

## -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



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.

There is a lower likelihood of an encounter and a higher likelihood of surprise.

After using this skill 8 straight hours of sleep may be needed within an hour.


COUNTER: None

ENHANCEMENTS:


Lvl 20Rollout Instant16 SP

Lvl 10Rollout Halved6 SP




## Battle-Actions

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


## Blunder Change Up

	<p>Rogue uses a different column for a better outcome to the Blunder.</p> <p>Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.</p> <p>The original number rolled must still be used, but the Rogue is able to search other columns to find the same number which could give a different result.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0    No Enhancements    0 SP</p>
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## Battle-Defense

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

## Battle-Offense

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

## Charge - Rogue

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

# -Rogue

LEVEL		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	

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

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

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


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



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

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
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
Focused Thrown Attacks				4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		
		<p>Concentrates on a target and throws at the last second.</p> <p>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.</p> <p>Initiative for these attacks are set to 0.</p> <p>For all normal attacks in the round. Does not affect additional attacks.</p>								
		<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 12 Range X2 8 SP</p>								


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Watchful Approach						4 pts	Self	Self	4 Rounds	20 Minutes		Not Noticed	
				Rogue is obviously and continously scanning and monitoring their surroundings. Must concentrate. No Search/Trap Acts. Flank AC = Front AC. Saves vs Agility, Senses, and Serendipity better by 1 column. This cannot be done while focusing on singular issues like traps, locks, disguises. Must roll SKL:2 to not be noticed while using this skill.								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
				Rogue removes bulky items, sacks, and packs to climb quickly Rogues climb up/down is movement. Others climb at 1/2 their moment. Use of a Rogues kit will allow any Saves for falling to be 1 column better. No packs/sacks & hands must remain free. Failed Save = fall.(2nd Grab Skill?) Falling damage is 2d8 for every 2 Sqs the character has fallen.								
				FOCUS:Climb Save -1 Col COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP								

LEVEL	9			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	
				A Rogue a attempt to recover from missing a grab Rogue gains an opportunity to re-attempt a failed grab if the Save is passed. If the Save fails the 2nd attempt to grab fails.								<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14   Save -1 Col   8 SP</div>	

## Communication-

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Rogue To Rogue Signals				4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd	
				<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>							
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0   No Enhancements   0 SP</p>							



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



LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	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: 3	
Disguise						4 pts	1 Square	Self	30 Minutes	12 Hours		Disguise works	
		Rogue alters a look to evade notice. The following can be changed within reason: Gender, Weight, and Items worn to imply another class or profession. Skin color (Not changing skin type) Age, Hair, Style, Color, and Facial Hair Race change to a viable alternative. (NOT from Sprite to anything Dwarf or larger)										<div>FOCUS:-2 Col</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 AOE Select Target 6 SP</div>	


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	GM
Impersonate						12 pts	Self	1 Person	15 Min/Complexity	6 Hours			Success
	Rogue alters themselves to appear to be another very specific person. Change appearance of gender, costuming, Hair (color/style/condition), skin, & Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person. Save columns adjust based on knowledge, amount of prep, amount of practice, etc. Exact Cost based on original 12 points + cost of all enhancements that are needed.												
											FOCUS:Required		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 4	Alter Weight 5lbs/2.3	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: 3	
Feign Death					16 pts	Self	Self	Instant	2 Rds Minimum		Life Detected	
	<p>Rogue falls to the ground and appears dead. Rogue appears dead to others.     Rogue AC=3/3. Rogue must make GM aware this skill will be used as soon as possible. Rogue can choose what segment to enact this, based on Rollout being instant. GM will roll the Save for others trying to detect life.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14   Save +1 Col    </p>	

## Find-Hide-Reveal

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

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

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	
		<p>Rogue appraises small and medium sized items. The value of an item can depend on many things, but rogues can give an estimate. Initial evaluation answering 'Is it less than 100gp?' done without skill points. To estimate values over 100 gp requires a Save. This does NOT determine providence of the item.</p>									
		<p>FOCUS:Col -1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>									

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

# -Rogue

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3	
Wander and Pass Unnoticed						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	
Deactivate/Activate Mechanical						8 pts	Touch	1 Mechanical	10 Minutes	Until Reset		Locked/Unlocked	



For Locks, Traps, and other Mechanical issues. Use of a Rogues Kit will alter the Save by 1 column. 3 trys only. Simple Issues require SKL:2 Save non-Dmg traps, Padlocks, Skeleton keys. Advanced Issues require SKL:3 Save Dmg Traps, Imbedded locks, Slim keys. Complex Issues require SKL:4 Save (or more) Hidden or large mechanicals.

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

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



## -Rogue

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

### Take Point



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

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

## Other-Counter

LEVEL	0	STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				pts	0	0	0	0			

### Unable To Continue



Missing from compact report  
COUNTER ACTION: Person is unable to continue  
XX

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

## Tracking-

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

### Urban Tracking



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

COUNTER:Lose A Tail - ROG Lvl:10  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP

LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				12 pts	Self	Urban	3d8 Minutes	Permanent		No one following	

### Lose A Tail



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	
				4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	

### Message -Create/Find/Remove



Un-enhanced traps make noticeable 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	
				6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success	

### Impedance Trap-Create/Find/Remove



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	
				12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success	

### Damage Trap -Create/Find/Remove



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

# -Rogue

LEVEL5

STACK7

COST8 pts

RANGETouch


AREA OF EFFECTPer Spell

ROLL OUT20 Minutes

DURATIONUsed / EOY

SAVE:AGL: 3

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 1Visible-2 SP

Lvl 14Save +1 Col8 SP

Lvl 10Rollout Halved6 SP

Tricks-

LEVEL4

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTArms Length

ROLL OUT5 Rounds

DURATIONInstant

SAVE:SKL: 2

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 12Rollout Init12 SP

Lvl 10Rollout Halved6 SP

Lvl 5Initiative +44 SP