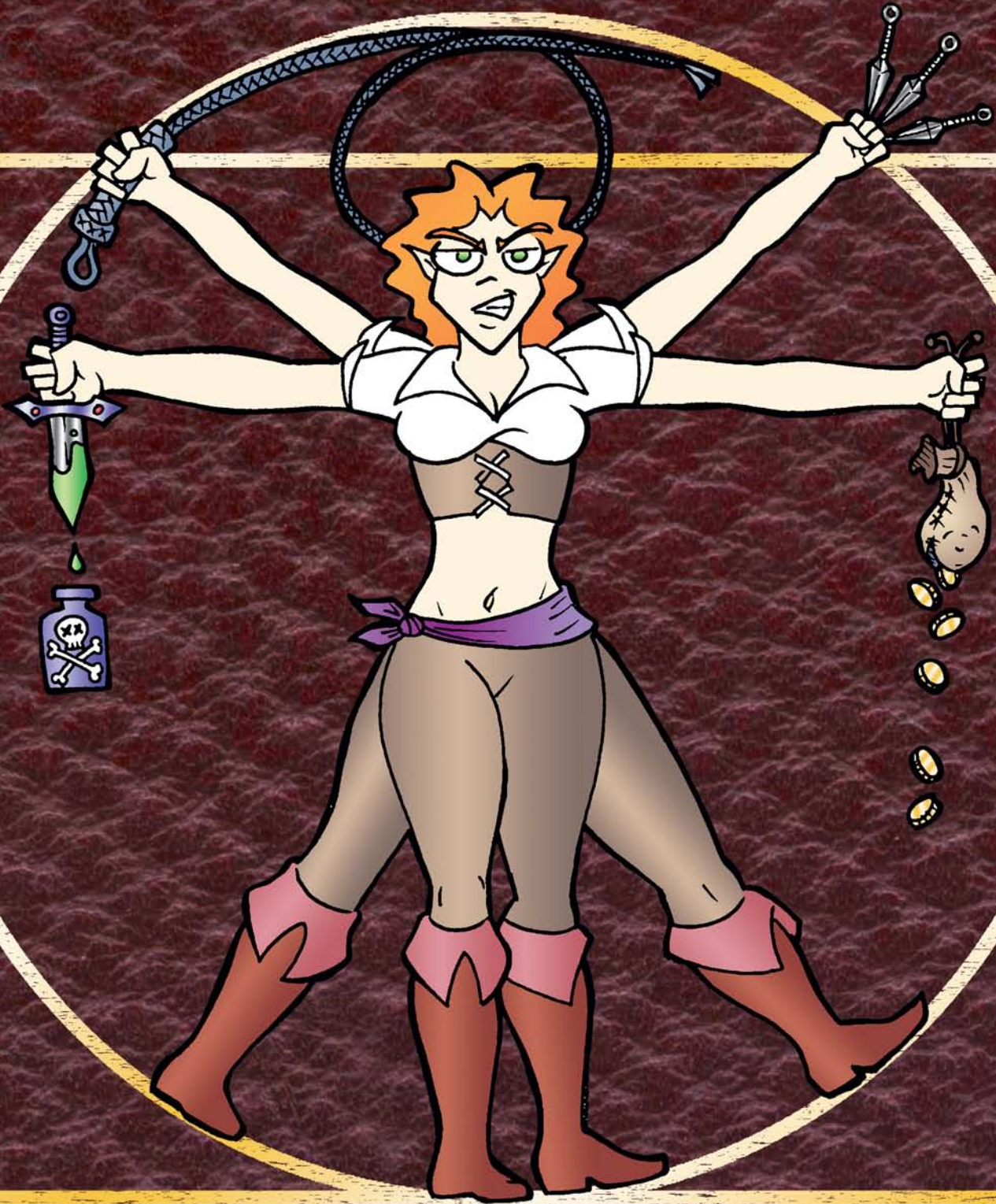


# The Talented Rogue's Guide to Rogue Talents

Vol. 1





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*“Well, I’m not going to sit here and pretend that I haven’t been a rogue most of my life.”*

– Jack Nicholson

## Introduction

Sure, your rogue is talented. But she could be more talented! And for that you need more talents. That’s where this book comes in. Within these lavishly illustrated pages you will find a bevy of new rogue talents, advanced talents, and even a few unbalanced talents for Game Masters and players unafraid to introduce wildly overpowered elements into their games.

So take the contents of this book, run with them, and use them to make the character you want to play. It’s what any good rogue would do!



## Rogue Talents

*Cat's Paw (Ex)*: The rogue gains an animal companion as per the druid's nature bond ability. However, the rogue's animal companion does not receive the share spell animal companion ability, and its first bonus trick must be the fetch trick. The rogue must select a bird, dog, ferret, rat, small cat, or viper as her animal companion. If the rogue later attains class levels in a class that grants an animal companion with the share spell ability, this ability applies to the animal companion granted by this talent. A rogue must have the rustler rogue talent before choosing this talent

*Con Artist (Ex)*: The rogue adds 1/2 her level to Sense Motive skill checks made to spot deception and Bluff skill checks made to lie (minimum +1).

*Cutpurse\* (Ex)*: When the rogue damages an opponent with a sneak attack and has a free hand, she may attempt a steal combat maneuver on the opponent as an immediate action.



*Disarming Strike\* (Ex)*: When the rogue damages an opponent with a sneak attack, she may attempt to disarm her opponent as an immediate action.

*Hamstring Strike\* (Ex)*: A rogue with this ability can hamper an opponent's movement through injury. An opponent damaged by the rogue's sneak attack has its speed reduced by 5 ft. This penalty to movement can be removed by a DC 15 Heal check or the application of any effect that heals hit point damage. The movement penalty from this ability does not stack with itself.

*Hustler (Ex)*: The rogue may make a Bluff skill check in place of a Craft or Profession skill check once per week to earn half the result in gold pieces.

*Iron Lungs (Ex)*: A rogue with this talent has healthy lungs and has trained herself to withstand poisons, especially inhaled ones. She gains a +1 bonus on all saves against inhaled poisons as well as a +4 bonus on saves against all spells and effects that cause fatigue or exhaustion.

*Rustler (Ex)*: A rogue with this talent adds Handle Animal and Ride to her list of class skills and gains the Animal Affinity feat.

*Long Strike\* (Ex)*: The ranged attacks of a rogue with this talent can count as sneak attacks if the target is within 30 feet.

*Master of Disguise (Ex)*: A rogue with this talent adds 1/2 her level to Disguise skill checks.

*Professional Assassin (Ex)*: A rogue with this talent may make an Attack roll in place of a Craft or Profession skill check once per week to earn half the result in gold pieces.



*Street Smarts (Ex)*: Once per day, a rogue with this talent can roll two dice while making a Knowledge check, and take the better result. She must choose to use this talent before making the Knowledge check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

*Toppling Attack\* (Ex)*: When the rogue damages an opponent with a sneak attack, she may attempt to trip her opponent as an immediate action.



*Trick Step (Ex):* A rogue with trick step may pick her way through a square containing caltrops, marbles, and similar hazards at full speed. Charging or running through such hazards still carry the normal risks. You must possess the Dodge combat feat before selecting this rogue talent.

*Rolling Tumble (Ex):* When a rogue with this talent falls from a height of 10 feet or greater and takes no lethal damage from the fall, she may move up to half her speed as a swift action at the end of the fall.

*Whip Training (Ex):* A rogue with this talent gains Exotic Weapon Proficiency (whips).

## Advanced Talents

*Blinding Attack\* (Ex):* A rogue with this talent can make sneak attacks that target the eyes. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become permanently blinded. A successful Reflex save (DC equal to the rogue's level + Dex modifier) reduces this to dazzled for 1d4 rounds. This talent has no effect on creatures that do not rely on eyes for sight. Blindness can be cured by heal, regeneration, remove blindness or similar abilities.



*Falling Mastery (Ex):* A rogue with this talent gains the ability to slow fall as the monk ability of the same name, though this ability does not increase as she gains levels. A rogue can take this ability multiple times, each time increasing her slow fall distance by 20 feet.

*Focused Magic (Sp):* Upon selecting this rogue talent the rogue must choose one of the spells granted by either the minor magic or major magic rogue talents. In the case of a spell granted by minor magic, the rogue gains the ability to cast the spell at will. In the case of a spell granted by major magic, the rogue gains the ability to cast the spell an additional number of times per day equal to her intelligence modifier (minimum one additional time per day). The rogue must have either the minor magic or major magic rogue talents before choosing this talent.

*Poison Exposure (Ex):* A rogue with this talent gains a circumstance bonus equal to 1/2 her level to Fortitude saves made to resist poison (minimum +1), provided she has survived previous exposure to said poison.

*Sly Sundering Attack\* (Ex):* A rogue with this talent can make sneak attacks that target the weakest point on her opponent's weapons and armor, weakening their integrity. When she hits a creature with a melee attack that deals sneak attack damage, instead of dealing this damage to her opponent, she can choose to deal the sneak attack damage to an item held or worn by her opponent.

## Bonus Unbalanced Talent!

*Unbalanced Sneak Attack\* (Ex):* A rogue with this talent rolls d8s instead of d6s when determining sneak attack damage.

## Bonus Unbalanced Advanced Talent!

*Extremely Unbalanced Sneak Attack\* (Ex):* A rogue with this talent rolls d10s instead of d6s or d8s when determining sneak attack damage. You must have the unbalanced sneak attack talent before you can select this talent, unless your GM doesn't proofread your character sheet.

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# Got Talent?

Do you want to play a rogue who can hit the ground running, cut a foe's feet out from under them, and dispatch a trained ferret to rob folks blind? Now you can! With *The Talented Rogue's Guide to Rogue Talents, Vol. 1* you'll find all new ways to make the rogue of your dreams. This book includes:

- 16 new rogue talents, from *con artist* to *whip training*.
- 5 new advanced talents, from *blinding attack* to *sly sundering*.
- 2 new unbalanced talents for those who like to play dangerously.
- 7 original full-color illustrations.

Take this book and run with it. That's what a true rogue would do!

