INTO THE BREACH







The more laws and order are made prominent, the more thieves and robbers there will be.

Lao Tzu

Into the Breach: The Rogue

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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the Core Classes (the barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard).

For our eighth installment, we live by out wits, take what we can, and get away clean with the rogue. New archetypes, for both the core and unchained rogue, a new unchained alternate class, and even new rogue specific traits all expend the tool kit of cads, thieves, and scoundrels of all stripes. You and your gold have been warned.

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New Core Archetypes

Booksmart Scout

Even the most dedicated students don't always turn out as expected. Studying ancient structures becomes synonymous with planning a heist. Thievery and persuasion help mitigate costly tuitions. And being at the head of the class makes the perfect disguise for any assassin.

Class Skills: A booksmart scout and adds all Knowledge skills to her list of class skills and removes Climb, Craft, Perform, Swim, and Use Magic Device from her list of class skills.

Bardic Knowledge (Ex)

At 1st level, the booksmart scout gains bardic knowledge, as per the bard class feature, treating her class level as her effective bard level. Levels from classes that also gain bardic knowledge stack with her booksmart scout level when determining the bonus provided to Knowledge skill checks.

This ability replaces trapfinding.

Anatomical Acumen (Ex)

At 2nd level, a booksmart scout receives one additional piece of information about any creature she successfully identifies with a Knowledge skill check as though the result of that check were 5 higher. She must succeed the initial DC (10 + the creature's CR) to gain this bonus.

The booksmart scout also gains a +1 bonus to AC, CMD, and to saving throws against auras, spell-like abilities, and supernatural abilities of creatures she successfully identifies. These bonuses increase by 1 for every three levels after 2nd, to a maximum of +6 at 20th level.

This ability replaces evasion.

Tough Recollection (Su)

At 3rd level, when a booksmart scout fails to identify a creature with a Knowledge skill check, she can spend a swift action during her next turn to attempt the check again. She incurs a -5 penalty to this second check, the additional piece of information from the anatomical acumen ability is not applied to the result, and she can not attempt the check again if she fails.

Biology Major (Ex)

At 4th level, when the booksmart scout deals sneak attack damage against any creature she has successfully identified, increase the number of sneak attack damage dice by 1, plus 1 for every 10 by which the DC for the Knowledge check was exceeded. If the identified creature is immune to precision damage, she instead gains a bonus to damage rolls against that creature equal to 1/2 her class level.

This ability replaces uncanny dodge.

Social Studies (Ex)

At 6th level, the booksmart scout becomes more savvy when using the information she has on certain people. When she uses the Knowledge (local) skill to successfully gather information on a humanoid creature, she gains a +4 competence bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks against that creature. This bonus increases by 1 for every 5 points by which she exceeded the DC of the Knowledge (local) check.

This ability replaces the rogue talent gained at 6th level.

Uncanny Dodge (Ex)

A booksmart scout gains the uncanny dodge ability at 8th level.

This ability replaces improved uncanny dodge.

Minor in Chemistry (Su)

At 10th level, the booksmart scout gains the ability to combine what she knows of chemistry and alchemy with the rest of the skills in her arsenal. Once per day, she can brew a cognatogen (Pathfinder Roleplaying Game: Ultimate Magic), as the alchemist discovery, that lasts for two hours when imbibed. Brewing the cognatogen requires 1 hour and an alchemist's lab.

If the booksmart scout has levels in a class that also grants the use of a cognatogen, treat the cognatogen created through this ability as though it were a greater cognatogen (Ultimate Magic).

This ability replaces the rogue talent gained at 10th level.

This ability replaces trap sense.



Descrier

Calculating and educated, a descrier sees their opponent's movements for what they are, be they practiced swings or wild furies. They strike reliably, seeking weaknesses and cutting through their target's defenses where others would fail.

Class Skills: A descrier removes, Diplomacy, Disguise, and Perform from her list of class skills adds all Knowledge skills to her list of class skills.

Sneak Attack (Ex)

A descrier gains this ability starting at first level. The sneak attack damage dealt is 1d6 at 1st level and increases by 1d6 points every 3 descrier levels thereafter, up to a maximum of 7d6 at 19th level.

This ability modifies sneak attack.

Exceptional Focus (Ex)

At 1st level, a descrier can choose one creature she can see to become her focus as a move action. The descrier then gains a +1 bonus to AC against that target, a +1 bonus on Bluff, Intimidate, Knowledge, and Stealth checks attempted against it, as well as a +1 bonus on attack and damage rolls against it when making an attack that qualifies for sneak attack damage. A descrier can only maintain focus on one target at a time; these bonuses remain in effect until either the target is dead or the descrier focuses on a new target.

When attacking her focus, a descrier can deal sneak attack damage even if that target is a creature that is typically immune to sneak attack damage or precision damage, a descrier uses d4s to determine sneak attack damage rather than d6s in this case.

At 5th, 9th, 13th and 17th levels, the bonuses on weapon attack and damage rolls increase by 1. In addition, at each such interval, the descrier is able to maintain focus against an additional target at the same time. The descrier may discard a focus as a free action, allowing them to focus on another target in its place

At 7th level, a descrier can study a target's defenses as a move action or a swift action. If the descrier has successfully identified a creature with the applicable knowledge skill, she may study it as a free action.

This ability replaces trapfinding and the rogue talents gained at 4th, 8th and 20th levels.

Bonus Feat

At 3rd level, a descrier may select either Gang Up, Improved Feint, Improved Dirty Trick or Press to the Wall as a bonus feat. A descrier need not meet the prerequisites when selecting this feat.

This ability replaces trap sense.

Keen Eye (Ex)

At 4th level, when attacking a focus, a descrier gains the ability to target their strikes at openings in a weakened opponent's defenses. She can deal sneak attack damage to targets that are dazed, entangled, exhausted, frightened, or grappled.

At 12th level, she becomes more skilled in finding flaws and gaps, and can deal sneak attack damage to studied targets that are confused, fatigued, nauseated, shaken, staggered, or prone as well.

This ability replaces uncanny dodge and the rogue talent gained at 12th level.

Unmitigated Assault (Ex)

At 8th level, a descrier becomes an expert at pinpointing the real location of hidden or mobile targets. She gains a bonus to Perception, Sense Motive, and Survival against her focus equal to her attack roll bonuses. In addition, When attacking her focus, she can deal sneak attack damage even if her target has concealment against her and gains a flanking bonuses even if her target is typically immune to flanking, such as creatures with improved uncanny dodge or all-around vision.

This ability replaces improved uncanny dodge.

Secret Weaknesses (Ex)

At 16th level, if a descrier exceeds the Knowledge check DC to identify a creature by 5 or more, it is automatically considered a focus and does not count against her maximum number of focuses she may maintain. In addition, when the descrier successfully attacks this target, she can choose to forgo all damage on one attack in order to reveal a hidden weakness that she can exploit, gaining a +1 insight bonus on attack and damage rolls against the target, as well as the ability to deal sneak attack damage to that target until the end of her next turn, regardless of whether or not the attack meets the normal criteria for sneak attack.

This ability replaces the 16th level rogue talent.



Fugitive

The fugitive leads a shadony life on the run, fleeing captors from her past. She keeps a low profile and habitually covers her tracks, as anonymity is her greatest asset. However, in the rare event that pursuers meet her faceto-face, she can make daring escapes that are anything but subtle.

Life in the Shadows (Ex)

A fugitive's secretive and cautious lifestyle makes her difficult quarry for trackers and detectives. Creatures suffer a penalty equal to half the fugitive's class level (Minimum 1) to all skill checks to track her, gather information about her, or identify her when she is in disguise.

This ability replaces sneak attack (but see below.

Slip the Noose (Ex)

At 2nd level, a fugitive excels at identifying danger and escaping before it strikes. A fugitive adds her Intelligence modifier to initiative checks. For the purposes of Stealth checks, she treats flat-footed creatures as though they were not observing her.

This ability replaces evasion.

Sneak Attack (Ex)

The fugitive gains sneak attack +1d6 at 3rd level. At every odd-numbered level thereafter, the damage dealt by the fugitive's sneak attack increases by +1d6, up to a maximum of +9d6 at 19th level.

Dangerous Prey (Ex)

At 6th level, a fugitive learns to discourage pursuit by leaving obstacles and hazards in her path as she flees. Whenever she overcomes an obstacle or hazard during movement, she can increase the DC to overcome the obstacle by 5 for anyone who attempts it afterward. Starting at 10th level, when she overcomes an obstacle that inflicts damage upon those who fail to overcome it, she adds her sneak attack dice to the damage that the obstacle inflicts for future failures. A pursuer who has already been damaged by an obstacle does not suffer this extra damage on any future attempts.

This ability works best with the chase rules, but a fugitive can use it at any time so long as she can find an obstacle to traverse (such as a gap to jump, a wall to climb, or a narrow passage through which to squeeze). At 10th level, as a swift action, a fugitive who uses this ability to increase the DC of an obstacle during a chase can add 5 to the DC of all other obstacles on the same card as well.

This ability replaces the rogue talents gained at 6th and 10th level.

Moving Target (Su)

At 14th level, a fugitive's dedication to a life on the run fouls even supernatural attempts to discover her location. Spells and other magical effects (including *discern location*) cannot discern her precise location, though they can narrow it down to the area of a county or a large city. This ability doesn't prevent spells from affecting the fugitive, only from determining and reporting her location. A fugitive who remains in one county or city for more than one week loses this ability until she departs.

Rogue Talents: The following rogue talents complement the fugitive archetype: expert leaper, fast getaway, getaway artist (Pathfinder RPG: Ultimate Combat), and quick disguise. Advanced Talents: The following advanced rogue talents complement the fugitive archetype: fast tumble, hide in plain sight (Pathfinder RPG: Ultimate Combat), master of disguise, and slippery mind.



Haunted Skulk

Haunted skulks are haunted by a phantom, a spiritual entity from the ethereal plane. This creature tries to assist the haunted skulk, but can just as often interfere. As the haunted skulk's connection to the phantom grows stronger, they can assist each other and begin to act with an astounding synergy.

Curse (Ex)

The haunted skulk has the haunted oracle curse as a 1stlevel oracle (Pathfinder Roleplaying Game: Advanced Players Guide) regardless of her class level. However, instead of adding *mage hand* and *ghost sound* to the rogue's list of spells known, she instead gains them as at-will spell-like abilities. All effects related to the curse become suspended while the haunted skulk's phantom is manifested, including bonded manifestation. If the haunted skulk gains levels in a class that gains an oracle curse she must choose the haunted curse. In this case, her haunted skulk levels stack with levels from the other classes for determining the overall effects of the curse.

Phantom

At 2nd level, the phantom harbors itself in the haunted skulk's consciousness. The haunted skulk gains the spiritualist's phantom ability (Pathfinder Roleplaying Game: Occult Adventures), treating her haunted skulk level as her spiritualist level, but the phantom cannot yet manifest. The haunted skulk has a specific phantom and must choose an emotional focus. Once selected, this choice cannot be changed.

This ability replaces rogue talents.

Shared Consciousness (Su)

At 2nd level, the haunted skulk gains the spiritualist's ability of the same name.

Bonded Manifestation (Su)

At 4th level, the haunted skulk gains the spiritualist's ability of the same name. Alternatively, she can have the phantom physically manifest adjacent to her or in a flanking position until the end of her turn, provided a flanking position is available. While the phantom threatens all adjacent squares and can make attacks of opportunity. It may not take any other action. At 10th level, the haunted skulk can activate this ability as an immediate action.

Full Manifestation (Su)

At 6th level, the haunted skulk can fully manifest her phantom through a ritual that takes 1 round to perform. This works like the spiritualist's ability to manifest her phantom, but she can only use this ability a number of minutes per day equal to her class level. This duration does not need to be consecutive, but must be spent in 1 minute increments. The haunted skulk cannot use bonded manifestation while her phantom is fully manifested.

Etheric Tether (Su)

At 6th level, the haunted skulk gains the spiritualist's ability of the same name.

Teamwork Tactics (Ex)

At 10th level, the haunted skulk and her phantom learn to work together as a cohesive unit. The haunted skulk gains a bonus teamwork feat; both the haunted skulk and her phantom gain the chosen feat. The phantom need not meet the prerequisites for these teamwork feats.

Fused Consciousness (Su)

At 12th level, the haunted skulk gains the spiritualist's ability of the same name.

Dual Bond (Su)

At 16th level, the haunted skulk gains the spiritualist's ability of the same name.

Phantom Call (Su)

At 20th level, a haunted skulk can use bonded manifestation to *teleport* her manifested phantom to a square adjacent to her or into a flanking position. This ability functions as *dimension door*, using the haunted skulk's class level as the caster level. Using this ability consumes 2 uses of bonded manifestation and 1 additional minute of full manifestation. If these resources are unavailable, the haunted skulk cannot use this ability.



Honeypot

The desire for physical intimacy is one of the basest instincts among intelligent creatures of all races. With enough practice, some are capable of awakening that instinct in even the most moral citizen. Lust has a market, and these rogues know every key to profit from it.

Charming Regimen (Ex)

Whether for fun, growth, or gain, a honeypot trains herself hard in the art of developing interpersonal relationships. Once per day, at the beginning of that day, she can choose to spend 1 hour dedicating herself to a strict beautification regimen. This can include choosing attractive clothes, doing body toning exercises, applying makeup, or any other preparation that could make her stand out to great effect. Once the regimen is complete, the honeypot's alluring new appearance grants her a +2 circumstance bonus to her Charisma score. However, creatures that can become sexually attracted to her gain a +4 bonus to all opposed sight-based Perception checks regarding her. Being reduced to less than half of her maximum hit points; suffering more than 10 points of bleed damage; becoming exhausted or nauseated; or anything that could significantly disturb the honeypot's appearance (subject to GM discretion) risks a 90% chance of destroying the enhanced look and negating the effects created from that day's beautification regimen.

This ability replaces trapfinding and trap sense.

Licentious Wink (Su)

At 2nd level, the honeypot uses suggestive body language to tilt people's favor toward her and her companions. When interacting with a creature that can become sexually attracted to her, the honeypot gains a competence bonus equal to 1/2 her class level on all Bluff and Diplomacy checks regarding that creature. In addition, when she uses Diplomacy or Intimidate to change the attitude of a creature that can become attracted, the duration of the target's change in attitude is increased by a number of hours equal to the honeypot's class level.

This ability replaces the rogue talent gained at 2nd level.

Rogue Talents

A honeypot gains the rogue talent class ability and her first rogue talent at 3rd level, progressing as normal except where replaced by another ability.

Gender Neutral (Su)

At 4th level, the honeypot knows how to appeal to any gender or orientation in regards to the subject of lust. She gains a competence bonus equal to 1/2 her class level on all Bluff and Disguise checks to appear and act as a creature of another gender or orientation. These bonuses double if she spends her daily beautification regimen working on the disguise. However, if the disguise is removed, she loses the effects of her charming regimen ability for the rest of the day.

This ability replaces the rogue talent gained at 4th level.

Attractive Display (Su)

At 7th level, the honeypot knows how to integrate racy body language into her movements in combat. For up to a number of rounds per day equal to her class level, she can spend a move action to make a Perform (act or dance) check, enticingly flaunting herself to those around her. Enemies within 30 feet that can see the display and can become sexually attracted to the honeypot must succeed on a Will save (DC 10 + 1/2 the honeypot's level + her Charisma modifier) or become fascinated for as long as the display lasts plus 1 round afterward. The DC of this save increases by 1 for every 5 points rolled for the Perform check. Creatures that succeed on this save become immune to this ability for 24 hours. Once active, attractive display can be maintained as a free action.

This ability replaces the increase in sneak attack damage gained at 7th level. Sneak attack damage dealt by a honeypot caps at +9d6 at 19th level.

Alluring Magic (Su)

At 10th level, the honeypot delves into the use of arcane magic to polish her practice. She gains *unnatural lust* 3/day as a spell-like ability; the save DC is Charisma-based. When she targets a creature that can become sexually attracted to her and designates herself as the target of desire, the save DC increases by 1/2 her class level.

This ability replaces the rogue talent gained at 10th level.



About this archetype

The honeypot archetype is one that employs the ability to take advantage of sexual attraction. Although the words "her" and "she" are used in the ability descriptions below, any creature of any gender can be a honeypot. Please check with your GM before designing a honeypot for your campaign, as using this archetype may lead to the need for more mature content at the table.

Many of the honeypot's abilities refer to creatures that "can become sexually attracted". Generally, this refers to any intelligent humanoid, fey, or native outsider that has a developed sexual preference toward the honeypot's apparent gender, race, and/or appearance. Other species can be included in this category at the GM's discretion. Creatures unfriendly or hostile toward the honeypot gain a +1 or +2 bonus (respectively) to saving throws against any of the honeypot's abilities. The GM is the final arbiter when determining the sexual attraction of any creature targeted by a honeypot's abilities.

Kinetic Sneak

Some are born with the talents to become a great kineticist, but without the proper environment to hone those skills. These often become kinetic sneaks, depending on their guile as much as their ability to harness the powers of the elements.

Element Focus (Su)

At 2nd level, the kinetic sneak chooses one primary element on which to focus. This element determines how she accesses the raw power of the Ethereal Plane, and grants her access to specific wild talents. She can select aether (telekinesis), air (aerokinesis), earth (geokinesis), fire (pyrokinesis), or water (hydrokinesis).

If the kinetic sneak takes levels in another class that grants an elemental focus, the elemental focus must be the same type, even if that means the elemental focus of one of the classes must change.

Kinetic Blast (Sp)

At 2nd level, the kinetic sneak gains the ability to fire a kinetic blast. This kinetic blast is a simple blast that matches her element. As a standard action, the kinetic sneak can unleash a kinetic blast at a single target up to a range of 30 feet. She must have at least one hand free to aim the blast (or one prehensile appendage, if she doesn't have hands).

All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus, but she can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

Each simple blast is either a physical blast or an energy blast. Physical blasts deal 1d6 + 1 + the kinetic sneak's Constitution modifier of the listed damage type and target AC. Energy blasts deal 1d6 + 1/2 the kinetic sneak's Constitution modifier and target touch AC. If the kinetic sneak takes levels in a class that offers increased kinetic blast damage, they count half of their kinetic sneak levels as levels of that class for the purposes of increasing kinetic blast damage.

This ability replaces the rogue talents gained at 2nd and 4th level.

Surprise Blast (Ex)

At 3rd level, the kinetic sneak may make a Bluff check to feint as an immediate action before she uses kinetic blast. If she is successful, she may add her sneak attack damage to the blast, as normal. She may use this ability once per day at 3rd level, and one additional time per day every 3 levels thereafter, to a maximum of 6 times per day at 18th level.

This ability replaces trapfinding and trap sense.

Utility Wild Talent (Sp)

At 6th level, the kinetic sneak gains access to one utility talent that matches her element and for which she qualifies. If the counts half of her kinetic sneak levels as levels of that class for the purposes of qualifying for various talents.

kinetic sneak takes levels in a class that offers wild talents, she

This replaces the rogue talent gained at 6th level.

Rogue Talents: The following rogue talents complement the kinetic sneak archetype: honeyed words, powerful sneak, snap shot, sniper's eye, underhanded

Advanced Rogue Talents: The following advanced rogue talents complement the kinetic sneak archetype: deadly sneak, hunter's surprise, stealthy sniper



Element Blast	Blast Type	Damage Type
Telekinetic (Aether)	Physical (needs an unattended object to throw)	bludgeoning, piercing or slashing
Air	Physical	bludgeoning
Electric (Air)	Energy	electricity
Earth	Physical	bludgeoning, piercing or slashing
Fire	Energy	fire
Water	Physical	bludgeoning
Cold (Water)	Energy	cold

Table: Kinetic Sneak Blast Types

Master Hawserier

In the pack of every adventurer, in the hold of every ship, and the back of every wagon, you will find a common but indispensable item: rope. However, most folk think rope is only good for lashing cargo and rigging sails. They would be wrong however, and it is the goal of the master hawserier to prove that if you give a foe or mark enough rope, they will indeed hang themselves, be that metaphorical or literal.

Weapon and Armor Proficiencies: The master hawserier gains proficiency with the grappling hook and lasso and removes the hand crossbow and rapier from her list of weapon proficiencies.

Skills: The master hawserier gains 1 extra skill point at 1st level, that must be spent on the Craft (rope) skill.

Twisted Mastery (Ex)

At 1st level, a master hawserier gains a bonus to any skill check involving crafting or using rope equal to 1/2 her class level (minimum 1). Additionally she gains a +1 bonus to attack and damage rolls when using a grappling hook or rope as a weapon. This bonus increase by an additional +1 at 5th level and every 5 levels thereafter to a maximum of +5 at 20th level.

This ability replaces trapfinding.

All Wrapped Up (Ex)

At 3rd level, a master hawserier begins mastering unique ways to use rope. She gains Equipment Trick (rope) as a bonus feat. She gains the use of any rope equipment tricks she meets the prerequisites for, and may also select an additional trick from those she does not meet the requirements for and gain the use of that trick without having to meet the prerequisites. At 6th level and every three levels thereafter she may select another rope equipment trick.

This ability replaces trap sense at all levels.

By Sinew, Gut, and Hair (Ex)

At 6th level, the master hawserier learns to make rope from exotic and strange materials. Ropes made in this way exhibit a small portion of the power of the creature from which the material was gleaned. Crafting time for these items follows the normal rules for rope. The following are all suitable materials, though other options are possible at the discretion of your GM.

At 6th level, the master hawserier chooses 5 types of rope from the following list and gains the ability to craft them. However to select a given rope she must have a number of skill ranks in the Craft (rope) skill equal to or greater than the cost of the rope divided by 100. Thus for example, a master hawserier would need at least 6 ranks in Craft (rope) to learn to craft an assassin vine fiber rope. She gains the knowledge to create an additional 5 types of rope at 10th, and 14th levels.

Assassin Vine Fibers: By working the fibers of an assassin vine, the resulting rope gains the constrict universal monster ability. If the assassin vine fiber rope is used in the construction of a weapon which uses rope, the constrict ability deals the weapon's base damage, or 2d4 damage if used in conjunction with the knotted weapon rope equipment trick. Otherwise the rope deals 1d6 damage when constricting a target. Crafting an assassin vine fiber rope requires a DC 25 Craft (rope) skill check and costs 600 gp in materials. Other than where noted assassin vine fiber rope uses the statistics of hemp rope.

Blodeuwedd Hair: By weaving the hair of a blodeuwedd, the resulting rope gains the ability to effect a creature bound or struck by it with the allergen aura ability of the blodeuwedd. This ability only affects the target however. The ability may be used 3/day but otherwise functions in all other ways as the allergen aura ability save for the limit of one target. Crafting a blodeuwedd hair rope requires a DC 27 Craft (rope) skill check and 700 gp in materials. Other than where noted blodeuwedd hair rope uses the statistics of silk rope.

Cave Fisher Filament: Through the use of special preservation methods the silken fishing line of a cave fisher can be used as rope. A creature struck by a cave fisher filament rope becomes attached to the sticky thread. As a standard action, a creature can rip the filament rope free with a DC 20 Strength check. A caught creature can also attempt to escape a filament rope by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament

rope. A cave fisher filament rope also provides a +4 bonus when used in conjunction with the drag combat maneuver. Crafting a cave fisher filament rope requires a DC 22 Craft (rope) skill check and 400 gp in materials.

Cloaker Hide: Rope woven from strips of cloaker hide grain the ability to cast upon itself the *blur* spell 2/day that lasts 1d4 rounds. Crafting a cloaker hide rope requires a DC 25 Craft (rope) skill check and 500 gp in materials. Other than where noted cloaker hide rope uses the statistics of silk rope.

Dragonskin: By harvesting the supple belly skin of a dragon and weaving the resulting strips together a very tough length of rope can be made. The dragon must be a young adult or older to provide sufficient material. Rope made from dragon skin is immune to the energy type (if any) of the dragon's breath weapon. Because of the texture of dragonskin, ropes made from it also grant a +2 circumstance bonus to Climb checks when the rope is used in conjunction with that skill. Crafting a dragonskin rope requires a DC 30 Craft (rope) skill check and 800 gp in materials. Other than where noted dragonskin rope uses the statistics of bloodvine rope.

Ettercap Silk: Rope made from the silken web of an ettercap grants a +2 bonus when it is used in conjunction with the trip or drag combat maneuvers. Crafting an ettercap silk rope requires a DC 25 Craft (rope) skill check and 600 gp in materials. Other than where noted an ettercap silk rope uses the statistics of spider silk rope.

Gallows Tree Noose: Rope made from the hanging nooses of a gallows tree is unusually resilient to damage. It has DR 5/magic and slashing, as well as fire resistance 5. Crafting a gallows noose rope requires a DC 30 Craft (rope) skill check and 800 gp in materials. Other than where noted gallows tree noose rope uses the statistics of hemp rope.

Giant Hair (fire, frost, or storm): Rope braided from the hair of certain giants is not only very strong, but also retains the same elemental immunity that the giant from which the hair was taken possessed. Crafting a giant hair rope requires a DC 30 Craft (rope) skill check and requires 800 gp in materials. Other than where noted giant hair rope uses the statistics of bloodvine rope. **Kirin Mane:** Rope made from the mane of a kirin retains some of the resistances of the creature and also some of its magic abilities. Rope woven from kirin mane has fire resistance 5, cold resistance 5, and electricity resistance 10. Additionally the rope may cast the spells *water walk* and *wind walk* 1/day each with an effective caster level of 6th. Crafting a kirin mane rope requires a DC 35 Craft (rope) skill check and 1,200 gp in materials. Other than where noted kirin mane rope uses the statistics of spider silk rope. However slaying a kirin is an evil act, and doing so may well have consequences, which are left to the discretion of the GM.

Korred Hair: Rope woven from the tough hair of a korred has the ability to cast the spell *animate rope* on itself 3/day with an effective caster level of 6th. Crafting a korred hair rope requires a DC 28 Craft (rope) skill check and 600 gp in materials. Other than where noted korred hair rope uses the statistics of spider silk rope.

Mummy Wrappings: Rope woven from the wrappings of a mummy are surprisingly strong, and have DR 2/-. However like the creature from which the material comes, mummy wrapping rope also has the vulnerable to fire weakness. Should a mummy wrapping rope be used as a weapon, or as part of a weapon, When confirming a critical hit with a weapon made wholly or partly of mummy wrapping rope, the target must make a DC 16 Will save for be affected by the *cause fear* spell, caster level 6th. Crafting a mummy wrapping rope requires a DC 25 Craft (rope) skill check and 700 gp in materials. Other than where noted mummy wrapping rope uses the statistics of silk rope.

Siren Hair: Rope made from the hair of a siren retains some of the creatures beguiling power. When siren hair rope is used to bind a creature, that creature is affected by the *charm person* spell. If the bound creature is of a type that *charm person* does not function on, then the power is wasted. Any target bound by siren hair rope is granted a DC 16 Will save to resist the effect (if they are a valid target.) The effective caster level for the charm effect is 7th.

Regardless of whether or not a bound creature succeeds or fails its Will save, it cannot be affected again by the same or another siren hair rope's charm ability again for 24 hours. Crafting a siren hair rope requires a DC 28 Craft (rope) skill check and 1,000 gp in materials. Other than where noted siren hair rope has the statistics of hemp rope.

Shark Skin: Rope woven from tanned strips of shark skin benefit from the skin's rough texture and strength. A shark skin rope grants a +2 to bonus to the Climb skill when used in conjunction with it. Crafting a shark skin rope requires a DC 20 Craft (rope) skill check and 200 gp in materials. Other than where noted shark skin rope has the statistics of hemp rope.

Troll Gut: Buy harvesting the fibrous material found in the intestinal wall of trolls, the resulting rope retains some of the donor's ability to regenerate. Troll gut rope has regeneration 1/fire and acid. Additionally 3/day a 50-foot length of troll gut rope may grow to twice its normal length. The rope remains elongated for 1 minute, after which time the additional 50-feet of troll gut dies and swiftly crumbles to dust. Crafting a troll gut rope requires a DC 30 Craft (rope) skill check and 800 gp in materials. Other than where noted troll gut rope uses the statistics of hemp rope.

Whipwood Fibers: Rope woven from whipwood fibers is much tougher than rope made from normal fibers such as hemp. Whipwood fiber rope has the hardness of wood, and gains an additional +5 hit points per 50-feet of length. Crafting a whipwood fiber rope requires a DC 25 Craft (rope) skill check and 400 gp in materials. Other than where noted whipwood fiber rope uses the statistics of silk rope.

This ability replaces the rogue talents gained at 6th, 10th, and 14th levels.

Call the Coil (Su)

At 8th level, the master hawserier gains several supernatural abilities which have to do with rope. She gains the ability to cast the *snare* and *animate rope* spells a number of times per day each equal to 1 + her Dexterity modifier. These spells use her class level as her effective caster level.

This ability replaces the rogue talent gained at 8th level.

It's Knot Magic (Su)

At 12th level, a master hawserier gains the ability to craft magical ropes (*iron rope, rope of climbing, rope of knots*, or *rope of entangling*). She need not have the Craft Wondrous Items feat or the ability to cast the required spells. She uses instead her Craft (rope) skill in place of the Spellcraft skill check, but does still add the +5 to DC for lacking the prerequisite spell(s).

Additionally she gains the ability to cast the spell *rope trick* once per day at 12 level, and gains an additional use of this ability at 17th level. Her class level is considered to be her effective caster level for this ability.

This ability replaces the rogue talent gained at 12th level.



Poacher

While many rogues ply their trade in communities, seeking material wealth, some take to the forest, illegally taking game often just so they have food to survive.

Class Skills: A poacher adds Knowledge (geography), Knowledge (nature), and Knowledge (nobility) to her list of class skills and removes Knowledge (dungeoneering), Knowledge (local), and Linguistics from her list of class skills.

Weapon Proficiency: A poacher is proficient with all simple weapons, plus all ranged martial weapons, bolas, boomerangs, lassos, nets, and snag nets.

This modifies a rogue's normal weapon proficiencies.

Nature Magic (Sp)

A poacher who takes the major magic or minor magic rogue talent must choose from the druid spell list instead of the sorcerer/wizard spell list. The save DC of these spells is based on her Wisdom score, and she must have a Wisdom score of at least 11 (major magic) or 10 (minor magic) to select these talents.

This ability modifies the major magic or minor magic rogue talents.

Hunt to Live (Ex)

Having learned to do what she must to sustain her friends and family, a poacher on the hunt can find the most beneficial prey and make the best use of it. When a poacher successfully uses Survival to provide food and water, she adds +1 hp per HD to the amount she recovers with a full night's rest. Any other creatures for whom she provides food and water also gains this benefit. At 3rd level, and every 2 levels thereafter, this bonus increases by 1. A creature undergoing complete bed rest for an entire day and night doubles the provided bonus.

This ability replaces trapfinding and trap sense.

Hunting Sneak (Ex)

A poacher's focus is on a specific type of prey to such a degree that she can deal more sneak attack damage against those creatures at the expense of sneak attacks against other creatures. At 1st level, when she makes a sneak attack against an animal, she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks against all other types of creatures, she uses d4s instead of d6s. At 3rd level and every 2 levels thereafter, she may select another creature type from the ranger's list of favored enemies; her sneak attack against creatures of that type also uses d8s.

In addition, she gains a bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks equal to her number of sneak attack dice against creatures of her selected types.

This ability is identical in all other ways to sneak attack, and supplements that ability.

Trap (Ex)

At 5th level, a poacher learns how to create a snare trap and one other ranger trap (Pathfinder Roleplaying Game: Ultimate Magic) of her choice. She learns an additional trap at 8th level and every three levels thereafter. The poacher can use these traps a total number of times per day equal to 1/2her rogue level + her Wisdom modifier. The DC for her traps is equal to 10 + 1/2 her rogue level + her Wisdom modifer, and it lasts 1 day per rogue level. Levels in ranger stack with her rogue level for the purposes of this ability.

In addition, she treats her rogue level as her ranger level to determine eligibility for any trap-related feats, such as Advanced Ranger Trap.

This ability replaces uncanny dodge and improved uncanny dodge.



Quarrel Knave

Not all scoundrels and ne'er do wells wield daggers and saps in dark alleys. While some scoff at the hand crossbow as a puny cousin to its heavier kin, speed and concealability are what draw some rogues to these weapons. Quarrel knaves have mastered firing two hand crossbows at once, and with a speed and accuracy that wielders of heavier windlass cranked weapons can only enzy.

Ambidextrous (Ex)

At 1st level, a quarrel knave gains Two Weapon Fighting as a bonus feat and need not meet the prerequisites for it. At 6th level, the quarrel knave gains Improved Two Weapon fighting, and at 12th level, she gains Greater Two Weapon Fighting.

This ability replaces trapfinding and the rogue talents gained at 6th and 12th level.

Lightning Reload (Ex)

At 3rd level, the quarrel knave gains Rapid Reload (hand crossbow) as a bonus feat and need not meet the prerequisites for it. Additionally anytime she provokes an attack of opportunity due to reloading a hand crossbow while threatened, she may attempt to use her Acrobatics skill to avoid the attack with an insight bonus equal to 1/2 her class level.

This ability replaces trap sense +1

Hail of Needles (Ex)

At 6th level, a quarrel knave gains the flurry of blows monk ability of the same name. However she may only use flurry while wielding a hand crossbow. Her effective monk level is equal to her quarrel knave level for the purposes of determining how many attacks can be made using this ability.

This ability replaces trap sense +2 and all later advancement of that ability.

Tailored Bows and Bolts (Ex)

At 8th level, the quarrel knave gains the ability to craft specialized bolts for her hand crossbow. She must have at least one rank in the Craft (weapons) skill to use this ability. She gains a +4 insight bonus to all Craft skill checks made to create hand crossbows or ammunition. She may craft any special bolt, and may also craft as bolts any of the special arrow types (see Pathfinder Ultimate Equipment for a full list of special ammunition types). The normal Craft DC is used and crafting takes the normal noted amount of time.

A quarrel knave is also the master of adapting her hand crossbows to suit her personal taste and situation at hand. She gains a pool of modification points equal to her class level with which she may customize her hand crossbows. It takes one hour to modify or change modifications to a hand crossbow. This pool may be split between multiple weapons, but modifications that alter the same component do not stack, and only one modification may be applied to any one component part of a hand crossbow.

Modifications may be made to normal, masterwork, and magical hand crossbows. However, modifications that grant a bonus to attack rolls or weapon damage rolls do not stack with magical enhancement bonuses, and only the highest bonus (magical or modification based) applies if the weapon has both.

This ability replaces the rogue talent gained at 8th level.

The hand crossbow modifications for use with this ability are listed below.

1 Point Modifications

Stone Hand Bow (body): This modification allows your hand crossbow to fire sling bullets just like the stonebow. Sling bullets deal 1d4 bludgeoning damage and have a critical threat range of 20 x2.

Reinforced Laths (laths): The laths (limbs) of your hand crossbow are made with extra reinforcement allowing for a heavier draw weight. Hand crossbows with reinforced laths gain a + 1 to damage rolls.

Built in Winch (tiller): This modification allows you to install a small but sturdy winch into the body of your hand crossbow. The winch allows you to pull items of up to 20 lbs. back to yourself by turning the winch as a move action which provokes attacks of opportunity. The winch's cord has a maximum length of 50 feet, and each move action pulls the item 10 feet. You must make an attack roll to hit the item you are trying to retrieve, and all rules for attended and unattended objects as well as object AC apply to this attack.

Improved Sights (sights): This modification provides more accurate sights than the normal basic post sight, granting your hand crossbow a +1 bonus to attack rolls.

2 Point Modifications

Mounted Scope (sights): This modification adds a low powered optical scope to your hand crossbow, allowing you to apply your Intelligence modifier (if any) to attack rolls as well as your Dexterity modifier to attacks made at the 2nd rage increment or further.

Spring Loading Mechanism (tiller): This modification adds an internal spring loading mechanism which allows three bolts to be loaded into your hand crossbow. This allows the weapon to function as a repeating crossbow, and it may be fired three times before needing to be manually reloaded.

Variable Ammunition (body): Adding this modification allows you to fire non standard ammunition from your hand crossbow. This includes flasks of alchemical substances such as alchemist's fire and acid, caltrops, marbles, smoke pellets, and thunderstones. When using ammunition of any of these types the range increment of your hand crossbow decreases by 10 feet.

Composite Laths (laths): The laths of your hand crossbow are made of composite materials, much like the limbs of a composite bow. This gives the weapon a significant increase to draw weight granting a +2 to damage rolls.

3 Point Modifications (you must be at least 10th level to select these modifications)

Drum Bolt Feed (tiller): This modification adds a spring loading mechanism along with a small drum magazine to the tiller of your hand crossbow. This modification functions just like the spring loading mechanism modification save that the weapon may now hold six bolts rather than three. **Weaponized Handgrip (grip):** This modification reinforces and adds weight to the hand grip of your hand crossbow allowing you to make attacks with it as a light one handed melee weapon that deals 1d4 points of bludgeoning damage with a critical threat range of 20 x2.

Fold Out Bipod (stirrup): This modification installs a small fold out bipod rest that helps stabilize your hand crossbow when you choose to fire from a prone position. When firing from prone the bipod grants you a +2 bonus to attack rolls and a +1 to all critical hit confirmation rolls.

4 Point Modifications (you must be at least 12th level to select these modifications)

Spring Loaded Bayonet (stirrup): Installing this modification adds a spring loaded bayonet to the stirrup of your hand crossbow. The dagger-like blade can be deployed as a immediate action, allowing you to make attacks of opportunity and melee attacks with your hand crossbow as if it were a dagger. Returning the bayonet to its closed position requires a move action that provokes attacks of opportunity. The bayonet does not benefit from modification bonuses, but may be enchanted or modified in any way a normal dagger could be.

Glass Lined Table Groove (body): By lining the table groove of your hand crossbow with fine glass, drag and friction are reduced and accuracy is improved. This modification grants your hand crossbow a +3 bonus to attack rolls and increases its range increment by 10 feet.

Braided Wire Bowstring (string): This

modification adds a braided steel wire bow string to your hand crossbow. This string is much stronger and provides more draw weight than other string materials. This grants your hand crossbow the ability to ignore 5 points of material hardness of any material.

Poison Applicator (stirrup): This modification adds a poison reservoir and applicator to your hand crossbow that is capable of holding three doses of poison. Filling this reservoir is a standard action that provokes attacks of opportunity. The poison must be an injury poison or a contact poison. Applying the poison from the reservoir to the ammunition is a free action, and the wielder does not risk poisoning herself when doing so.

5 Point Modifications (you must be at least 14th level to select these modifications)

Chain Shot (body): This modification allows your hand crossbow to fire a miniature version of chain shot, a special type of ammunition often fired by shipborne heavy weapons. Chain shot ammunition incurs a -2 penalty to attack rolls but is capable of tripping targets as if it were a bola, and uses the hit points and material hardness of iron. Chain shot is also capable of easily destroying weapon shafts and hafts, and may be used to make ranged sunder attempts against weapons with a wooden haft or shaft. Ranged sunder attempts made in this way do not provoke attacks of opportunity.

Belt Feed (tiller): This modification installs a complex toothed gear and spring loading mechanism that is belt fed. This modification functions just as the spring loading mechanism modification save that you may now fire your hand crossbow 10 times before having to manually reload it.

Wrist Mount (grip): This modification removes the pistol style grip of your hand crossbow and replaces it with a set of wrist straps. This leaves your hand free for other uses, however you cannot use any type of shield, even a buckler, on the arm to which a hand crossbow is wrist mounted. This modification does however provides a +4 bonus to all Sleight of Hand skill checks made to conceal the weapon.

1000 Fold Laths (laths): This modification replaces the laths of your hand crossbow with laths made from folded damascus steel. The process of folding gives the laths astounding strength and flex, granting your hand crossbow a +4 to damage rolls.

Tight Grouping (Ex)

At 11th level, when the quarrel knave uses the full attack action or her hail of needles ability she can ignore up to 10 points of DR the target possesses other than mythic DR or DR/-. Additionally should a critical hit be confirmed during a full attack action or while using hail of needles the target takes 2 points of bleed damage per attack that successfully hit (including the attack on which the critical occured.) This ability may be used a number of times per day equal to quarrel knave's Dexterity modifier.

This ability replaces the sneak attack advancement gained at 11th level (meaning sneak attack caps at 9d6 at 19th level)

Impossible Shot (Ex)

At 20th level, the quarrel knave has an almost supernatural level of skill and accuracy with her chosen weapon. She may ignore the effects of all but full cover when wielding a hand crossbow, and any target who is currently benefiting from a concealment bonus gains only half of the normal benefit when targeted by a quarrel knave.

Additionally the critical hit damage modifier of any hand crossbow the quarrel knave wields increases by 1 and has it's critical threat range also increases by 1. This critical threat range increase stacks with the Improved Critical feat.

This ability replaces master strike.



Trickster Chef

Food is fuel. This undeniable fact can catch even the most well-equipped traveling party off-guard. Fortunately, these rogues are skilled in keeping stomachs full and adventurers well-nourished. But it doesn't take much for these charismatic chefs to leave anything that moves feeling hungry for more.

Culinary Edge (Ex)

A trickster chef gains a bonus equal to 1/2 her class level (minimum 1) on all Craft (cooking) and Profession (cook) checks.

She also starts play with a recipe book containing a variety of instructions for creating mundane meals. These dishes can be prepared with a successful DC 10 Craft (cooking) check and 2 sp worth of cooking materials and ingredients. Once per day when this check is exceeded by 10 or more, creatures that partake of the food gain a number temporary hit points equal to the chef's level that last for 6 hours.

The trickster chef can prepare a number of meals from her recipe book per day equal to 3 + 1/2 her class level + her Wisdom modifier. Any leftovers carried over to the next day count against this daily limit. This includes products from roguish recipes (see below).

This ability replaces trapfinding and trap sense.

Snack Attack

Starting at 1st level, a trickster chef is capable of causing stomachs to groan with hunger. Anytime she successfully strikes with a melee attack against a target that she is flanking or is denied its Dexterity bonus to AC, she can trigger a snack attack as a swift action. This causes the target to experience intense hunger unless it succeeds a Fortitude save, DC equal to 10 + the trickster chef's level + her Intelligence modifier. A target failing its Fortitude save is dealt 1d6 points of nonlethal damage, becomes fatigued, and is thereafter treated as though it failed a Constitution check against starvation. The nonlethal damage is not considered precision damage. At 4th level and every four levels afterward, the nonlethal damage increases by 1d6, up to a maximum of 6d6 at 20th level.

After the damage and fatigue are applied, the target must then succeed a Will save (DC equal to the DC

of the Fortitude save) or feel compelled to immediately stop what it is doing and search for food to satisfy its hunger. The target takes no other actions, but can still defend itself normally and take hostile actions against anything clearly blocking its way to food. This is a mindaffecting compulsion effect.

A creature can not become exhausted from multiple snack attacks. Once the target has eaten, the compulsion effect ends and it is no longer fatigued, though any nonlethal damage remains until it is healed. Creatures that do not need to eat gain a +2 bonus on any save involving a snack attack; creatures that do not eat are immune to snack attacks entirely.

If the trickster chef gains the sneak attack ability from another class, she must choose between dealing sneak attack damage or triggering a snack attack when succeeding on an attack that would qualify for them (both abilities can never occur at the same time). Rogue talents that alter the sneak attack ability do not alter snack attacks.

This ability replaces sneak attack.

Rogue Talent

Trickster Recipe (Ex): A rogue with this talent adds one roguish recipe to her recipe book. This talent can be selected any number of times, but can only be taken by a rogue with the trickster chef archetype.

Roguish Recipes

At 2nd level, a trickster chef learns how to create special culinary concoctions that generate a wide variety of effects. She gains access to the trickster recipe rogue talent and automatically takes it.

This ability alters the rogue talent gained at 2nd level.

When the product of a roguish recipe is presented or otherwise placed in view of any creature rendered hungry by the effects of a snack attack, the creature must save again against the compulsion to eat, with a -2 penalty to the save.

Unless otherwise specified, any alchemical bonus or penalty produced by a roguish recipe lasts a number of hours equal to 1/2 the trickster chef's class level, and the save DC to resist any of the foods' specific effects is equal to 10 + 1/2 the trickster chef's class level + her Intelligence modifier. The trickster chef is considered proficient with any food that acts as a weapon. The cost of a recipe's ingredients, the number of servings, the amount of time it takes to cook, and the DC to create the food varies for each recipe. These details are listed below.

Alluring chocolate: Cost 1 gp; Servings 2; Time 30 minutes; Craft (cooking) DC 20 - This creamy, scrumptious chocolate bar is an especially appealing snack. Any creature hungering due to the effects of a snack attack that sees the alluring chocolate takes an additional -4 penalty to its Will save to resist the compulsion to eat it.

Belly-churn butter: Cost 6 sp; Servings 4; Time 20 minutes; Craft (cooking) DC 15 - A smooth butter spread for bread and rolls that is made from spoiled ingredients. Creatures eating the spread incur a -4 alchemical penalty to saving throws to avoid the sickened and nauseated conditions, and to saving throws against poisons that deal Constitution damage.

Big bull steak: Cost 8 gp; Servings 2; Time 30 minutes; Craft (cooking) DC 25 - This is a thick, juicy steak prepared with a variety of seasonings. Those who partake of the slab of meat are granted a +4 alchemical bonus to Strength checks that involve breaking objects or doors, and a +2 alchemical bonus to CMB for sunder attempts.

Dark-hole doughnuts: Cost 2 gp; Servings 6; Time 1 hour; Craft (cooking) DC 25 - A creature spending a full-round action holding two these soft, flaky doughnuts to her eyes is granted darkvision for 1 minute. She need not keep the doughnuts to her eyes to maintain the effect. This ability can only be used once per two doughnuts.

Fleshmeal: Cost -; Servings 1; Time 20 minutes; Craft (cooking) DC 20 - Any undead able to see this vile plate of raw flesh and entrails must succeed a Will save or become drawn to eat it as though they were under the effects of a snack attack. Unintelligent undead incur a -4 penalty to the save. A dead carcass of any creature is required to create this dish, though crafting it from the body of an intelligent and/or civilized creature or killing a living creature solely for the purpose of making fleshmeal are evil acts. *Flip-jacks:* Cost 2 gp; Servings 4; Time 25 minutes; Craft (cooking) DC 20 - A small stack of these nutritious, golden-brown flap-jacks grants a +2 alchemical bonus to Acrobatics and Fly checks per serving eaten in a single sitting. However, eating more than two servings in one sitting causes a tiring weight in the stomach, reducing the consumer's speed by 5 feet for three hours.

Gusher bugs: Cost 3 gp; Servings 4; Time 50 minutes; Craft (cooking) DC 20 - These are fistsized gelatin snacks molded to look like disgusting insects or worms. Taking a big, messy bite out of one causes juice—that acts as *grease*—to squirt into an adjacent square. Humanoids within 15 feet that would be repulsed by such a sight must succeed a Fortitude save or become sickened for 3 rounds. If such a humanoid is in the square affected by the juice, he incurs a -5 penalty to the save. The juice remains on the ground until it is cleaned up.

Hard candy club: Cost 5 gp; Servings 2; Time 2 hours; Craft (cooking) DC 25 - This large chunk of hard candy acts in all ways as a medium-sized masterwork club with the fragile property, though it can not be enchanted. If a serving of the candy is consumed, the club becomes small-sized. On a successful critical hit, the club is destroyed, shattering into sharp, jagged shards that deal an additional 3 points of piercing damage and cover the target's square to act as caltrops. The shards still count as a food item and remain on the ground until they are swept up or eaten. Eating the candy shards inflicts no damage to the consumer.

Healthloaf: Cost 1 gp; Servings 8 slices; Time 50 minutes; Craft (cooking) DC 20 - These soft loaves of bread are cut into eight slices and used for sandwiches or toast. Each slice of bread provides a +1 alchemical bonus to Fortitude saves. Bonuses from multiple slices stack with each other up to a maximum of +4.

Pasta net: Cost 2 gp; Servings 1 or 2 (See text); Time 90 minutes; Craft (cooking) DC 25 -Uncooked pasta noodles are interwoven into a disc shape. When cooked for a meal, the pasta makes enough to serve two creatures, but provides no magical benefit. When used as a weapon, the uncooked disc is thrown as a ranged touch attack at a target within 20 feet. The noodles expand and and become flexible as though they cooked in mid-flight, then drape over the target. Thereafter, the pasta is treated in all ways as a net with the fragile property. The trickster chef can trigger a snack attack when successfully striking with the pasta net against a creature that is denied its Dexterity bonus to AC. If the target fails its Fortitude save for the snack attack, it does not receive the Will save to resist the compulsion to eat and must spend two full rounds eating its way out of the noodles. This, of course, destroys the pasta net.

Sharp-eye carrot: Cost 5 sp; Servings 1; Time 5 minutes; Craft (cooking) DC 15 - This is a simple, hearty snack of a stiff, seasoned carrot. Eating one of these grants a +4 alchemical bonus to sight-based Perception checks. The carrot can also be expended to poke enemies in the eyes using a Dirty Trick (blind) combat maneuver. When successfully used in this fashion against an enemy flanked or denied its Dexterity bonus to AC, a snack attack can be triggered.

Tangle taffy: Cost 3 gp; Servings 1; Time 1 hour; Craft (cooking) DC 30 - This ball of tart, gooey taffy acts in all ways as a tanglefoot bag except it can also be used against an adjacent target as part of a Dirty Trick (entangle) combat maneuver. When successfully used as part of a Dirty Trick against an enemy who is flanked or denied its Dexterity bonus to AC, a snack attack can be triggered. If the target fails its Fortitude save for the snack attack, it does not receive the Will save to resist the compulsion to eat and must spend two full rounds eating its way out of the taffy.

Toxin pie: Cost 4 gp; Servings 1 or 4 (see text); Time 1 hour; Craft (cooking) DC 25 - The cream used in this silky-smooth meringue pie is spiked with an ingested or contact poison of the chef's choosing. A pie made with ingested poisons is sliced into fourths and served to unsuspecting targets. Toxin pies created using contact poison are thrown whole at a target within 15 feet as a ranged touch attack. Striking an enemy that is denied its Dexterity bonus to AC allows the trickster chef to trigger a snack attack. Failing the Will save against the snack attack compels the target to eat the pie used for the attack, forcing them to once again save against the poison at a -4 penalty. Without the poison use ability, the chef risks a 20% chance of poisoning herself when baking a toxin pie.

White leopard fuel: Cost 2 gp; Servings 2; Time 20 minutes; Craft (cooking) DC 20 -Drinking 1 serving of this pale yellow fruit juice provides a +4 alchemical bonus to Strength- and Dexterity-based skill checks.

The Secret Ingredient Is...

At 4th level, the trickster chef takes to using more exotic ingredients for the meals she cooks. She can spend five minutes taking meat, blood, or bone from a recently (1 hour or less) slain magical beast for use in her recipes. This requires a successful Profession (cook) check with a DC equal to 10 + the CR of the creature. This check can only be attempted once per slain creature. When successful, she extracts enough ingredients to cook 1 recipe, plus 1 for every 10 by which the DC of the Profession check was exceeded. The ingredients are good for use for up to 48 hours after the magical beast was slain, after which they provide no additional benefit when used to cook (see below).

When preparing any mundane recipe with the extracted ingredients, any temporary hit points gained from eating the food increase by 1 and last for an additional hour. The extracted ingredients grant the following bonuses to roguish recipes:

Any alchemical bonus or penalty provided by the food lasts for 1 additional hour.

Any save DC to resist the food's effects (including the poison for toxin pie) is increased by 1.

Any save DC involving a triggered snack attack is increased by 1.

And a + 1 bonus is added to any attack roll utilizing the food.

The trickster chef also gains a competence bonus on Bluff checks equal to 1/2 her class level for the purposes of lying about the ingredients used in any meal she prepares.

This ability replaces uncanny dodge.

Wrenching Pangs

At 8th level, the trickster chef adds her Intelligence modifier to the amount of nonlethal damage inflicted by her snack attacks. At 16th level, she adds double her Intelligence modifier instead.

This ability replaces improved uncanny dodge and the rogue talent gained at 16th level.



Walking Arsenal

Some rogues just don't feel comfortable without a weapon, some like to know they always have one more weapon up their sleeve (sometimes literally), while others just like their enemies to be guessing as to whether or not they do. These "walking arsenals" can hide a terrifying array of weaponry on their person and retrieve it all as quickly as though it were openly carried.

Hidden Arsenal (Ex)

At 1st level, a hidden arsenal gains the ability to hide any one-handed weapon, light weapon, or smaller item on her person with a Sleight of Hand check. There is a -4 penalty on the check for hiding onehanded weapons due to their bulky nature, and the character cannot be wearing heavy armor. This penalty is reduced by 1 at 3rd and every 3 levels thereafter, being removed completely at 12th level.

This ability replaces trapfinding.

Flick of the Wrist (Ex)

At 2nd level, a walking arsenal has learned how to take advantage of her assumed lack of weaponry to land lethal blows. The walking arsenal gains Quick Draw as a bonus feat and all creatures are considered flat-footed for the first round a walking arsenal draws one of her weapons. Flick of the wrist counts as a rogue talent when qualifying for feats.

This ability replaces the rogue talent gained at 2nd level.

Custom Stitching (Ex)

At 3rd level, a walking arsenal has learned how and where to add stitchings, custom pockets, catches, and the like to aid in hiding weapons on her person. She gains a bonus on Sleight of Hand checks in regards to either hiding weapons on her person or drawing them as a standard action equal to half her level.

This ability replaces trap sense.

Veiled Threat (Ex)

At 4th level, a walking arsenal has augmented her custom stitchings and hidden small blades and points amongst her clothing in addition to positioning her hidden weapons to help protect her. Any time a creature grapples with a walking arsenal or attacks her with a natural weapon or unarmed strike they take piercing and slashing damage equal to 1d4 + the walking arsenal's Intelligence bonus (minimum 0).

This ability replaces the rogue talent gained at 4th level.



Wild Handler

Neither showing a great reverence to nature nor a great attachment to civilization, a wild handler can be as detached as the animals she trains. Her natural ability to bond with animals allows her to guide them to her own purposes, even driving them beyond their natural abilities.

Class Skills: A wild handler adds Handle Animal, Knowledge (nature), and Ride to her list of class skills. She removes Disguise, Knowledge (dungeoneering), Knowledge (local), and Linguistics from her list of class skills.

Sneak Attack (Ex)

A wild handler gains this ability starting at 1st level. The sneak attack damage dealt is 1d6 at 1st level, and increases by 1d6 points every 3 wild handler levels thereafter. A wild handler's animal companion can also deal sneak attack damage as appropriate to foes. However, the companion only gains one half of the wild handler's sneak attack dice, rounded down (minimum 1).

This ability modifies sneak attack.

Clever Beast (Ex)

At 1st level, a wild handler forms a bond with an animal companion. This companion functions in all ways as though it were received via the druid's nature bond class feature, using wild handler's class level as her effective druid level. Levels in other classes that provide an animal companion stack with her wild handler level for the purposes of determining the companion's statistics and abilities. A wild handler can teach her companion hunter's tricks from the skirmisher ranger archetype (Advanced Class Guide) instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its hit dice plus its Wisdom modifier.

Regardless of the creature chosen, the wild handler's animal companion always begins play with an Intelligence of at least 4. Vermin companions chosen by the wild handler lose the mindless quality and are no longer immune to mind-affecting effects. However, they become able to gain feats and skill ranks as an animal companion normally would. In addition, the following skills are class skills for a wild handler's companion: Escape Artist, Intimidate, Perform (dance), Sense Motive, and Sleight of Hand. This does not grant additional tricks.

A wild handler's bond with her companion is strong, with the pair learning to anticipate each other's moods and moves. If a wild handler releases her companion from service or her animal companion perishes, she may find a new companion to serve her after 1 week of mourning. This new companion does not gain the link, evasion, devotion, or improved evasion special abilities until the wild handler spends 24 uninterrupted hours training the new companion.

This ability replaces trapfinding, trap sense, and the rogue talent gained at 2nd level.

Imprinting (Ex)

At 4th level, a wild handler grants her rogue talents to her animal companion. The companion does not need to meet any prerequisites for granted rogue talents. The companion can not use any rogue talent it is not physically capable of performing. The companion knows how to use these talents and commanding it to do so is a DC 10 Handle Animal check. For example, a wild handler's companion cannot use the Rumormonger (Ultimate Combat) talent unless it has the ability to speak, and it would be unable to take the Familiar (Ultimate Combat) talent at all.

This ability replaces uncanny dodge.

Hunter Tactics (Ex)

At 8th level, a wild handler automatically grants her teamwork feats to her animal companion, as the hunter tactics hunter class feature. The companion need not meet the prerequisites of these teamwork feats.

This ability replaces improved uncanny dodge.



Two in Body, One in Mind (Ex)

At 14th level, a wild handler and her companion gain an empathic link. This functions like an empathic link with a familiar. In addition, when the wild handler and her companion are adjacent to each other, they may use aid another as a move action. Whenever the wild handler or her companion use aid another to assist each other, they add 2 to all aid another bonuses they give their targets.

This ability replaces the rogue talent gained at 14th level.



New Unchained Archetypes

Brickbat Striker

Some people show great talent, not in killing an opponent, but rather in exploiting their weaknesses to bring them to their knees. The brickbat striker is the foremost among these, cutting the strongest foes down to size so that they can be finished off or captured more efficiently.

Class Skills: A brickbat striker only gains 6 + Int skill points per level. In addition, she adds Heal and Survival to her list of class skills. She removes Diplomacy, Perform, and Use Magic Device from her list of class skills.

Weapon and Proficiencies: A brickbat striker is proficient with all simple weapons, and light martial weapons, plus the hand crossbow and shortbow. They are proficient with light armor, but not with shields.

This ability alters a brickbat striker's weapon proficiencies.

Sneak Attack (Ex)

Damage dice for a brickbat striker's sneak attacks are d4s instead of d6s. If a brickbat striker gains sneak attack damage from another source, the damage dice are also altered to be d4s instead of d6s, even if they were gained prior to taking levels in brickbat striker.

This ability modifies sneak attack.

Ruinous Assault (Ex)

At 1st level, once per round when a brickbat striker deals sneak attack damage using a light weapon, she may choose to forgo a number of sneak attack dice in order to hamper her opponent's abilities by inflicting a debilitating condition. The number of dice sacrificed and the conditions to be applied are chosen when the attack is declared, but before it is rolled. Her target can attempt a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the brickbat striker's level + the brickbat striker's Dexterity modifier. Unless otherwise stated, a brickbat striker may only choose one effect with each ruinous assault, and may not apply a given effect multiple times in the same attack. Creatures that are immune to sneak attack damage are also immune to this ability. A brickbat striker begins play having learned how to use one effect with ruinous assault from the list of 1st level effects. She may choose an additional effect from the list of available options every additional brickbat striker level gained.

At 8th and 15th level, a brickbat striker can perform a ruinous assault on one additional attack per round.

At 4th, 8th, 12th, 16th, and 20th levels, a brickbat striker may choose to forget one effect that she has chosen to learn and learn another effect in its place. This is in addition to the effects normally learned at those levels.

At 1st level, the following effects are available when using ruinous assault.

Befoul: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to sicken her target for one round.

Bolster: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to increase the DC of an effect inflicted via this attack by a ruinous assault by 1 or to increase the brickbat striker's CMB by 1 when performing a maneuver while using onslaught. This can be done in combination with other effects. This can be taken multiple times, but no more than three dice can be sacrificed in this way for a single effect or maneuver.

Hamstring: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to entangle her target for one round. This does not require rope or other special equipment.

Linger: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to increase the duration of any one effect inflicted via this attack by a ruinous assault with a duration in rounds from one round to 1d4 rounds, or with a duration in hours from one hour to 1d4 hours. This can be taken multiple times, with each further instance adding an additional 1d4 rounds or hours to the duration of the effect, respectively. No more than

three instances of linger can be applied to any one attack.

At 4th level, the following effects are added to the list of choices when using ruinous assault.

Addle: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to instead deal one point of Wisdom or Charisma damage. This effect does not allow a Fortitude save and can be used in combination with other effects. This may not be used in the same attack as hemorrhage or wither. At 16th level she may choose to deal Wisdom or Charisma drain instead of dealing Wisdom or Charisma damage.

Persist: A brickbat striker may choose to forgo 3d4 points of sneak attack damage to increase the duration of any one effect that has already been inflicted on her target using a ruinous assault. This increases the duration of the chosen effect with a duration in rounds by 1d4 rounds, or with a duration in hours by 1d4 hours. This does not allow her target to make a new Fortitude saving throw. This can be taken multiple times, with each further instance adding an additional 1d4 rounds or hours to the duration of the effect, respectively. No more than two instances of persist can be applied to any one attack.

Stifle: A brickbat striker may choose to forgo 3d4 points of sneak attack damage to muffle her target's voice for one round. This prevents it from speaking clearly or making any sound above a whisper. Perception checks to hear the target are made at a -4 penalty. Additionally, they suffer a -4 penalty to Charisma-based skill checks, and have a 20% chance of spell failure when casting spells with verbal components. This spell failure chance stacks with the deafened condition.

Wither: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to instead deal one point of Strength or Dexterity damage. This effect does not allow a Fortitude save and can be used in combination with other effects. This may not be used in the same attack as addle or hemorrhage. At 16th level she may choose to deal Strength or Dexterity drain instead of dealing Strength or Dexterity damage. At 8th level, the following effects are added to the list of choices when using ruinous assault.

Deplete: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to decrease a target's spell resistance by 1 for one round. This can be combined with other effects. This can be taken multiple times for additional effect, with each additional instance decreasing the target's spell resistance by an additional 1.

Muddy: A brickbat striker may choose to forgo 3d4 points of sneak attack damage to impair the vision of her target for one round. Her target treats all opponents as having partial concealment against them for one round (20% miss chance). This affects all forms of vision, including darkvision, low-light vision, but does not affect blindsight.

Obscure: A brickbat striker may choose to forgo 4d4 points of sneak attack damage to blind her target for one round.

Puncture: A brickbat striker may choose to forgo 3d4 points of sneak attack damage to increase the DC of any poison applied to her weapon by 2, to a maximum of her ruinous assault DC. This effect does not allow a Fortitude save, except for the one allowed by the poison, and can be used in combination with other effects. This can be applied multiple times to further increase the DC, with each additional instance increasing the DC of the poison by an additional 2. Bolster cannot be used to additionally increase the DC of this ability.

Rattle: A brickbat striker may choose to forgo 2d4 points of sneak attack damage in order to make an intimidate check to demoralize her target as a free action. This effect does not allow a Will save and can be used in combination with other effects. The duration of this effect cannot be changed with linger or persist.

Split: A brickbat striker may choose to forgo 1d4 points of sneak attack damage to decrease a target's damage reduction by 1 for one round. If the attack to which this is applied does not penetrate the target's damage resistance, this ability has no effect. This cannot be used to reduce DR/-. This can be combined with other

effects. This can be taken multiple times for additional effect, with each additional instance decreasing the target's DR by an additional 1.

Strain: A brickbat striker may choose to forgo 4d4 points of sneak attack damage cause her target to be fatigued for one hour. If she strikes the same target with strain a second time, they become exhausted.

Undermine: A brickbat striker may choose to forgo 2d4 points of sneak attack damage to increase the amount of ability damage or drain dealt by addle or wither from one to 1d4. This may not be taken multiple times for additional effect.

At 12th level, the following effects are added to the list of choices when using ruinous assault.

Falter: A brickbat striker may choose to forgo 6d4 points of sneak attack damage to stagger her target for one round.

Gutslug: A brickbat striker may choose to forgo 5d4 points of sneak attack damage to nauseate her target for one round.

Hemorrhage: A brickbat striker may choose to forgo 3d4 points of sneak attack damage to instead deal one point of Constitution damage. This effect does not allow a Fortitude save and can be used in combination with other effects. This may not be used in the same attack as addle or wither. At 16th level she may choose to deal Constitution drain instead of dealing Constitution damage.

Onslaught: A brickbat striker may choose to forgo 4d4 points of sneak attack damage to make a dirty trick, disarm, feint, reposition, steal, or trip attempt as a free action as part of the attack. However, if the attack misses, the combat maneuver automatically fails as well. This combat maneuver still provoke attacks of opportunity as normal. This effect can be used in combination with other effects, however, it can only be used once per turn, even if it fails.

Resound: A brickbat striker may choose to forgo 5d4 points of sneak attack damage to overwhelm the hearing of her target, deafening it for one round.

Stupefy: A brickbat striker may choose to forgo 6d4 points of sneak attack damage to daze her target for one round.

At 16th level, the following effects are added to the list of choices when using ruinous assault.

Blackout: A brickbat striker may choose to forgo 9d4 points of sneak attack damage to put her target to sleep for one hour.

Devitalize: A brickbat striker may choose to forgo 9d4 points of sneak attack damage to paralyze her target for 1 round.

Dislocate: A brickbat striker may choose to forgo 7d4 points of sneak attack damage to disable an arm. This causes her target to drop everything held in that arm, preventing them from using that arm until a DC 20 Heal check has been made to relocate the limb. Additionally, this causes the target to suffer a 30% spell failure chance with spells with somatic components. This spell failure chance stacks with other sources of spell failure chance.

Dumbfound: A brickbat striker may choose to forgo 6d4 points of sneak attack damage to confuse her target for one round.

Unsettle: A brickbat striker may choose to forgo 8d4 points of sneak attack damage to stun her target for one round.

This ability replaces trapfinding, danger sense, debilitating injury, the 4th, 8th, 12th, and 16th level rogue talents, and master strike.

Poison Use

At 5th level, a brickbat striker is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

This replaces the 5th level rogue's edge.



Bunk Mentalist

The bunk mentalist's impressive tricks have convinced many that she commands vast mental powers... in fact, she may be a victim of her own charisma. While some bunk mentalists are deliberate cons, most truly believe that they have supernatural abilities.

Powers of the Mind (Ex)

When a bunk mentalist gains a skill's unlock powers, she also gains that skill's mentalism power (see below).

This ability replaces finesse training and the rogue talents gained at 8th and 12th levels.

Rogue's Edge (Ex)

A bunk mentalist gains this ability at 1st level, then adds a new skill at 5th, 10th, 15th, and 20th level. A bunk mentalist who gains access to a skill's unlock powers always gains its mentalism power as well, regardless of how many skill ranks she possesses.

Rogue Talents: The following rogue talents complement the bunk mentalist archetype: certainty,

coax information, esoteric scholar, minor magic, and major magic.

Advanced Talents: The following rogue talents complement the bunk mentalist archetype: skill mastery and slippery mind.

Mentalism Powers

The following powers are available only to bunk mentalists with access to skill unlock powers for the relevant skill. At the GM's discretion, alternate mentalism powers may be available for these skills and others.

Impossible Balance (Acrobatics)

You can balance in seemingly impossible conditions. You gain a +5 competence bonus to Acrobatics checks to balance on surfaces less than 2 inches wide, and can balance on any part of your body, using the width of your own physical base to determine the Acrobatics DC.

Intuit History (Appraise)

When you appraise an item, tiny clues give you an intuition as to its recent past or its original provenance. When you successfully appraise an item, you learn a fact about either its origin or how it came to be in its current location. You decide which type of fact you learn, but the GM determines the actual information that you gain. You can learn one fact of each kind per item.

Touch the Mind (Bluff)

When you concentrate on conveying information to another person nonverbally, they always seem to get the message, though they may not know just where it came from. When you make a Bluff check to send a simple secret message (perhaps the image concealed in a sealed envelope or the correct door in a hall of possible choices), you gain a +2 competence bonus. If your check succeeds, the recipient receives the message you meant to convey, but not its source; the idea simply comes to mind as though it were her own. If the recipient knows that you are trying to send a message, your bonus increases to a +4.

Crystal Crafter (Craft)

When you craft a non-magical, non-masterwork item for an individual, you can incorporate astrologically significant crystals into the design. You must interview the individual briefly to determine which crystals to use. The item functions as a masterwork item of its type for the intended owner, except that it confers a morale bonus rather than an enhancement or circumstance bonus. Armor and weapons crafted with this ability can't be enchanted.

Mesmerizing Words (Diplomacy)

When you use Diplomacy to make a request of a creature, you can adopt a droning, theatrical cadence to superimpose your will upon the creature's own. Make the Diplomacy check as usual, but ignore all increases to the DC that do not arise from the creature's own immediate self-interest. If the request is for an action that suits the creature's alignment, reduce the DC by 2. If your Diplomacy check succeeds and the creature carries out your request, it has the sensation of being hypnotized to do so.

Feel Negative Vibrations (Disable Device)

You gain trapfinding if you do not have it already. If you do, you do not need to beat a trap's DC by 10 or more to bypass it without springing it. You intuitively know how to bypass any trap whose Disable Device DC you meet, even if you do not consciously understand how the trap works.

Mental Mask (Disguise)

By adopting the mental aura of another person, you can cloud the perception of observers so that even a flimsy disguise holds up. While you are disguised, even those who are suspicious of you do not make a Perception check to penetrate your disguise until three rounds after they first interact with you.

Precognitive Sidestep (Escape Artist)

When you are first caught by a grapple, net, spell, or other effect that you can escape with the Escape Artist skill, you can make an Escape Artist check at a -10 penalty to escape as an immediate action. If you fail this check or choose not to take it immediately, any future attempts to escape the effect take the usual amount of time.

Beast Whisperer (Handle Animal)

You gain the druid's wild empathy ability, using your bunk mentalist level in place of your druid level.

Healing Trance (Heal)

You can enter a healing trance that counts as rest, yet permits you to provide yourself with long-term care using the Heal skill. Time spent in the trance is rest even though you gain the benefits of care; however, days spent in a healing trance do not count as complete rest, because you must still prepare for the trance by bandaging your wounds, preparing medicine, and the like.

Dire Prediction (Intimidate)

When you demoralize an opponent, you can make a prediction of doom. Specify an action (such as attacking you, lying to an authority figure, or picking a lock) that will spell doom for your opponent. Instead of suffering the effects of your demoralize action right away, the opponent suffers them the next time that he takes the action you specified. The effects and duration of the demoralize action are unchanged. If the opponent does not trigger your dire prediction within a number of days equal to your bunk mentalist level, the effect expires.

Past Life Experience (Knowledge)

Your expertise in a specific Knowledge carries over from your past lives, which include many famous names in the field. The exploits that you remember seem to overlap quite a bit with similar experiences you've heard recounted by bards and your professional peers – a quirk of your heroic destiny, no doubt. Add your Charisma modifier as well as your Intelligence modifier to checks that you make with the relevant Knowledge skill.

Decode Exotic Texts (Linguistics)

Using complex linguistic principles and your preternatural intuition, you can uncover secret messages in sacred or magical texts. You can use Linguistics in place of Bluff to convince another creature of what an exotic text really says, provided that it shares at least one language with you.

Psychic Tracking (Perception)

You can use Perception to follow tracks as per the Survival skill as though you possessed the follow clues rogue talent.

Channeling Performer (Perform)

Your aptitude at a specific Perform skill arise from your ability to channel higher powers: for example, you might be an orator who channels departed souls to give inspirational speeches to their loved ones, or you might be an actor who acts out true stories from the mythic past while in a divine trance. In any case, given at least thirty minutes to complete your act, you can use your Perform skill to influence attitudes or make requests as per the Diplomacy skill. However, this gambit involves channeling beings of personal or religious significance to your audience, so their attitude toward you worsens by a step if you fail.

Cold Reading (Sense Motive)

During conversation with a creature, you can learn the answer to any question that it would willingly answer. You need not actually ask the question; the information simply becomes clear to you without the creature realizing that it has let anything slip. This takes one minute per question. To learn the answer to a question the creature would not willingly answer, you must make a Sense Motive check opposed by the creature's Bluff check, as though you were attempting to detect a secret message. Cold reading does not work on a creature who is on guard against letting specific information slip, who is intentionally deceiving you about its basic identity, or who simply refuses to speak to you.

Concealing Concentration (Stealth)

By mentally repeating a secret phrase such as "I am invisible," you can surround yourself with a mental haze that dulls the senses. When you focus on your secret phrase as a swift action, you can add your Charisma modifier to the next Stealth check that you make in the same turn. You can still add your Dexterity modifier to the check as usual.



Guild Capo

They say there's no honor among thieves, yet some excel at teamwork. Not content to be just a capable scoundrel these few leaders among thieves love nothing more then when a plan comes together and they tend to bring out the best in those that show loyalty to them.

Sharp Wit (Ex)

At 1st level, with a light weapon, elven curve blade, rapier, whip, or spiked chain made for a creature of her size category, she may use her Intelligence modifier instead of her Strength modifier on attack rolls. If she carries a shield, its armor check penalty applies to her attack rolls.

At 3rd level, she can select any one type of weapon that can be used with sharp wit (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Intelligence modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Intelligence modifier. The guild capo can select a second weapon at 11th level and a third at 19th level.

This ability replaces Finesse Training

Helpful words (Ex)

At 1st level, the guild capo can add an additional +2 morale bonus to aid another actions. This ability is language dependent and the ally must hear the guild capo in order to gain the additional benefit.

At 4th level helpful words can be conveyed as a swift rather than standard action and the entire benefit can be conferred by words alone.

At 8th level helpful words can be written down as long as the action taken is planned out in advance (like rolling to crack a safe, or using stealth to pass a sentry that was expected in advance.) The guild capo can have up to a maximum of 1 written message per class level active at any given time.

This ability replaces trapfinding, uncanny dodge and improved uncanny dodge.

Tactical Talent (Ex)

At 2nd level the guild capo gains the tactician ability identical to the 1st level cavalier ability and one bonus teamwork feat.

Starting at 4th level the guild capo may choose to take additional teamwork feats in place of rogue talents though the tactician ability can only confer one teamwork feat at a time.

This ability replaces the rogue talent at 2nd level and adds additional options to rogue talents.

Stick to the Plan (Ex)

Starting at 4th level the guild capo has planned and researched her allies enough to have gained advantage adding 1/2 her guild capo level as a bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against allies.

This ability replaces debilitating injury



Sharpshooter

Sharpshooters hit from a distance, finding the best place to sit and wait for the best shot.

Expert Aiming (Ex)

The sharpshooter gains Point Blank Shot as a bonus feat at 1st level. In addition, starting at 3rd level, she can select any one type of bow, crossbow, or firearm that she is proficient with. Once this choice is made, it cannot be changed. Whenever she makes a successful ranged attack with the selected weapon, she adds her Dexterity modifier to the damage roll. The rogue can select a second weapon at 11th level and a third at 19th level.

This ability replaces finesse training.

Shooter's Hide (Ex)

The sharpshooter adds 1/2 her class level on Stealth checks made while sniping and to all Climb checks. She can accept a -10 penalty to climb at her full speed. Additionally, the sharpshooter gains a + 1 bonus to attacks and damage when they are on an elevation at least 10 feet higher than their target.

This ability replaces trapfinding.

Pinpoint Aim (Ex)

At 3rd level, the sharpshooter gains the ability to deal sneak attack damage to unaware and distant foes. Sneak attack damage is applied to a successful ranged attack as long as the target is unaware of the sharpshooter and outside of her weapon's first range increment.

This ability replaces danger sense.

Debilitating Shot (Ex)

At 4th level, when the sharpshooter deals sneak attack damage with a ranged attack to a foe within 30 feet of her, she can also place a penalty on them for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). The rogue can choose to apply any one of the following penalties when the damage is dealt.

Distracted: The target takes a -2 penalty to any concentration checks they make. This includes any concentration checks made due to this attack. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by -2 (to a total maximum of -6).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

Injured: The target takes a -2 penalty to all saving throws. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by -2 (to a total maximum of -6).

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

This ability replaces debilitating injury.



Alternate Base Class (Unchained rogue)



Libertine

Impious clergy, decadent nobles, scandalous divas: for those who reject honor and convention, life is a thrilling game with flexible rules. A libertine who schemed for the throne yesterday may woo a lover tonight and seek nothing but the bottom of a bottle tomorrow. Dissipation is its own reward, of course, but the libertine's combination of low cunning and high-born grace also makes her dangerous. Her charm can turn princes and paupers alike into chessmen for her political gambits.

Role: The libertine is a specialized character class for storyoriented campaigns in which politics and relationships overshadow combat encounters. She struggles at dungeon exploration, but shines in dynastic struggles, espionage thrillers, and even romances. Like the standard rogue, she is an unparalleled master of skills, which she derives both from her aristocratic upbringing and her reprobate lifestyle. Her minimal combat ability serves her best in ambushes and assassinations, complementing her primary role as a social manipulator. She excels at setting up relationships and social situations to her advantage, then springing a vicious blackmail or a poisoned dagger at the perfect moment to get what she wants. **Alignment:** Any non-lawful. Some libertines have good hearts and personal codes, no doubt, but a basic willingness to put scruples aside for an advantage defines the libertine class.

Hit Die: d8

Starting Wealth: 5d6x10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The libertine's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier

Table: Libertine

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Intrigue
2nd	+1	+0	+0	+3	Impious +2, libertine quirk
3rd	+2	+1	+1	+3	Danger sense +1, insolent, intrigue
4th	+3	+1	+1	+4	Uncanny dodge, treacherous +2
5th	+3	+1	+1	+4	Shameless 1/day, skill excellence
6th	+4	+2	+2	+5	Danger sense +2, intrigue, libertine quirk
7th	+5	+2	+2	+5	Impious +3, shameless 2/day
8th	+6/+1	+2	+2	+6	Improved uncanny dodge, libertine quirk, treacherous +4
9th	+6/+1	+3	+3	+6	Danger sense +3, intrigue, shameless 3/day
10th	+7/+2	+3	+3	+7	Advanced quirks, libertine quirk, skill excellence
11th	+8/+3	+3	+3	+7	Hold court, shameless 4/day
12th	+9/+4	+4	+4	+8	Danger sense +4, impious +4, intrigue, libertine quirk, treacherous +6
13th	+9/+4	+4	+4	+8	Shameless 5/day
14th	+10/+5	+4	+4	+9	Libertine quirk
15th	+11/+6/+1	+5	+5	+9	Danger sense +5, intrigue, shameless 6/day, skill excellence
16th	+12/+7/+2	+5	+5	+10	Libertine quirk, treacherous +8
17th	+12/+7/+2	+5	+5	+10	Shameless 7/day
18th	+13/+8/+3	+6	+6	+11	Danger sense +6, intrigue, libertine quirk
19th	+14/+9/+4	+6	+6	+11	Shameless 8/day
20th	+15/+10/+5	+6	+6	+12	Dangerous liaison, libertine quirk, skill excellence, treacherous +10

Class Features

The following are the class features of the libertine.

Weapon and Armor Proficiency: The libertine is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Intrigue (Ex)

At 1st level, a libertine can form an intrigue, a relationship with another intelligent creature in which the libertine enjoys an advantage. An intrigue may be any form of interpersonal entanglement, from a deadly enmity to a love affair, depending on how the libertine and the subject of the intrigue feel about one another. A libertine gains a +2 circumstance bonus to Sense Motive checks related to the subject of her intrigue and to Diplomacy checks to gather information about the subject. When the libertine attempts a Diplomacy check to influence the subject's attitude, she can either improve it or worsen it.

In addition to these benefits, if the subject of the libertine's intrigue maintains the same attitude toward her for 48 hours, the libertine gains the following benefits, depending upon the subject's attitude:

Friendly: +2 to Bluff and Diplomacy checks opposed by target. If the target takes action against the libertine, the target must make a Will save (DC = 10 + 1/2 the libertine's level + her Charisma modifier) or suffer a -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for one day. This penalty applies to the initial action against the libertine, if applicable.

Helpful: In addition to the effects above, after the subject has maintained the helpful attitude toward the libertine for 1 week, he loses his Wisdom bonus to Perception and Sense Motive checks that the libertine opposes.

Indifferent: No effect.

Unfriendly: +2 to Intimidate checks and attack rolls against the target and a +2 dodge bonus to AC against the target's attacks. When the libertine attacks or insults the subject of the intrigue and he does not respond in kind, the subject must make a Will save (DC = 10 + 1/2 the libertine's level + her Cha modifier) or suffer a -2 morale penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls for one day. **Hostile:** In addition to the effects above, after the subject has maintained the hostile attitude toward the libertine for 1 week, once every 24 hours, she can enrage the subject by speaking to her for a full round and making a Bluff check opposed by the subjects Sense Motive check. If the libertine succeeds, the subject is affected as by the spell *rage* for 1 round, plus 1 round for every 5 by which the libertine beat the target's check.

The libertine loses these benefits when the relevant attitude changes, but any penalties already in place on the subject remain.

A libertine can maintain one intrigue at a time at 1st level. She can maintain one more at 5th level and every five levels thereafter, to a maximum of five intrigues at 20th level.

Insolent (Ex)

Secrets give the libertine additional leverage over the subjects of her intrigues. See the Diplomacy skill for rules about learning secrets through requests and gather information checks; divination spells and Knowledge checks might also reveal secrets. As a standard action, a libertine who knows a secret about the subject of her intrigue can confront him with that secret to gain a special benefit. Once the libertine uses a secret in this way, she can't use it with this ability again.

The libertine chooses the effects of her secret from the following list. She can only choose effects of her level or lower. The subject can attempt a Will save to negate this effect. The DC of this save is equal to 10 + 1/2 the libertine's level + her Charisma modifier. If the libertine uses an unimportant secret, reduce the DC by 5. If she uses a very important secret (one that threatens death or total ruin), increase the DC by 5.

3rd:

Shaken for 1 round per libertine level.

Sickened for 1 round per libertine level.

The subject suffers a -2 penalty to Charismabased skill checks for 1 day.

The libertine gains a +2 circumstance bonus to Intimidate the target until the secret becomes public knowledge.

The libertine can immediately initiate combat against the subject. If she does, she adds +4 to the damage of all attacks against the subject until combat ends. 6th:

The subject is dazed for 1 round.

The subject is affected as by *curse of disgust*, using the libertine's level as the caster level. the object of disgust must be a reminder of the target's guilt, indiscretion, or trauma.

The subject suffers a -1 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage for 1 minute per libertine level.

The libertine gains a +5 circumstance bonus to a single Bluff or Diplomacy check against the target. She must make this check within the next ten minutes or lose the bonus.

The libertine can immediately initiate combat against the subject. If she does, she adds +6 to the damage of all attacks against the subject until combat ends.

9th:

The subject is frightened for 1 round per two levels of the libertine.

The subject is nauseated for 1 round per three levels of the libertine.

The subject suffers a permanent -6 penalty to Charisma or Wisdom.

The subject suffers a permanent -4 circumstance penalty to all Charisma-based checks affecting the libertine.

The libertine can immediately initiate combat against the subject. If she does, she adds +8 to the damage of all attacks against the subject until combat ends.

12th:

The subject is stunned for 1 round per four levels of the libertine.

The subject's alignment shifts by one step in a direction of your choice. After one week, the subject can either revert to the old alignment or keep the new one.

The subject suffers a permanent -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage.

The libertine can immediately initiate combat against the subject. If she does, she adds +10 to the

damage of all attacks against the subject until combat ends. The first time that the libertine inflicts damage during the combat, the target must make a Fortitude save or be rendered helpless for 1d6 rounds. The DC of this saving throw is equal to 10 + 1/2 the libertine's level + her Intelligence modifier.

15th:

The subject is affected as by *insanity*, using the libertine's level as the caster level.

The subject permanently treats his attitude toward the libertine as one step better than it would normally be. If he would otherwise be treated as helpful toward the libertine, the libertine gains an additional +4 to Diplomacy rolls to make requests of him.

The libertine can immediately initiate combat against the subject. If she does, she adds +12 to the damage of all attacks against the subject until combat ends. The first time that the libertine inflicts damage during the combat, the target must make a Fortitude save or be rendered helpless for 1d6 rounds. The DC of this saving throw is equal to 10 + 1/2 the libertine's level + her Intelligence modifier.

Impious (Ex)

At 2nd level, the libertine's disregard for authority extends to divine beings, granting her a +2 bonus to saves against divine spells and spell-like abilities derived from divine sources. This bonus rises to +4 at 12th level.

Libertine Quirk (Ex)

At 2nd level, and every two levels thereafter, the libertine gains a libertine quirk, a peculiar ability picked up from her eccentric pursuits. She cannot pick a particular libertine quirk more than once unless otherwise noted with a *.

Another Rendezvous: The libertine can make Stealth checks on behalf of a subject of her intrigue who is within 30 feet. The libertine uses her own Stealth ranks and Dexterity modifier, but must apply the subject's armor check penalty.

Bad: When the libertine uses the aid another action to help a creature take an action counter to its lawful or good alignment, she adds +4 rather than +2 to the roll.

Canny Drunk: Once per day, as an immediate action when she is attacked while suffering penalties from

alcohol or another drug, the libertine can suspend the drug's effects for the duration of combat. She gains a +2 circumstance bonus on her next attack roll.

Center of Attention: A number of times per day equal to her Charisma modifier, the libertine can draw attention using music, improvised oratory, or just outrageous exhibitionism. This ability functions as the fascinate bardic performance ability. Use the libertine's level as her effective bard level for his ability.

Eavesdropper: The libertine ignores the effects of closed doors and walls less than 1 foot thick on hearing-based Perception checks. Creatures engaged in conversation take a -2 penalty to Perception checks to detect the libertine's presence.

Erstwhile Warrior: The libertine's military instructors taught her never to drop her shield; she learned a valuable (if opposite) lesson. When a melee or ranged attack fails to penetrate the libertine's AC while she is wearing a light shield, she can drop the shield and move 5 feet without provoking attacks of opportunity.

Fashionably Late: When the libertine enters a combat or social gathering well after it begins (three rounds or more for combat, about fifteen minutes for a social gathering), she can roll two dice for her first attack or Charisma-based skill check and take the better result.

Hedonist's Gift: The libertine receives a +2 bonus to Perception rolls related to smell or taste. She can recognize a subject of her intrigue ability by smell from up to 30 feet away, though she cannot pinpoint the subject with this ability.

Loveable Miscreant: Once per day, the libertine can get away with almost any public act, so long as she makes no effort to hide it. The libertine must declare that she is using this quirk and then take a blatant action in public. Everyone present who is not unfriendly or hostile to the libertine must make a Will save with a DC equal to $10 + \frac{1}{2}$ the libertine's level + her Charisma modifier. Creatures who fail this save perceive the action in the best possible light and responds to it accordingly, as though *charmed*.*

Mad: The libertine's erratic behavior adds 5 to the DC to determine her true thoughts, motives, or trustworthiness using the Sense Motive skill.

Poison Use: The libertine is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Rogue Talent: The libertine can select a rogue talent in place of a libertine quirk. The libertine cannot select a rogue talent that has the same name as a libertine quirk. The libertine can select this quirk multiple times.

Seeds of Betrayal: The libertine's charm can pull apart families and friendships. Once per week, the libertine can choose any two subjects of her intrigue and worsen their attitude toward each other by one step.

Sharp Tongue, Sharp Blade: The libertine uses the same talent for emotional manipulation to provoke formal duels and to win them. In a duel against a subject of her intrigue ability, the libertine adds her Charisma modifier as a Dodge bonus to AC and can apply her Charisma modifier rather than her Strength or Dexterity modifier to attack rolls. These bonuses apply only against the libertine's dueling opponent.

Sleepless: The libertine does not begin incurring fatigue penalties for missing sleep until she has been awake for a number of days equal to half her level.

Tutored: Once per day, the libertine can recall the words of her childhood tutor and make a single Knowledge check with a bonus equal to half her level. Treat the result as though she had ranks in the Knowledge skill, whether she does or not.

Danger Sense (Ex)

At 3rd level, a libertine gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 libertine levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Treacherous (Ex)

At 4th level, the libertine's treacherous nature aids her in combat against past allies. In her first combat against a creature whose attitude toward her was once (or still is) friendly or helpful, the libertine gains a +2 bonus to damage against that creature. This bonus rises by +4 at 8th level, +6 at 12th level, +8 at 16th level, and +10 at 20th level.

Uncanny Dodge (Ex)

At 4th level, a libertine can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A libertine with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a libertine already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Shameless (Ex)

At 5th level, the libertine can disrupt another creature's actions by resorting to shameless behavior that flouts the creature's alignment. As a standard action, the libertine interrupts another creature who is casting a spell or making a skill check based on Charisma, Intelligence, or Wisdom. To interrupt quick actions (like spells with a standard action casting time), the libertine must ready an action.

The target, who must be able to perceive and understand the libertine's actions, must succeed at a Will save or lose its action due to being flustered and distracted. If the target loses a spell, the spell or spell slot is expended. If the target loses a skill check, it fails the check and can retry it in 1d3 rounds or whenever the skill would normally permit, whichever is later. The Will save DC to negate this ability is equal to 10 + $\frac{1}{2}$ the libertine's level + her Charisma modifier.

The libertine can use this ability once per day at 5th level and once more per day every two levels thereafter.

Skill Excellence (Ex)

At 5th level, the libertine has mastered a single skill beyond the normal limits of either aristocratic instruction or run-of-the-mill street education. This ability functions identically to the rogue's edge ability of the unchained rogue. At 10th, 15th, and 20th levels, the libertine chooses an additional skill and gains skill unlock powers for that skill as well.

Advanced Quirks (Ex)

At 10th level and every 2 levels thereafter, a libertine can choose one of the following advanced quirks in place of a libertine quirk. She cannot pick a particular libertine quirk more than once unless otherwise noted with a *.

Advanced Talents: The libertine can select a rogue talent from the list of Advanced Talents in place of a libertine quirk. The libertine cannot select a rogue talent that has the same name as a libertine quirk. The libertine cannot select improved evasion unless she has evasion.

Buy Time: Once per day, the libertine can use her center of attention quirk in combat or another immediately threatening situation, but only to affect subjects of her intrigue. Subjects remain fascinated even in threatening situations so long as they do not suffer damage or direct attack. The libertine can use this quirk to halt a creature in the midst of combat. A libertine must have the center of attention quirk before choosing buy time.

Count Coup: When the libertine cheats or robs a creature of a valuable or personally significant item, she can name that creature as a subject of her intrigue, provided that this would not increase her number of intrigues above her maximum. As long as she displays or uses the item, she gains a +2 morale bonus to AC and all opposed checks against its original owner. These bonuses apply only while the creature is a subject of the libertine's intrigue.

Dangerous to Know: When the libertine makes a Diplomacy check to request dangerous aid from a creature, she reduces the DC increase due to danger by 10 (to a minimum of +0). Once per day, when the libertine does something dangerous, she can ask a subject of her intrigue to do the same. The request succeeds without a roll if the subject's attitude toward the libertine is helpful. A libertine must have the bad and mad quirks before choosing dangerous to know.

Enemy of my Enemy: While the libertine maintains intrigues with two creatures who are hostile toward each other, she can treat both creatures as helpful for the purposes of Diplomacy checks related to harming the other. The libertine may use this quirk to gather damaging information, to make requests for aid against a mutual enemy, and so on.*

Hoodwink: Once per day, when the libertine makes a Bluff check to deceive a subject of her intrigue who has a friendly or helpful attitude toward her, she can ignore any negative Bluff modifier due to the lie's believability so long as she has told the subject a lie with equal or lower believability within the past week.

Indulgence: The libertine enjoys a divine exemption from certain moral rules and precepts. Choose one deity. The libertine ignores all negative effects from divine magic that would otherwise result from past misdeeds or from elements of her alignment that do not match her chosen deity's (for example, a chaotic evil libertine with an indulgence from a chaotic good deity would not suffer any harm from the *holy word* spell, but would suffer normally from *dictum*). Magical items and traps based on divine magic treat the libertine as either her true alignment or the chosen deity's alignment, whichever is more beneficial. When the libertine dies, she moves on to an afterlife appropriate to a pious worshiper of the chosen deity.

Incorrigible: Choose a traditional, cardinal sin (such as wrath, lust, or greed). A number of times per day equal to her libertine level, the libertine can ignore any mind-affecting restriction on her behavior (such as a fear condition, *charm person*, or *suggestion*) for one round in order to take an action that suits the chosen sin. The libertine can take no other action during the round.

Lasting Impression: When the libertine reestablishes an intrigue with a former subject of her intrigue, she can do so with a standard action and receives the full benefit of the intrigue immediately, rather than waiting 48 hours to benefit from the subject's attitude toward her.

Love to Hate: The libertine can inspire obsessive loathing in one subject of her intrigue who has an unfriendly or hostile attitude toward her. The subject suffers no ill effects if he kills or permanently defeats the libertine, but if anyone else does so, the subject suffers 2d4 Wisdom drain. The libertine can inspire this obsession in only one subject of her intrigue at a time, and can change her selection no more than once per week.

Once a Warrior: The libertine's personal or family history of martial greatness shines through her haze of decadence from time to time. She can use any

appropriately-sized, durable object as an improvised light shield without penalty. Once per day, while wielding a sword and shield, she can gain a +3 competence bonus to attack rolls and weapon damage rolls for the duration of a single combat. A libertine must have the erstwhile warrior quirk before choosing once a warrior.

One True Friend: The libertine gains a steed as per the cavalier's mount ability. Use the libertine's class level -4 as her effective druid level for this ability. The libertine must have at least 5 ranks in the Ride skill to choose this quirk.*

Prodigal: When the libertine spends money in a settlement equal to its gp limit in a single day, she attracts 1d6 followers of 3rd level or lower who maintain a helpful attitude toward her for 24 hours. The baseline attitude toward the libertine in the settlement improves by one step. Any time that the libertine spends money in the settlement over the next 24 hours, she receives 5% of that value back in small gifts and free services (but never in gold or expensive magic items).

Protege: The libertine can designate one willing subject of her intrigue as a protege. This creature benefits from the notorious mentor social trait as long as the libertine maintains the intrigue.

Sleeping Draught: The libertine can create a sleeping draught that she can mix discreetly with food or drink. Mixing a dose of the draught takes one hour, costs 50 gp, and does not require a skill check. Each dose loses its potency in five hours. Otherwise, treat a sleeping draught as a dose of oil of taggit with a DC equal to 10 + 1/2 the libertine's level + her Intelligence modifier.

Tower-Scaler: The libertine gains a +5 competence bonus to scale exterior walls using the Climb skill. When she uses the Stealth skill to hide while climbing, moving stealthily does not reduce her climbing speed.

Hold Court (Ex)

The libertine can orchestrate social events that put her at an advantage with the invitees, whether they stoop to declining or dare to attend. The libertine can invite a number of guests equal to twice her level to each gathering. She must invite at least four (not including herself). A libertine's gathering may draw tens or hundreds of attendees, but only those invited using this ability suffer penalties for declining the invitation.

Invitees who do not attend suffer a week-long penalty

against those who do; this penalty applies to all Diplomacy and Sense Motive checks related to the gathering's guests and is equal to the libertine's Charisma modifier.

Those who do attend the gathering find that it heavily favors the libertine. At the gathering, the libertine gains a circumstance bonus to her Bluff, Diplomacy and Sense Motive checks equal to half her libertine level. She can also make Diplomacy checks to improve or worsen the attitude of guests toward one another, using the standard rules for improving an NPC's attitude.

To hold court, the libertine must spend 300 gp per guest (including herself) to plan, orchestrate, and publicize her gathering. She can hold court no more often than once per week.

Dangerous Liaisons (Ex)

The libertine can turn standard intrigues into lasting conspiracies at the risk of making herself vulnerable. By sharing a major secret about herself with a subject of her intrigue, the libertine can make that intrigue permanent. It no longer counts toward the libertine's maximum number of intrigues. The secret must be one that would condemn the libertine to probable death or incapacitation if revealed. If the subject reveals the secret, it ends the intrigue, in addition to the other consequences.

In addition, the libertine becomes a master of bringing her intrigues to a fruitful climax or a satisfying catastrophe. She can make a single request of any subject of her intrigue who is not indifferent toward the libertine. If the subject does not fulfill the request, the default attitude toward her in her own settlement and the libertine's settlement becomes unfriendly. Either way, this request ends the intrigue, and the libertine cannot re-establish it later.



New Rogue Traits

Unlikely Origins: Traits for Rogues

Countless paths lead to life as a rogue; few of them are safe, and none are well-traveled. Normal people, after all, do not learn to escape manacles, spot a trapdoor at 20 paces, or slip a dagger past plate and mail. The following traits offer just a sampling of the strange paths that might lead a rogue to her exceptional talents and lifestyle.

Combat Traits

Cheating Duelist

Over many formal duels, you've learned that the rules always favor a cheater.

Benefit: In any combat with rules (such as a duel or performance combat), you gain a +1 trait bonus to Bluff, Sleight of Hand, and Stealth checks to cheat without being detected.

Deceptively Bookish

You came to a life of adventure by way of your academic career. You're a competent scrapper, but your scholarly looks still make your opponents underestimate you.

Benefit: You gain a +1 trait bonus to feint. Add 1 to the DC of Perception and Sense Motive checks to discern your combat abilities.

Dragonbreath Survivor

In your formative experience with combat, you narrowly survived a dragon's breath. Your near-demise at the claws of an vastly superior foe shaped your approach to battle, above all by teaching you to duck and cover. **Benefit:** You gain a +2 trait bonus to Reflex saves against breath weapons.

Faith Traits

Canon Lawyer

Faith may wane, zeal may die, and today's crusader may be tomorrow's heretic. A mastery of church law, however, pays off in the long run, whether you plan to enforce the rules or to break them.

Benefit: Knowledge (religion) is always a class skill for you. You gain a +1 trait bonus on Diplomacy and Knowledge (religion) checks related to the procedure of lawful deities and their followers.

Convent Pariah

You once lived (or feigned) a life of charity and prayer in a convent or monastery. Eventually, however, you became notorious for breaking your vows.

Benefit: You gain a +2 trait bonus to Sense Motive checks to learn the motivations of clerics, paladins, and other religious functionaries. In addition, Heal and Knowledge (religion) are always class skills for you.

Iconoclasm

You've lived somewhere dominated by a faith you despise. To combat it, you've waged a war of vandalism against sacred art, objects, and architecture.

Benefit: You can vandalize an unattended holy symbol, altar or other sacred object as a full-round action that provokes attacks of opportunity. You can spend additional rounds vandalizing the object (to a maximum of five minutes) to worsen the damage. Vandalized objects are unsuitable for religious use. Each round that you spend vandalizing an object takes one round of repair or cleaning to reverse.

Magic Traits

Bodysnatcher

You once practiced bodysnatching, the contemptible trade of stealing cadavers from their graves to use as raw material for necromancy. Whether you were a freelancer selling corpses to the highest-bidding spellcaster or a wretched servant to a dark master, you learned a bit about the undead horrors you helped create.

Benefit: You gain a +2 trait bonus on Knowledge (religion) checks to identify corporeal undead.

Social Traits

Bayou Trader

You're a cagey customer with a knack for getting something extra from any merchant.

Benefit: When you successfully appraise an object before buying it, you can persuade a merchant to throw in a lagniappe – a small bonus item– with the purchase. A lagniappe may be worth no more than 10 gp or one fifth of the main item's price, whichever is less, and must be an item that the merchant has in stock. Unfriendly or poor merchants won't offer a lagniappe.

Born to Fear

You grew up in a harsh place never meant for children, such as a prison, a warzone, or a dangerous lumber camp. You never had a real childhood, but you do benefit from an early inoculation against fears that still haunt some adults. **Benefit:** You gain a +1 trait bonus to saving throws against fear. This bonus rises to +2 against sources of terror that you might have encountered during your childhood.

Crossroader

Travelers – even planar travelers – tend to gamble in the same high-traffic hot-spots as cardsharps and cheaters like you. As a result, you've sat across a card table from many strange creatures and lived to spend their money.

Prerequisite: Profession (gambler) 1 rank

Benefit: Knowledge (planes) is always a class skill for you. You gain a +1 bonus to Bluff and Sense Motive checks against creatures of the outsider type.

Dungeonkeeper

You once maintained a gaol or other dungeon, using its locks and traps to keep the inmates in and everyone else out – you may have been the owner, a paid trapmaster, or a trusted inmate charged with overseeing the others. In any case, dungeon-raiding is a more profitable use of the same skills.

Benefit: Select either Craft (traps) or Disable Device. You gain a +1 trait bonus on that skill, and it is always a class skill for you. If both skills are already class skills for you, you gain a +1 trait bonus to AC against attacks made by traps and a +1 trait bonus to Reflex saves against traps.

Egg Thief

For nimble, fearless, and enterprising souls, stealing eggs from the nests of magical creatures can offer quick profits or a quick demise.

Benefit: Select one of the following skills: Acrobatics, Climb, or Handle Animal. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Faked Demise

For whatever reason, you faked your death in the past. While your old life may come back to haunt you someday, you've managed to stay a step ahead of it so far.

Benefit: When you tell an unbelievable or convoluted lie, reduce any penalty to your Bluff check by 2.

Fool

You've been paid to amuse the rich and powerful, but you are no jester. They laughed at your wretched state of madness or deformity, not at your wit. Indeed, when you use your wits, no one's left laughing. **Benefit:** You can apply your Intelligence modifier rather than your Charisma modifier to Bluff checks.

Gender Pretender

You maintained a long-term identity as a member of a gender not your own, perhaps to pass in an organization or position that otherwise wouldn't have accepted you. Now, you can don and discard your gender's mannerisms as easily as an overcoat.

Benefit: You suffer no penalty to Disguise checks to disguise yourself as a member of another gender.

Notorious Mentor

You learned from the best. Unfortunately, he's the worst.

Benefit: You gain a +1 trait bonus to any one skill. Once per day, you can raise this bonus to +2 for a single check by taking an underhanded shortcut. Choose when you take this trait whether your shortcuts count as chaotic acts, evil acts, or both. To choose this trait, you must have an alignment with a lawful or good component.

Unlawful Knowledge

You spent your formative years studying lore that you weren't supposed to know, perhaps because of your social status or gender. Now, you not only know your stuff, but you know how to play dumb about it.

Benefit: Choose any one Knowledge skill. It is always a class skill for you. Gain a +1 trait bonus to Bluff checks to feign ignorance about topics related to the chosen skill.

Wicked Stepmother

Maybe you are wicked, or maybe you're just misunderstood. Either way, your lifestyle depends upon keeping a despicable stepchild under your thumb, so you intend to keep pressing.

Benefit: You gain a +2 trait bonus on Intimidate checks against good creatures who are your inferiors in physical or social power. Intimidate is always a class skill for you.



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