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ABANDONED ARTS® PRESENTS:

CLASS ACTS: ROGUES

THIRTY-TWO NEW ROGUE TALENTS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ROGUE TALENTS

As described in the *Pathfinder® Roleplaying Game: Core Rulebook™*, rogue talents are abilities gained at every even-numbered rogue level that aid the rogue and harry his or her foes. A rogue cannot select an individual talent more than once. Rogue talents marked with an asterisk (*) add effects to a rogue's sneak attack. Only one such talent can be applied to any individual attack and the decision must be made before the attack roll is made. At 10th level, and at every even-numbered level thereafter, a rogue may choose either an advanced talent or a rogue talent.

APPRENTICE (Ex): Knowledge (arcana) and Spellcraft are class skills for you. You must spend 1 hour each day studying under the tutelage of a willing ally who possesses at least as many Hit Die as you do, and who also possesses at least as many ranks in each of those skills as you have Hit Dice. If you do not spend the requisite time studying, you lose the benefits of this talent, including the +3 bonus for having one or more ranks in a trained class skill, and may not regain the use of this talent again until you do. A rogue must have the minor magic rogue talent before selecting this talent.

ARCANE APPRAISER (Su): If you successfully use the Appraise skill to determine that an object has magical properties, you gain information about the item's properties as though you were using *detect magic*, and as if your Appraise check were a Spellcraft check instead.

BROODING (Ex): You gain a +2 bonus on Intimidate skill checks, and you may oppose an Intimidate skill check with an Intimidate check of your own when an opponent attempts to use that skill to demoralize you in combat. You may use the result of your check in place of the usual DC of (10 + Hit Dice + Wisdom modifier).

CALTROP MASTER (Ex): You have learned to strew a bag of caltrops with strategic precision. Caltrops that you scatter gain a +2 bonus on attack rolls, and the Heal check DC to treat injuries from caltrops that you scatter is increased by +2. Magical healing relieves the injuries without the need for a skill check, as usual.

DELAY SNEAK ATTACK* (Ex): Whenever you would deal sneak attack damage with a light slashing or piercing weapon, you may choose to delay the sneak attack damage for 1 round. After 1 round, the wound ruptures, and the target receives your sneak attack damage normally. If, after 1 round, the damage from your attack has since been healed, your opponent does not receive the delayed sneak attack damage.

DRAMATIC ENTRANCE (Ex): When you intentionally reveal yourself to opponents who were previously unaware of you, you can make yourself known in a dramatically theatrical way. You may attempt a DC 25 Acrobatics, Intimidate, or Perform skill check. If your check is successful, opponents that witness your dramatic entrance take a -4 penalty on the first initiative check they make within the next minute.

If you are flying or wearing a disguise when you reveal yourself, you may make a Fly or Disguise skill check instead. If you execute your dramatic entrance by way of an especially theatrical deed, such as by crashing through a window or by employing smoke and pyrotechnics, you gain a +4 bonus on the skill check (subject to GM approval).

EAR TO THE STREETS (Ex): You're connected to the streets, and to local information centers. You can use the Diplomacy skill to learn when any party uses that same skill to gather information, and what sorts of information that party sought. Attempting to learn such information requires 2d10 minutes of canvassing local hot spots and contacting your own informants. If the party you are attempting to research made a Diplomacy skill check to gather information in the same settlement within the past week, a DC 30 (for small towns or larger settlements) or 20 (for villages or smaller settlements) check produces a description of both the seeking party and the information they pursued. If that party made more than one attempt to gather information within the past week, the above DCs are reduced by half.

ESCAPE ROUTE (Ex): When you take the withdraw action, you may designate a single 5-foot square along your path for which you do not provoke an attack of opportunity for leaving.

FEIGN DEATH (Ex): When you receive damage in combat, you may fall prone and feign your death as an immediate action. Make a Bluff check opposed by the Sense Motive checks of any who witness your attempt. Creatures who do not succeed on the opposed check believe the attack to have killed you. Closer inspection is nearly impossible to fool; a DC 5 Heal check performed as a standard action reveals your act for what it is. If you take damage while feigning death, you must succeed on a Bluff check with a DC equal to 15 + the damage dealt or give yourself away with an involuntary flinch or sound.

LAY LOW (Ex): Other creatures add +5 to the DC of Diplomacy and Knowledge (local) skill checks to gather information or learn of you, your activities, or your recent exploits or goals.

LIGHT SLEEPER (Ex): You never incur a penalty on Perception skill checks due to resting or sleeping. In addition, you can be awakened from magical sleep as a move action.

LOW CUNNING (Ex): You gain a bonus on initiative checks equal to half the bonus granted by your trap sense class feature. In addition, you may elect to use your Wisdom modifier in place of your Charisma modifier when making Bluff and Intimidate skill checks.

OPPORTUNIST (Ex): You can make an additional attack of opportunity per round, and you gain a +1 bonus on all attacks of opportunity that you make with a light weapon, or with a ranged weapon if you also have the Snap Shot feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of that feat).

RIVER RAT (Ex): You do not take an armor check penalty on Swim checks while wearing light armor. Additionally, you gain a +2 bonus on Stealth checks made to hide in murky water.

ROGUE'S AGILITY (Ex): Any Dodge bonus to your Armor class may be applied to your Acrobatics, Climb, Escape Artist, and Swim skill checks.

SAVOIR-FAIRE (Ex): You are socially discerning and confident in the extreme. You gain a +1 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks. Additionally, the penalties to skill checks imparted by the shaken and sickened conditions, and any similar penalties imparted by extraordinary (Ex) effects or conditions that apply a penalty to skill checks, do not apply to any Bluff, Diplomacy, Intimidate, or Sense Motive skill checks that you make.

SHREWD ENGINEER (Ex): You're a breaking and entering expert. You gain a +1 bonus on Disable Device and Knowledge (engineering) skill checks. Additionally, the penalties to skill checks imparted by the shaken and sickened conditions, and any similar penalties imparted by extraordinary (Ex) effects or conditions that apply a penalty to skill checks, do not apply to Disable Device or Knowledge (engineering) skill checks that you make.

SNEAK ATTACK SPREE* (Ex): When you deal sneak attack damage to an opponent, you may choose to deal an additional amount of damage equal to the number of sneak attacks you have successfully hit that opponent with in the same round.

TAKES ONE TO KNOW ONE (Ex): You can use the Bluff skill in place of the Sense Motive skill when attempting to discern a lie (but not in place of any other application of the Sense Motive skill).

TALENTED (Ex): You gain one additional use per day of each rogue talent that you know which has a limited number of uses per day.

ADVANCED ROGUE TALENTS

ARTFUL DODGER (Ex): You gain a +1 dodge bonus to your Armor Class. Dodge bonuses stack.

BLOODY BLADE (Ex): Whenever you deal sneak attack damage with a light piercing or slashing weapon, your opponent takes 2 additional points of damage. This damage is not multiplied on a critical hit.

CALTROP SPLASH (Ex): You can throw a bag of caltrops as though it was a splash weapon with a range increment of 10 feet. The bag of caltrops deals 1 point of piercing damage on a direct hit, and 1 point of piercing splash damage. If your attack is successful, choose one space occupied by the target of the direct hit. That space is covered with scattered caltrops. A rogue must have the caltrop master rogue talent before selecting this talent.

DANGER SENSE (Sp): You can gain the benefits of a *foresight* spell for one round per day. Using this ability requires no action, and you may use this talent even when it is not your turn. The caster level for this spell-like ability is equal to your class level. This ability cannot be used to affect another creature.

THIEVES' HONOR (Ex): You adhere to a code of honor, similar to a cavalier's edicts. You must never steal from a creature that is less wealthy than you are. You must seek to practice your skills with a minimum of slaughter – a true artist has no need of clumsy killing. You must accept any honest and sincere surrender. You must hold to your word when you give it, and you must never betray a friend.

As long as you adhere to these edicts, you gain a +1 morale bonus on skill checks. If you willingly violate any of your edicts, you lose the benefits of this talent for 1 week.

TRICKY ROGUE (Ex): A rogue that selects this talent gains Improved Dirty Trick (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of that feat) as a bonus feat, even if he doesn't meet the usual prerequisites. If the rogue already has the Improved Dirty Trick feat, he may instead gain one of the following feats for which he qualifies: the Greater Dirty Trick feat (also featured in the *Advanced Player's Guide™*) or the Quick Dirty Trick feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook).

URBAN EXPLORER (Ex): You can use the Survival skill to avoid getting lost in an urban environment or settlement. You can use this ability even if you have never visited the settlement before.

URBAN NETWORK (Ex): In small towns and in larger settlements, you can use the Diplomacy skill to gather information in 1 hour. In villages and in smaller settlements, you can gather information in merely 2d10 minutes. You must spend at least 1 week in a settlement before you can use this ability there.

WITHOUT A TRACE (Ex): When you travel stealthily, you can cover your tracks. Your Stealth skill check, if higher than the usual DC, sets the DC of Survival skill checks made to follow your tracks. Additionally, if you have the no trace class feature, you may double the bonus on opposed Stealth skill checks granted by that ability.

DARING ACROBATICS (Ex): Whenever an opponent at least one size category larger than you misses you with a melee attack, you may make an Acrobatics skill check to attempt a feat of combat acrobatics as an immediate action. The DC of the Acrobatics check is equal to the opponent's CMD. If successful, you may move to any space within that opponent's reach, by swinging or vaulting from the haft of your opponent's weapon, scrambling up your opponent's arm and leaping from their shoulders, or by way of some similar acrobatic maneuver.

SNEAK ATTACK ASSAULT (Ex): Whenever you are hidden from one or more opponents at the start of your turn, you may apply your sneak attack damage to each attack that you make against those opponents on your turn, even if you reveal your presence to one or more of your opponents by attacking them. At the end of any turn in which you use this talent, you are revealed, and you may not use the Stealth skill to snipe in the same round that you use this talent.

SLY BLADE* (Ex): When you use a light piercing or slashing weapon to deal damage with an attack of opportunity, you may add your sneak attack damage to the damage roll.

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