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ABANDONED ARTS® PRESENTS:

CLASS ACTS: ROGUE ARCHETYPES

FOUR NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE HOODWINK (ROGUE ARCHETYPE)

The hoodwink is a slippery sneak with an uncanny ability to stay one step ahead of stronger or more powerful opponents. This tricky scoundrel excels at frustrating and harrying opponents with assorted tricks and traps.

A hoodwink has the following class features.

Bag of Tricks (Ex): The hoodwink gains a bonus equal to half his class level on Bluff skill checks made to create a diversion or deliver a hidden message, Craft (traps) and Disguise skill checks, and on the attack rolls of caltrops that the hoodwink scatters.

This ability replaces trapfinding.

Adding Attack (Ex): At 3rd level, whenever a hoodwink would deal sneak attack damage, he may forgo the sneak attack damage to render the target confused for a number of rounds equal to half the number of dice forfeited (minimum 1 round) unless the target succeeds on a Will saving throw with a DC equal to 10 + half the hoodwink's class level + his Strength modifier.

This ability replaces trap sense.

THE LOOKOUT (ROGUE ARCHETYPE)

Lookouts are wary rogues with an emphasis on scouting, keeping watch, identifying danger, and taking point positions. Truly an asset to any team of adventurers or dungeon-delvers, the lookout's job is simple: to keep his allies alive in the field.

A lookout has the following class features.

Eye for Danger (Ex): At 4th level, the lookout may apply his trap sense bonus (if any) on opposed Perception skill checks made to detect a creature hidden with the Stealth skill and on Sense Motive skill checks to get a hunch about a social situation.

This ability replaces the rogue's 4th level rogue talent.

Nose for Trouble (Ex): At 8th level, the lookout's sense of danger is so sharply-honed that he can sense trouble from around the corner, inside the next room, or across the hall. As a full-round action, the rogue can make an active Perception check to search a 15-foot radius area centered on a single point in space to which the rogue has a line of sight. The DC for this Perception check is not modified by distance or closed doors, though the DC is affected normally by more enduring barriers (like walls). If the check succeeds against the DC of any danger (such as a trap or a hidden creature) and the rogue has a line of sight to that danger, the lookout may detect or identify the danger normally. If the lookout has no line of sight to the threat, he simply becomes aware that some unspecified danger lurks within the area.

When a lookout uses this ability but discerns no apparent danger (whether or not any such danger exists), his confidence in his uncanny nose for trouble is shaken, and the rogue loses the ability to use this class feature for 1 hour.

This ability replaces the rogue's 8th level rogue talent.

THE URBAN STALKER (ROGUE ARCHETYPE)

Urban predators and serial murderers, these deranged and deadly rogues earn a deservedly-fearsome reputation. A gruesome breed of sadistic killers, the urban stalker takes perverse pleasure in the fear he inspires and the pain he inflicts.

An urban stalker has the following class features.

Infamous Deeds (Ex): The urban stalker's gruesome activities are widely known, and the subject of much gossip and speculation in those urban centers where the rogue operates. The DCs of Diplomacy and Knowledge (local) skill checks made to know of or learn of the urban stalker's local activities are decreased by an amount equal to the rogue's class level. Checks relevant to the urban stalker's current whereabouts or activities are unaffected; only past deeds are more easily learned of.

Urban Predator (Ex): An urban predator treats urban environments as a favored terrain (as the ranger ability of the same name, though this favored terrain ability does not increase with his level as the ranger's ability does). Instead, treat this ability as one instance of the terrain mastery rogue talent for the purposes of determining how or when the bonuses granted by the rogue's urban favored terrain are increased (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of the terrain mastery rogue talent).

This ability replaces trapfinding.

Bloody Sneak Attack (Ex): At 2nd level, whenever an urban stalker deals sneak attack damage to an opponent suffering from a bleed effect that causes hit point damage, he may choose to increase the damage dealt by his successful sneak attack by an amount equal to the amount of bleed damage that his opponent suffers from.

This ability replaces evasion.

Heartless (Ex): At 3rd level, the urban stalker begins to grow deafened to the voice of conscience and unfettered from the pull of his emotions. The rogue gains a +1 bonus on Will saving throws against spells and effects with the emotion descriptor. This bonus increases by +1 for every three levels beyond 3rd level.

This ability replaces trap sense.

THE WORMTONGUE (ROGUE ARCHETYPE)

Truly a master of deception, the wormtongue is a consummate liar and a manipulator without peer. Blending subtle magic with expert skills and slippery social graces, the wormtongue is a dangerously skilled schemer.

A wormtongue has the following class features.

Web of Lies (Ex): The wormtongue adds half his class level on Bluff skill checks made to tell a lie. If a magical effect is used against the wormtongue that would detect his lies or force him to speak the truth, the user of the effect must succeed on a caster level check against a DC of 10 + the wormtongue's class level to succeed. Failure means that the effect does not detect his lies or force the wormtongue to speak only the truth.

This ability replaces trapfinding.

Betrayer (Ex): At 2nd level, the wormtongue gains Betrayer as a bonus feat, even if he does not meet the prerequisites of that feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of the Betrayer feat).

This ability replaces evasion.

Minor Enchantments (Ex): At 2nd level, the wormtongue gains the ability to select the minor magic and major magic rogue talents any number of times, but must always choose a spell belonging to the enchantment school.

Talented Enchanter (Ex): At 3rd level, the DCs for any spell-like ability that the wormtongue gains from the minor magic or major magic rogue talents are increased by +1. This bonus increases to +2 at 9th level, and to +3 at 15th level.

This ability replaces trap sense.

Sow Dissent (Su): At 8th level, the wormtongue gains the ability to radiate a subtle, supernatural aura of strife and dissent. This 30-foot aura is centered on the rogue and causes creatures within the aura to take a -4 penalty on Bluff, Diplomacy, and Sense Motive skill checks as each affected creature within the area finds their arguments ineffectual and their meanings undermined by the wormtongue's discreet magic. Activating this ability is a standard action but requires no sign or gesture and is impossible to detect without magical means. The wormtongue can renew this effect as a free action each round, and can maintain the aura for a number of rounds per day equal to half his class level. These rounds do not need to be consecutive.

Once per day, the wormtongue may dismiss the aura as a standard action in order to use *suggestion* as a spell-like ability with a caster level equal to his class level. The DC to identify this spell-like ability with a Spellcraft skill check is 25.

This ability replaces improved uncanny dodge.

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