

### Focus Items and/or Kits:

- Rogues Kit is required.

- If a Kit is used increase Save column by one.

Mundane

ROG

### Held Throw - Single Target

LEVEL

ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Move 1/2.



Value	12/2	

Created	hv	CODILC	٦
Createu	υV	COPILC	ч

COST	RANGE	ROLL OUT
8 pts	By Weapon	Initiative
STACK	AoE	DURATION
99	1 Target	5 Attacks

	COLL	ECTION
	Battle	Offense
<b>6</b>	SAVE	COL
ATTKS	none	

### Details:

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

### WHAT THIS DOES:

- Does gain bonuses of,
  - ToHIT of +5 per held attack while waiting to shoot,
    - This ToHIT bonus applies to the next ToHIT (not the entire round),
    - The ToHIT & Dmg bonus maximum is +20.
- 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)
- Does limit movement to 1/2 of normal walking.

### WHAT THIS 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,
  - The effort will fail if the target is out of sight at the time of the throw.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

LVL **ENHANCEMENTS** COST 0 No Enhancements

### Focus Items and/or Kits:

### Blunder Change Up

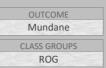
LEVEL

Rogue may apply a Melee Blunder to a less impactful column.

ROLL OUT	RANGE	COST
Instant	Self	8 pts
DURATION	AoE	STACK
Instant	Self	99



COLLE	CTION	
Battle R	eaction	
SAVE	COL	
none		
	Battle R	Battle Reaction  SAVE COL





Created by COPILOT

### Details:

- Rogue desparately attempts a different outcome to the Blunder.
- If the Rogue rolls a Blunder they can choose to apply the roll to a different column on the blunder chart to obtain a less negative outcome.

### WHAT THIS DOES:

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

### **Enhancements:**

LVL **ENHANCEMENTS** COST 0 No Enhancements

### Focus Items and/or Kits:

### Whirling Mordra - Rogue

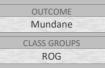
LEVEL Tier 2

Single ToHIT+4 & Dmg+4 applied to all surrounding sqs.

COST	RANGE	ROLL OUT	
8 pts	Touch	Initiative	•
STACK	AoE	DURATION	
99	Adjacent Sqs	1 Round	



Battle C	Offense	
SAVE	COL	
none		





Created by COPILOT

### Details:

- This skill was created in cooperation with the player known as 'Mordra'.
- Attack roll/damage for all creatures surrounding Rogue.
- Applied to all 8 squares surrounding the Rogue.
  - ToHit+4, Dmg+4.
  - Number of attacks becomes only 1.

#### WHAT THIS DOES:

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

### WHAT THIS DOES NOT DO:

- Does NOT always hit all targets surrounding the Rogue,
   The 1 ToHIT may not hit the individual Acs of the targets.
- Does NOT skip any of the surrounding squares,
  - All 8 surrounding squares are attacked whether friend or foe.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

	LVL	ENHANCEMENTS	COST
ă	5	Initiative +4	4
	14	Damage X2	12
Ì	17	Damage +8 / die	16

### Focus Items and/or Kits:

### Mounted Melee Attack

LEVEL

### 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST	RANGE	ROLL OUT
12 pts	1 Square	Initiative
STACK	AoE	DURATION
99	1 Horse	1 Battle



COLLE	CTION	
Battle (	Offense	
SAVE	COL	
SKL	2	=





Created by COPILOT

### Details:

- Requires the use of a trained mount.

### WHAT THIS DOES:

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

- Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
  - However, any barding on the mount may help.

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

COST LVL **ENHANCEMENTS** 0 No Enhancements

### Focus Items and/or Kits:

### 9 2nd Attempt To Grab

LEVEL Tier 3

2nd chance to grab and not fall. Save to grab.

COST	RANGE	ROLL OUT	5
12 pts	Touch	Instant	٤
STACK	AoE	DURATION	
1	Self	Instant	٤



COLLE	CTION	
Battle R	eaction	
SAVE	COL	
SKL	2	=





Created by COPILOT

### Details:

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 DOES:

- Does allows the Rogue to re-attempt a failed grab at an object.
- Does require the Rogue to pass the Save.

### WHAT THIS DOES NOT DO:

- Does NOT allow this skill to be used more than once for the same issue.

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

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

### Enhancements:

EVL ENHANCEMENTS COST

14 Save -1 Col 8

### Focus Items and/or Kits:

### Urban Tracking

LEVEL Tier 3

Rogue attempts to follow a hot path within an hour.

COST	RANGE	ROLL OUT	
12 pts	Self	3d8 Minutes	
STACK	AoE	DURATION	]
99	Urban or Subtrrn	2 Hours	

COLLECTION Urban Environment			OUTCOME Mundane
SAVE	COL	GM	CLASS GROUPS
SNS	2	ויוט	ROG



Created by COPILOT

### Details:

- This require 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.

# Just

#### WHAT THIS DOES:

- Does require the Rogue to use environmental clues to continue following the target,
  - Actions/Reactions of others around,
  - Unexplained messes,
  - Sounds of effort, (and more!)
- Does allow 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.

### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the trail is older than 1 hour.

### **Bonds and Connections**

- No Nae'Em connection.



### Counter:

LVL: 1 Lose A Tail - ROG

### Creations:

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

### **Enhancements:**

EVL ENHANCEMENTS COST

14 Duration X2 8

### Focus Items and/or Kits:

### 10 Lose A Tail

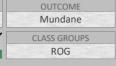
LEVEL Tier 3

This skill is about avoiding a currently active pursuer.

COST	RANGE	ROLL OUT
12 pts	Self	3d8 Minutes
STACK	AoE	DURATION
99	Urban	Permanent



SKL





Created by COPILOT

### Details:

- This skill is about avoiding a currently active pursuer.
- 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.

### WHAT THIS DOES:

- Does require the Rogue to pass the Save for each person attempting to follow them,
   The GM may need to roll Saves for any enemies the Rogue is unaware of.
- Does allow the Rogue to use this skill based on an assumption they are being followed.
- Does require rogue to concentrate throughout rollout.
- Does have results after rollout,
  - Either rogue has avoided those that were following,
  - Or the rogue 'thinks' they have avoided their pursuers,
  - or pursuers are noticably following.

### WHAT THIS DOES NOT DO:

- Does NOT employ any magic,
  - However if magics are involved the GM may need to adjust Saves.

### Bonds and Connections

- No Nae'Em connection.



Urban Tracking - ROG

### Creations:

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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8

### Focus Items and/or Kits:

### 12 Impersonate A Person

LEVEL Tier 3

For Wt & Ht. Enh: Hair, Skin, Costume, Eyes. More Wt & Ht.

COST	RANGE	ROLL OUT
12 pts	Self	10 Min/Complexity
STACK	AoE	DURATION
99	1 Person	12 Hours







Created by COPILOT

### Details:

- 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.

### WHAT THIS DOES:

- Does Adjust based on complexity and level.
- Does alter themselves to appear to be another very specific person.

### WHAT THIS DOES NOT DO:

- Does NOT Allow the height to be adjusted more than 10 inches
- Does NOT Physically alter the rogue but may have minor prosthetics
- Does NOT Mimic racial abilites,
  - special sight
  - special hearing

### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

### Creations:

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

### **Enhancements:**

T.	LVL	ENHANCEMENTS	COST
	14	Duration X2	8
	14	Save -1 Col	8
	18	Duration X4	10



- Rogues Kit must be actively used.
- Is NOT passive. (Unless otherwise stated)
- Kit is required.

### Feign Death

GM rolls detection Save. AC=3/3. Rogue Prone, non-responsive.

COST	RANGE	ROLL OUT
16 pts	Self	Instant
STACK	AoE	DURATION
99	Self	2 Rds Minimum



	COLLECTION  Battle Reaction			OUTCOME
				Mundane
	SAVE	COL	CM	CLASS GROUP
	SNS	3	GIT	ROG

ASS GROUPS ROG



Created by COPILOT

### Details:

- 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.
- Rogue is susceptable to AoO's.
- 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)



### WHAT THIS DOES:

- Does present the image of the Rogue as dead.
- Does allow an inspector to see through the guise, if the GM roll succeeds.

### WHAT THIS 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** 14 Save +1 Col

COST

### Focus Items and/or Kits:

### 14 Bestow House Authority

LEVEL Tier 4

Creates A House the character owns. Can tell if a follower is true.

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

Designed by Freepik

### Details:

DETAILS:

focus item makes the 'sensing' passive.

Otherwise character must actively work to 'sense' anothers level of alliegence.

Only the Eolas using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House. Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses. Owners may disallow any other members within the house. Authorities my only disallow other members that are NOT owners or authorities.

### WHAT THIS DOES:

- Does

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 DOES NOT DO:

- Does NOT

### **Bonds and Connections**

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



No Counter Available

### Creations:

- Creates House effect upon a person.
- The 'House Authority' spell can bestow authority on another.

### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

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