

# LEGENDARY ROCUES

LEGENDARY

#### CREDITS.....

AUTHORS: Matt Goodall and Jason Nelson

**ARTISTS:** Ivan Dixon, Bob Greyvenstein, Mike Lowe, Dio Mahesa, Tanyaporn Sangsnit, Hugo Solis, Colby Stevenson

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Matthew Goodall, Jim Groves, Thurston Hillman, Tim Hitchcock, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham,

Linda Zayas-Palmer, and Clark Peterson

EDITING AND DEVELOPMENT: Alistair J. Rigg and Jason Nelson

PUBLISHER: Jason Nelson

FOUNDER: Clark Peterson

**EXECUTIVE PARTNER:** Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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**Legendary Games** 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com



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## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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# WELCOME TO LEGENDARY CLASSES

THIS PRODUCT IS A PART OF OUR LINE OF PLAYER-FOCUSED CLASS SUPPLEMENTS for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

# WHAT YOU WILL FIND INSIDE LEGENDARY PALADINS

Legendary Rogues is the latest volume in our new series of class-focused player supplements, this one focused at the fast-talking tricksters, stealthy pilferers, and happy-go-lucky scoundrels that populate every great adventure story. From their earliest incarnations as thieves and assassins, rogues have broadened their reach into all manner of specialties, becoming skill specialists and deadly strikers, leaping from surprise to carve up their enemies, yet there is still much farther for them to go. Legendary Rogues revisits the core class abilities of the Pathfinder rogue in both its core and unchained version, exploring its offensive and defensive capabilities as well as its versatility with skills (including unchained skill unlocks) and rogue talents, giving not only new mechanics but also alternate rules and advice on implementation. The rogue's arsenal is further enhanced with a collection of feats to enliven and expand the rogue's capabilities. Legendary Rogues lives up to its name by offering an entirely new version of the rogue class, the Legendary Rogue, including an array of archetypes specifically tailored for it. Finally, we reach back to the roots of the rogue class with a brand-new prestige class, the Master Thief, a lord of larceny that will leave heroes and villains alike clutching their purses and hiding their hoards!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





# INTRODUCTION

In terms of a roleplaying game, what is a rogue? Somewhat of a tricky question, because rogues by their very nature are very flexible and adaptable, but if we had to boil it down it would be 'unorthodox ingenuity and skillful precision'. This product is a set of masterwork thieves' tools designed to unlock the rogue that is perfect for you.

#### What's in this toolkit?

Firstly, options that add flexibility and modify many of the rogue's class features which follow set progressions into selectable choices that add flexibility to the class. Trapfinding is a feature that a lot of rogue archetypes already trade out, but the idea of a rogue being exceptional at certain skills is a great one. **Skill specialties** are boosts to sets of skills (alternatives to trapfinding) that allow rogues to be truly masterful at those skills. Then what about trap sense you might ask? **Avoidances** are scaling defensive abilities that provide interesting alternatives to trap sense. A rogue's ability to intuitively avoid danger, using such abilities as evasion and uncanny dodge, are significantly expanded and are now categorized as **instincts** which rogue players can select to suit their PCs' concepts. All of these give rogues unparalleled adaptability in selecting the abilities that are right for them.

Secondly, the assumption that a **rogue talent** should only be worth around half a feat in terms of power level is replaced with the realization that a rogue talent should be just as valuable as an alchemist discovery, barbarian rage power, investigator talent, or slayer talent. There are over 90 new, combined, and improved talents for your rogue to choose from.

Thirdly, the functionality of **rogues in combat** is broken down and examined, with new options to bring rogues to a level which makes them comparable with contemporary classes like the investigator or the slayer.

Finally, everything is brought together to showcase a **legendary rogue** that is both quintessentially rogue-like and fun to play. Additionally, many of your favorite **rogue archetypes** have been upgraded and improved to use this new content. All of the options in this toolkit are designed to work with both the Core Rulebook (CRB) rogue and the Unchained rogue and each section has a discussion on implementing these options.

May your sneak attacks be legendary!

#### SKILL SPECIALTIES

Conceptually a rogue should be a skillful adventurer who is a specialist at certain skills. The rogue class has a lot of skill ranks which means that a rogue can be reasonable at a lot of skills. However, this doesn't make the rogue any better at these skills than any other class who has invested the same amount of ranks. Rogues need a way of gaining specialized mastery in her signature skills. Currently, a rogue can be a great trap finder but not every rogue wants to specialize in disabling traps. Skill specialties are a new mechanic that expands on the idea of the trapfinding class feature, in a comparable way to a bard's bardic knowledge, an inquisitor's stern gaze, and the ranger's track class feature. Mechanically the trapfinding class feature is a bonus equal to half class level (minimum 1) to all uses of one skill (Disable Device), certain uses of another skill (Perception), and a feature that allows a new use for one of those skills (disabling magical traps). Trapfinding is a thematic package where each part relates to the overall concept. Each of the skill specialties listed below is an alternative to trapfinding which provides an ability of comparable usefulness.

#### DESCRIPTION

Each skill specialty grants bonuses equal to 1/2 the rogue's level (minimum +1) on certain checks. A rogue cannot gain a specific skill specialty more than once and bonuses from different skill specialties do not stack.

Athletic Agility: Grants a bonus on Climb checks and on Acrobatics checks made to jump or to traverse narrow or uneven surfaces. When the rogue takes damage while climbing or using Acrobatics to traverse a treacherous surface which triggers a check to avoid falling, if the rogue fails this check by 4 or less then instead of falling she may reduce her total movement this turn by 10 feet. If it is currently not the rogue's turn or she lacks sufficient remaining movement this turn, the rogue reduces her total movement for her next turn and must take a move or fullround action to move at the start of her next turn.

If the rogue fails a horizontal jump by 2 or less then, instead of missing the jump, she can choose to land prone on the other side. The rogue can make a jump that exceeds her remaining movement for the round but she subtracts the excess distance from her total movement during her next turn and must take a move or fullround action to move at the start of her next turn. Additionally, the rogue doesn't land prone when she fails a vertical jump check by 5 or more unless she takes damage from the fall.

*Imperceptible*: Grants a bonus on Stealth checks. The DC of checks made to find or follow the rogue's tracks also increase by the same amount. When the rogue has concealment or total concealment, the miss chance of either type of concealment improves by 5%. This increases by 5% at 4th level and every 4 levels thereafter (to a maximum +30% at 20th level).

Information Broker: Grants a bonus on Knowledge (local) checks and Diplomacy checks made to gather information. When gathering information, the rogue can roll twice and find out both results. If the lesser of the two checks reveals false information, the rogue is aware it is false unless all those she questions believe it to be true.

*Interrogation*: Grants a bonus on Intimidate and Sense Motive checks. When the rogue successfully intimidates a creature, she can make a Sense Motive check against the same DC as the Intimidate check. If this succeeds, the rogue can add her Wisdom modifier (minimum +1) to the next Intimidate check she makes against that creature within the next hour.



*Investigation*: Grants a bonus on Sense Motive checks and on Perception checks against disguises, illusions, and when searching for secret doors or hidden objects (but not traps). The rogue always receives a Perception check to notice a disguise, even if the disguised creature is not drawing attention to itself. Also, when she interacts with an individual whose behavior is being influenced by an enchantment effect, the rogue gains an automatic Sense Motive check to sense the enchantment.

When studying an illusion or interacting with it, the rogue can attempt a Perception check against DC equal to 10 + the caster level of the illusion. If this check succeeds, she gains a +4 bonus on her saving throw to disbelieve that illusion, as if an ally had disbelieved the illusion and communicated this to her.

Legerdemain: Grants a bonus on Sleight of Hand checks, on Bluff checks made to feint, and on Perception checks made to oppose Sleight of Hand checks (including noticing hidden weapons). When the rogue makes a successful feint against an enemy, that foe cannot make attacks of opportunity against the rogue while it is denied its Dexterity bonus to AC against the rogue's attack. When the rogue succeeds at a Sleight of Hand check to take something from a creature, that creature cannot make attacks of opportunity against the rogue until the start of its next turn.

Lithe Gymnast: Grants a bonus on Escape Artist checks and on Acrobatics checks made to move through a threatened square without provoking an attack of opportunity. Before attempting an Acrobatics checks to move through a creature's threatened area without provoking an attack of opportunity, the rogue can require that the creature secretly decide whether it will take an attack of opportunity if the rogue fails the check. If the creature decides to take the attack of opportunity and the Acrobatics check fails, then the creature must make the attack of opportunity if able. However, if the creature decides to take the attack of opportunity and the Acrobatics check succeeds by 5 or more, then the creature uses up an attack of opportunity attempt but does not actually take the attack of opportunity.

When squeezing through a narrow space that is at least half as wide as her normal space, the rogue halves the penalties on her attack rolls and to her AC for squeezing, and if she succeeds at a DC 20 Escape Artist check then her movement speed this round isn't reduced for squeezing. If the rogue makes an Escape Artist check to escape a grapple or pin and the roll is a natural 20 (the d20 comes up 20) then the check automatically succeeds.

*No Trace*: Grants a bonus on Disguise checks and on opposed Stealth checks whenever the rogue is stationary and does not take any action for at least 1 round. In addition, the DC of checks made to find or follow the rogue's tracks also increase by the same amount.

*Persuasion*: Grants a bonus on Intimidate checks and on Diplomacy checks to make requests of a creature or to change a creature's attitude. When making requests of a creature using Diplomacy, the rogue halves the increase to the check's DC for making additional requests after the first. If the rogue successfully uses Intimidate to change a creature's attitude and succeeds by 10 or more, then when the intimidation expires the creature treats the rogue as indifferent (instead of unfriendly) and is unlikely to report her behavior to authorities.

*Poisoner*: Grants a bonus on Craft (alchemy) checks and on checks to recognize poisons or identify potions. The rogue is trained in the use of poison, and cannot accidentally poison herself when applying poison to a weapon.

*Pretender*: Grants a bonus on Disguise checks and on Bluff checks made to deceive someone or to pass secret messages. If the rogue is targeted by *detect thoughts* or a similar mindreading effect which reveals surface thoughts, she can make a Bluff check opposed by the thought reader's Sense Motive check. If the Bluff check succeeds, the rogue may choose what thoughts are detected. If the Bluff check fails, her surface thoughts are revealed as false.

*Smooth-talk*: Grants a bonus on Diplomacy checks and on Bluff checks made to deceive someone or pass secret messages. When using Diplomacy to shift a creature's attitude, the rogue can shift up to three steps up rather than just two. If the rogue fails a Bluff check made to deceive someone, any further checks made to deceive them (assuming that this is even possible) have the penalty reduced by 5.

*Trapfinding*: Grants a bonus on Disable Device checks and on Perception checks made to locate traps. The rogue can use Disable Device to disarm magic traps.

*Vigilance*: Grants a bonus on initiative checks and on Perception checks made to notice hidden creatures or when determining awareness during a surprise round. At 20th level, the rogue treats her initiative roll as a natural 20.





#### IMPLEMENTATION

For standard rogues using the rules in the *Pathfinder RoleplayingGame Core Rulebook*, offering a skill specialty as an alternative to trapfinding is a quick solution, but means a rogue can only have a single skill specialty. Giving a rogue access to additional skill specialties as she increases in level is reasonable. Giving an additional skill specialty at 4th level and then every 6 additional levels (10th and 16th) is recommended. There is also a rogue talent (called extra skill specialty) which can grant a rogue an additional skill specialty.

Unchained rogues have a similar class feature in rogue's edge which gives access to skill unlocks. Both are scaling features that provide advantages when using a particular skillset and are of roughly the same power level. Making skill unlocks and skill specialties interchangeable works well. A rogue could even take a combination of both if desired.

Having skill specialties count as rogue's edge skills and vice versa means that skill specialties interact nicely with the Unchained version of the skill mastery advanced talent. When taking this advanced talent the rogue chooses one of the skills listed in each of her skill specialties as a skill to gain skill mastery with. It also means that rogue talents listed in this book with a prerequisite of a skill specialty can be easily taken by an Unchained rogue with a skill unlock for that skill.

Many rogue archetypes swap out trapfinding for an alternative feature. Have a look at the archetypes section below to see how skill specialties work with your favorite archetypes.

#### **SKILL UNLOCKS**

The skill unlocks rules in *Pathfinder Roleplaying Game: Pathfinder Unchained* offer a unique suite of abilities for skill-based characters to truly shine, and rogues have traditionally held the title as the masters of skills. With the rogue's edge class ability, Unchained rogues gain automatic access to a limited number of these skill unlocks, which provides them with a selection of special tricks that other classes can match, but for which others must spend feat slots for the Signature Skill<sup>PFU</sup> feat. This is a nice benefit for rogues, but for many players and GMs they may still fall short in comparison to the kind of class features that other classes (especially spellcasters) can access at 5th level, 10th level, and beyond. For those wishing to leverage the skill unlock rules and their benefits for rogues, we suggest the following alternative rules. You may use any or all of them as you choose to make Skill Unlocks a bona fide benefit for the rogues in your game.

*Early Edge:* The rogue may select a single skill at 1st level, gaining the skill unlock for that skill as though she had 5 ranks in that skill. She must have at least 1 rank in this skill. As with enhanced unlocks, this does not affect her actual skill ranks or skill modifier.

*Enhanced Unlocks*: The rogue selects specific skills in which to gain skill unlocks as normal, gaining one unlock at 5th level and another for every 5 levels thereafter. However, she is treated as if

she had 5 additional ranks in her chosen skills for determining which unlocks she can use. Hence, if a 5th-level rogue with 5 ranks in Bluff selected Bluff as her chosen skill, she could use the skill unlocks listed for the Bluff skill as if she had 10 ranks in that skill. This does not affect her actual skill checks or modifier; it simply allows her early access to the next-higher skill unlock in her chosen skill(s).

Signature Skill: A rogue can select the Signature Skill<sup>PFU</sup> feat multiple times, mastering the unlocks for a new skill each time she selects that feat. Characters who lack a rogue level can select this feat only once.

*Skill Switch:* Once per day, a rogue can practice one of her skills for 1 hour, allowing her to replace one of the skills she has currently chosen to gain skill unlocks with the skill unlocks for a new skill. The new skill must be a class skill, and she must have at least 5 ranks in that skill (or 1 rank, if using the *early edge* optional rule). The skill unlocks for the previous skill are lost and replaced by the new skill unlocks.

Universal Unlocks: When a rogue gains the rogue's edge class feature, she automatically gains access to skill unlocks in ALL class skills in which she has 5 or more ranks. She need not select specific skills in which to specialize.

#### Avoidances

In many ways, the avoidance class feature really means the 'ability to avoid harm'. They are small specific defensive abilities or bonuses which can scale with level. Avoidances are modeled off the trap sense ability and provide alternatives of similar power. A rogue can choose a different avoidance each time she gains one or she can increase an existing avoidance, so a rogue with three avoidances could have three different avoidances all giving a small bonus (usually +1) or chose the same avoidance three times (usually giving a +3 bonus). Some avoidances are thematically appropriate for certain skill specialties: trapfinding and trap sense, poisoner and poison resistance, but this doesn't mean that a rogue has to choose one to gain the other. Typically, avoidances are bonuses to a character's defenses, such as saving throws or CMD, they usually aren't bonuses to skills, as these are better as skill specialties. Certain archetypes also gain access to specialized avoidances which are listed in those archetypes.

#### DESCRIPTION

At 3rd level and every 3 levels thereafter, the rogue either selects a new avoidance from the list below or selects one of her existing avoidances and increases her benefits from it by the amount(s) listed in the avoidance.

*Defensive Agility (Ex)*: She gains a +1 dodge bonus to AC when fighting defensively or taking the total defense action.

*Elusive Moves* (*Ex*): A rogue nimbly darts out of a foe's clutches. She gains a +1 dodge bonus to AC against attacks of opportunity and a +1 dodge bonus to her CMD to resist grapples.

*Missile Avoidance (Ex)*: A rogue eludes ranged attacks. She gains a +1 dodge bonus to AC against ranged attacks.

Poison Resistance (Ex): A rogue becomes inured to toxic substances, gaining a +2 bonus on all saving throws against poison. The fourth time a rogue selects this avoidance, she becomes completely immune to poison.

*Shrewd Countermeasures (Ex)*: A rogue knows how to thwart devious tricks and underhanded tactics. She gains a +1 dodge bonus to her CMD against dirty tricks, disarms, and steal combat maneuvers, and she adds 1 to the DC of feints and Sleight of Hand checks made against her.

Stable Balance (Ex): A rogue maintains her equilibrium and steady poise. She gains a +1 bonus on Reflex saves against falls or effects that would knock her prone, a +1 bonus on Climb checks to catch herself when falling, and +1 dodge bonus to her CMD to resist trips.

*Trap Sense (Ex)*: A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

*Unflinching* (*Ex*): A rogue steels herself with steadfast determination. She gains a +1 bonus on saving throws against fear and mind-affecting effects.

#### IMPLEMENTATION

For a CRB rogue, offering avoidances as an alternative to trap sense is an easy change. An Unchained rogue has danger sense, which is a slight upgrade over trap sense, it also gives a bonus on Perception checks to avoid being surprised. This isn't a big improvement, so offering danger sense as an alternative avoidance is one option. In this case, the bonus on Perception checks from danger sense shouldn't stack with a bonus on Perception checks from a skill specialty. Another alternative is for Unchained rogues to gain an avoidance and the vigilance skill specialty at 3rd level if they don't otherwise gain skill specialties.

#### INSTINCTS

A defining aspect of rogues is their lightning fast reflexes and 'eyes in the back of the head'. Rogues hone their superb senses and remarkable intuition to an uncanny level. An instinct is a reactive option that often doesn't even take an action on the rogue's part to perform. They are mostly defensive, representing a rogue's ability to respond so quickly to a situation that it seems preternatural, almost as if the rogue takes action before the event even starts to occur. The instinct class feature brings together several existing class features and provides new options, so that a rogue can be flexible in which abilities she chooses and the order she takes them.

#### DESCRIPTION

*Ambusher (Ex)*: A rogue instantly leaps into action. When the rogue acts in the surprise round, she can take a move action, a standard action, and a swift action. During a surprise round, opponents are always considered flat-footed to the rogue, even if they have already acted. Foes with uncanny dodge are immune to the second part of this ability.

*Celerity (Ex)*: A rogue reacts immediately to danger. Whenever a rogue rolls for initiative, she can roll twice and take either result. At 10th level, she can roll for initiative three times and take any one of the results.

Darting Sidestep (Ex): When attacked by a foe that flanks her, a rogue can use the leap aside instinct and move so that she remains within the reach of the attacker. If she does, her movement does not provoke an attack of opportunity and the rogue's final position is used to determine whether the attacker benefits from flanking on its attack. When using the leap aside instinct, the rogue can still take a 5-foot step during her next turn, and any movement she makes using this instinct does not subtract any distance from her movement during her next turn. The rogue must have the leap aside instinct before selecting this instinct.

Deflect Arrows (Ex): A rogue who selects this talent gains the Deflect Arrows feat as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue can use this feat without a free hand, as long as she has one hand wearing a buckler or wielding a light or one-handed weapon. A rogue must be 4th level before taking this instinct.

*Evasion (Ex)*: A rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor, medium armor, or no armor. A helpless rogue does not gain the benefit of evasion.

Improved Evasion (Ex): This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion. A rogue must be at least 8th level and have the evasion instinct before taking this instinct.



*Improved Uncanny Dodge (Ex):* A rogue can no longer be flanked. This instinct denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the defender does. Levels from other classes that grant improved uncanny dodge stack to determine the minimum rogue level required to flank the character. If the attacker has sneak attack from other classes, these class levels stack with rogue levels to determine the effective rogue level of the attacker. A rogue must be at least 4th level before taking this instinct.

We would really love to rename improved uncanny dodge. This ability doesn't actually improve on uncanny dodge at all, they do different things, one says "you can't be caught flat-footed", the other says "you can't be flanked." However, for the sake of simplicity and compatibility with other classes and effects, we have kept the existing name.

*Instinctive Awareness (Ex)*: A rogue intuitively senses impeding threats. She can always act in the surprise round, even if unaware of attackers.

Leap Aside (Ex): A rogue has an uncanny knack for springing out of harm's way. When a foe attempts an attack against the rogue, including when a non-harmless spell or special ability targets her or when its area or effect includes her space, she can move 5 feet as an immediate action. This movement doesn't negate the attack, it is still resolved as if the rogue had not moved from the original square. This movement doesn't count as a 5-foot step; it provokes attacks of opportunity for moving within threatened areas of creatures other than the one who triggered this ability. The rogue must be aware of the attack to use this instinct. During her next turn, the rogue cannot take a 5-foot step and she subtracts 5 foot from her total movement if she takes an action to move.

If the attack is a melee attack, the rogue gains a +2 bonus to AC against it. If it is a ranged attack and the rogue has cover against the ranged attack after moving, then she gains a +4 bonus to AC against the attack from this cover, even if the rogue's position after moving would normally provide improved cover or total cover against the attack. If her new position only gives her partial cover against the ranged attack, she gains a +2 bonus to AC against it instead. Rather than moving, the rogue can drop prone instead; if she does, she gains a +4 bonus to AC against the ranged attack.

If the attack is a spell or special ability that targets the rogue, she gains a +1 bonus on Reflex saves against it. If it is an effect affecting the rogue's space and after she moves, her new position provides cover, improved cover, or total cover against the effect then she gains a +1 bonus on Reflex saves against it. After moving, if the rogue is outside the area of effect then she gains a +1 bonus on saving throws against the effect. (This bonus stacks with the bonus on Reflex saves, if both conditions are met.)

After resolving the triggering action, if this attack or effect prevents the rogue from moving, then the rogue remains in her original space. For example, a rogue using this talent against an *entangle* spell would not move if she failed her save against the spell. A rogue can only use leap aside while wearing light or medium armor, and while carrying no more than a light load.

Uncanny Dodge (Ex): A rogue 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 Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized.

A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

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#### IMPLEMENTATION

Both CRB and Unchained rogues follow the same set progression for this type of ability: evasion (2nd level), uncanny dodge (4th level), improved uncanny dodge (8th level), and being able to take improved evasion as an advanced rogue talent at 10th level. It's very easy to modify this so that a rogue instead gains an instinct at 2nd level, 4th level, and then every 4 additional levels (8th, 12th, 16th, and 20th). By continuing this progression, high level rogues get a much needed boost, and by providing more choices, players can customize which abilities they actually want. Alternatively, it is also possible to simply replace the three existing abilities with these choices, but giving a high level rogue a few more class abilities isn't at all unreasonable.

It's interesting to note that normally the barbarian class gains improved uncanny dodge a lot earlier (5th level) than a rogue (8th level). However, by using the instinct class feature, a rogue can have improved uncanny dodge at 4th level if she wants. It also means that if a rogue PC doesn't want evasion, perhaps because she wants to wear heavier armor, she isn't locked into having to gain a class feature she can't use.

#### **ROGUE TALENTS**

Looking at rogue talents in the Core Rulebook, their power level is about half a feat on average. However, given that a few of these talents (weapon training for example) are actually feats, choosing a talent which is worth less than a feat feels like a downgrade. Several other classes have selectable class features gained every second level, such as alchemist discoveries, barbarian rage powers, and the talents of investigators or slayers, that are roughly worth a feat so rogue talents need an upgrade.

There are a variety of factors to consider when upgrading these talents. Firstly, there are normally only two categories of talent, a normal rogue talent and an advanced rogue talent. This means that normal talents have to measure in power against other abilities gained at 2nd level because this is the soonest a rogue can take one. The same with advanced talents and 10th level. Removing this two tier breakdown and replacing it with a minimum level requirement for each talent allows for more gradation in each talent. It also means a PC can't just take two rogue levels and cherry pick talents with the Extra Rogue Talent feat.

Sometimes the easiest solution is to take two existing related talents and combine them, for example, the rogue crawl and stand up talents both relate to fighting while prone, combining these into the new talent named ground fighter is a simple improvement.

There are some existing talents that allow the reroll of a skill check a number of times per day. The daily limit on these is a major limitation that is a little gamist. A rogue that is great at the Acrobatics skill doesn't suddenly run out of acrobatic greatness after using the skill a certain number of times in a day. Rolling a check twice and taking the better result is a seemingly strong ability, but only increases the average die result by 3.3, which is actually a similar amount to the investigator inspiration ability to add a d6 to a d20 roll. Talents that provide a bonus or reduce a penalty with a particular skill are useful but some of the existing talents need a little something. Take the fast stealth talent, it removes the -5 penalty for using Stealth while moving at full speed. This is the same as a +5 bonus which only applies under certain circumstances. The Skill Focus feat gives a +3 bonus on all checks with a certain skill, but this increases to a +6 bonus at 10th level making fast stealth strictly worse than the feat at 10th level. So fast stealth is reasonable at 1st level through 9th but needs a boost at 10th level and above.

There are several talents listed below that let a rogue gain a bonus feat, the main reason for these is to allow rogues to avoid the prerequisites for these feats. After all, if a ranger or monk can ignore the prerequisites for their bonus feats, rogues should be able to do the same for feats that are particularly rogue-like, especially those involving dirty tricks, feinting, and steal combat maneuvers.

Lastly, if another class has a similar ability, rogues shouldn't get a worse version of that ability, especially if it is something particularly 'roguish'. For example, both rogues and alchemists have abilities relating to poisons. There is an existing rogue talent called lasting poison and there is an alchemist discovery called sticky poison, which both allow a poisoned weapon to remain effective for more than one hit. The rogue version is weaker, it gives a +2 bonus on saves against the poison, whereas the poison remains at full strength in alchemist version. Improving the rogue version stops rogue players feeling like they are getting second-rate abilities, especially in a situation where those abilities are their only abilities; they can't make up for them by resorting to extracts, mutagens, and other magical tricks.

There are plenty of new talents listed below. Hopefully this will make rogue players really look forward to their next rogue talent and seriously consider taking the Extra Rogue Talent feat to squeeze in another talent or two.

#### DESCRIPTION

Unless indicated, a rogue cannot select an individual talent more than once. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

Adaptive Assailant (Ex): Once per round, a rogue with this talent can declare her space and one adjacent square as the origin of her attacks until her next turn (allowing her to use one or both of these to determine whether she or allies are flanking an opponent). At 15th level, she counts an additional adjacent square for this purpose. The rogue must be at least 10th level before selecting this talent.

Agile Climber (Ex): A rogue with this talent rolls twice while making Climb checks and when making Reflex saves to avoid falling and takes the better result.



Agonizing Attack\* (Ex): When a rogue with this talent deals sneak attack damage, all damage from the attack is considered continuous damage for the purposes of any concentration checks made by the damaged creature prior to the beginning of the rogue's next turn. This talent does not stack with itself, a creature damaged by multiple agonizing strikes in a round only needs to make a single concentration check against the continuous damage from the sneak attack that dealt the most damage. The rogue must be at least 6th level before selecting this talent.

Armor Expertise (Ex): A rogue with this talent gains Medium Armor Proficiency as a bonus feat. In addition, she also reduces the armor check penalty of any light or medium armor she wears by 1 (to a minimum of 0) and offsets the speed reduction for wearing medium armor by 5 feet. At 10th level, the rogue can move at her normal speed while wearing medium armor.

Artful Dodger (Ex): A rogue with this talent adds her Charisma modifier (if positive) as a bonus to her AC against attacks of opportunity. The rogue must be at least 8th level before selecting this talent.

Ambush Assailant (Ex): If a rogue attacks after successfully using Stealth against a creature, that creature is denied its Dexterity bonus to AC against all attacks the rogue makes until the beginning of the target's next turn. Creatures with uncanny dodge are immune to this ability. The rogue must have a feat or skill specialty that grants a bonus to Stealth and be at least must be at least 8th level before selecting this talent.

Assassinate\* (Ex): A rogue with this talent can kill foes that are unable to defend themselves. To attempt to assassinate a target, the rogue must first study her target for 1 round as a standard action. On the following round, if the rogue makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the rogue as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + 1/2 the rogue's level + the higher of the rogue's Strength or Dexterity modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that rogue's assassinate ability for 1 day. The rogue must be at least 10th level before selecting this talent.

Assault Leader (Ex): When the rogue misses with an attack on an opponent she flanks, she can designate a single ally who is also flanking the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action. A rogue can use this ability once per opponent per day.

*Befuddling Attack*<sup>\*</sup> (*Ex*): When the rogue deals sneak attack damage, the target takes a -2 penalty on attack rolls, skill checks, and ability checks (including concentration checks) for a number of rounds equal to the number of sneak attack damage dice dealt. This penalty does not stack with itself.

Bleeding Attack\* (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 3d6 equals 3 points of bleed). At 8th level, the rogue adds an amount equal to half her Strength or Dexterity bonus (whichever is greater, minimum +1) to this bleed damage and at 16th level she instead adds an amount equal to her Strength or Dexterity bonus (whichever is greater, minimum +1). Bleeding creatures take this amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

*Blindsense (Ex)*: A rogue with this talent gains blindsense to a range of 30 feet. A rogue must have the Blind-Fight feat and be at least 10th level before selecting this talent.

*Blindsight (Ex)*: A rogue with this talent gains blindsight to a range of 60 feet. A rogue must have blindsense to a range of at least 30 feet and be at least 12th level before selecting this talent.

*Brutal Beating*\* (*Ex*): Whenever a rogue with this talent deals sneak attack damage, she also makes the target sickened for one round. This talent does not stack with itself. A rogue must be at least 4th level before selecting this talent.

*Charmer (Ex)*: A rogue with this talent can roll twice while making a Diplomacy check and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability once per creature per day plus one additional time per creature per day for every five rogue levels she possesses. A rogue can use this ability when making a Diplomacy check against a group of creatures. However, if the rogue has already expended all her uses per day of this ability for specific creatures in the group, she rolls the two checks sequentially, using the first result for those specific creatures and using the better result for the rest of the group. The rogue must have a feat or skill specialty that grants a bonus on Diplomacy checks and be at least 6th level before selecting this talent.

*Combat Feat*: A rogue that selects this talent gains a bonus combat feat. A rogue can take this talent up to two times.

*Combat Ruse*: A rogue who selects this talent gains Improved Feint as a bonus feat. She doesn't need to meet the prerequisites for this feat.

*Combat Swipe*: A rogue who selects this talent gains Improved Steal as a bonus feat. She doesn't need to meet the prerequisites for this feat.

*Combat Trickery*: A rogue who selects this talent gains Improved Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat.



*Crippling Strike*<sup>\*</sup> (*Ex*): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength or Dexterity damage, decided by the rogue. The rogue must be at least 10th level before selecting this talent.

*Cunning Trapsmith (Ex)*: A rogue with this talent can use a swift action to set off any trap within 30 feet that she constructed or has studied and successfully bypassed. As a full-round action, the rogue can also set a simple trap with a CR no greater than her rogue level -2 (minimum 1). To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The types of traps that can be constructed in this way are subject to GM discretion.

Deadly Cocktail (Ex): A rogue with this talent can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This talent is an exception to the rule that injury poisons can only be delivered one dose at a time. The rogue must be at least 8th level and must have the poison use class ability (or an equivalent ability that allows the rogue to apply poison to a weapon without accidentally poisoning herself) or be immune to poison before selecting this talent.

Deadly Range (Ex): A rogue with this talent increases the range at which she can apply her sneak attack damage by 10 feet. This range increases by 10 feet for every 3 levels the rogue possesses. When making ranged sneak attacks, the rogue gains a +1circumstance bonus on each sneak attack damage die.

Deft Swipe (Ex): A rogue with this talent can use her Sleight of Hand bonus instead of her CMB when performing a steal combat maneuver. If she gains bonuses on steal combat maneuver checks from feats, spells, magic items, or similar effects, these are added to the Sleight of Hand bonus when using the steal maneuver. Additionally, opponents do not gain a +5 bonus to their CMD when the rogue tries to remove items fastened to them. A rogue must have the Improved Steal feat before selecting this talent.

Dexterous Extrication (Ex): As an immediate action, a rogue with this talent can attempt an Escape Artist check in place of a Reflex saving throw against any effect that would immobilize her or impose the entangled condition on her. Additionally, when she is the target of a grapple combat maneuver, as an immediate action the rogue can attempt an Escape Artist check using the result of the skill check in place of her CMD against that combat maneuver attempt. A rogue of less than 10th level can only use this second ability once per opponent per day, but at 10th level this limitation no longer applies.

Dispelling Attack\* (Su): Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted dispel magic. The rogue can choose to target the highest level spell effect active on the target or the lowest. The rogue can also name a specific spell effect affecting the opponent to be targeted if she desires (see dispel magic). If the rogue uses this ability on a creature that is the effect of an ongoing spell (such as a monster summoned by a summon monster spell), she also makes a dispel check to end the spell that conjured the creature. The caster level for dispelling attack is equal to the rogue's level. At 16th level, a rogue can dispel two spells, similar to a targeted greater dispel magic, either starting with the highest level spells and proceeding to lower level spells or vice versa, decided by the rogue. A rogue must have the major magic rogue talent and be at least 10th level before selecting dispelling attack.

Distracting Attack\* (Ex): When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to lose its Dexterity bonus to AC against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.





*Duelist's Precision (Ex)*: If a rogue makes a melee attack and deals sneak attack damage with a single light or one-handed weapon wielded in one hand and makes no attacks with any other weapon during her action, then she can roll double her normal number of sneak attack dice, choose half those dice, and total the chosen dice as her sneak attack damage for this attack. If a rogue uses this on her turn, she must choose to use duelist's precision before making any attacks during her turn and if she does, she can only attack with a single light or one-handed weapon wielded in one hand until the end of her turn. A rogue can also use duelist's precision with attacks outside her turn, such as attacks of opportunity, provided the other requirements are met.

A rogue using this ability who has the powerful sneak class feature deals an additional amount of sneak attack damage equal to half the number of sneak attack damage dice dealt. If the rogue also has the deadly sneak class feature, this additional damage increases to the number of sneak attack damage dice dealt. If using duelist's precision in combination with the focused strike class feature, the rogue rolls triple her sneak attack damage dice and then chooses an amount of dice equal to twice her sneak attack dice as the sneak attack damage for the attack.

*Esoteric Scholar (Ex)*: A rogue with this talent adds three Knowledge skills of her choice to her list of class skills and she can make all Knowledge skill checks untrained. At 10th level, she can always choose to take 10 on a Knowledge skill check, even if this is not normally allowed.

*Eviscerating Attack*<sup>\*</sup> (*Ex*): When a rogue with this talent damages an opponent with one of her sneak attacks, the opponent takes 1 point of Strength, Dexterity, or Constitution bleed damage, decided by the rogue. At 16th level, this ability bleed damage increases to 2 points. A rogue must have the bleeding attack talent and be at least 12th level before selecting this talent.

*Expert Leaper (Ex)*: When making Acrobatics checks to jump, a rogue with this talent is always considered to have a running start and adds her rogue level to the check result. The rogue can always make an Acrobatics check to soften a fall, even if the fall is not deliberate. When softening a fall, a DC 15 Acrobatics check allows the rogue to ignore the first 20 feet fallen, instead of the first 10 feet. For every 5 by which the rogue exceeds the DC of this check, she can ignore an additional 10 feet of distance fallen. Even if a rogue takes damage from a fall, she still lands on her feet if the result of the check to soften the fall equals or exceeds a DC of 15 + the falling damage dealt.

*Extra Avoidance*: At 3rd level and every 3 levels thereafter, the rogue gains and chooses an additional avoidance. The rogue can only choose a specific avoidance once for every three rogue levels she possesses.

*Extra Skill Specialty*: A rogue who selects this talent gains an additional skill specialty.

*Familiar (Ex)*: A rogue with this talent gains a familiar as the familiar option of the wizard's arcane bond class feature. This ability functions exactly like that part of the class feature, and the rogue's effective wizard level is her rogue level. The rogue must have the major magic talent before selecting this talent.

*Fast Stealth (Ex)*: This ability allows a rogue to move at full speed using the Stealth skill without penalty. At 10th level, a rogue with this talent can use the Stealth skill while charging or running with a -10 penalty.

*Fast Tumble (Ex)*: When a rogue with this talent uses Acrobatics to move at full speed through a threatened area or an enemy's space without provoking an attack of opportunity, the DC of the Acrobatics check only increases by 5, instead of 10. At 10th level, moving at full speed does not increase the DC for this type of Acrobatics check.

*Feat*: A rogue may gain any feat that she qualifies for in place of a rogue talent. A rogue can select this talent multiple times. The rogue must be at least 10th level before selecting this talent.

*Finesse Rogue*: A rogue that selects this talent gains Weapon Finesse as a bonus feat. If the rogue already has this feat, she can instead take any combat feat she meets the prerequisites for.

*Finesse Specialist (Ex)*: A rogue with this talent selects a type of weapon that can be used with Weapon Finesse. When the rogue makes a successful melee attack with this type of weapon, she can add her Dexterity modifier instead of her Strength modifier to the damage roll. If an effect would affect how the rogue's Strength modifier would be added to the damage roll (such as attacking with an off-hand weapon while fighting with two weapons) then this also applies to the Dexterity modifier added to the damage roll. However, any effect that would increase the multiplier to the rogue's Strength bonus on damage rolls to more than 1 times her Strength bonus (such as wielding a two-handed weapon or a one-handed weapon wielded in two hands) does not affect her Dexterity bonus on damage rolls. A rogue must have the Weapon Finesse feat before selecting this talent; she can select this talent multiple times.

*Finesse Training (Ex)*: When a rogue with this talent makes a successful melee attack with a sap, short sword, sword cane, rapier, or any simple weapon, and this weapon can be used with Weapon Finesse then she can add her Dexterity modifier instead of her Strength modifier to the damage roll. If an effect would affect how the rogue's Strength modifier would be added to the damage roll (such as attacking with an off-hand weapon while fighting with two weapons) then this also applies to the Dexterity modifier added to the damage roll. However, any effect that would increase the multiplier to the rogue's Strength bonus on damage rolls to more than 1 times her Strength bonus (such as wielding a two-handed weapon or a one-handed weapon in two hands) does not affect her Dexterity bonus on damage rolls. A rogue must have the Weapon Finesse feat before selecting this talent.



*Fleet Footed (Ex)*: A rogue with this talent receives a +10 feet bonus to her base movement speed. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the rogue's speed because of any load carried or armor worn. If the rogue gains the fast movement class feature from another class, the bonuses to her speed do not stack.

*Flowing Feint (Ex)*: A rogue with this talent who uses a standard action to move can combine that move with a feint. If she is able to feint as a move action (such as from having the Improved Feint feat), she can combine a move action to move with her feint. The rogue also reduces one of the penalties by 4 when feinting against a non-humanoid creature or when feinting against a creature of animal intelligence. The rogue only applies this penalty reduction once when feinting against a creature that is a non-humanoid with animal intelligence. At 10th level, the rogue instead reduces both of these penalties by 4.

*Ground Fighter (Ex)*: A rogue with this talent can stand up from prone as a move action or a swift action without provoking an attack of opportunity. She can stand up from prone as a free action but this provokes an attack of opportunity. However, the rogue can avoid provoking this attack of opportunity by successfully using the Acrobatics skill as if she were moving through a threatened square at full speed. While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling and she reduces the penalties on her attack rolls and to her Armor Class for being prone by 2.

Hampering Attack\* (Ex): An opponent damaged by the rogue's sneak attack has its movement speeds halved (to a minimum of 5 feet) and it cannot take a 5-foot step. A creature with a flight speed has its maneuverability reduced by one step and if it's airborne at the time, it falls unless it succeeds at a DC 10 Fly check. These effects do not stack with themselves and last until the beginning of the rogue's next turn.

Hard to Fool (Ex): A rogue with this talent rolls twice while making Sense Motive checks and takes the better result. She must have a feat or skill specialty that grants a bonus on Sense Motive checks and be at least 4th level before selecting this talent.

*Hide in Plain Sight (Ex)*: A rogue with this talent is a master of disappearance. She can use the Stealth skill to hide even while being observed. The rogue must have a feat or skill specialty that grants a bonus on Stealth checks and be at least 12th level before selecting this talent.

Honeyed Words (Ex): A rogue with this talent can roll twice while making a Bluff check and take the better result. She must choose to use this talent before making the Bluff check. A rogue can use this ability once per creature per day plus one additional time per creature per day for every five rogue levels she possesses. A rogue can use this ability when making a Bluff check against a group of creatures. However, if the rogue has already expended all her uses per day of this ability for specific creatures in the group, she rolls the two checks sequentially, using the first result for those specific creatures and using the better result for the rest of the group. The rogue must have a feat or skill specialty that grants a bonus on Bluff checks and be at least 6th level before selecting this talent.

*Lasting Poison (Ex)*: A rogue with this talent can apply poison to a weapon in such a way that it remains poisoned for a number of strikes equal to the rogue's Intelligence modifier (minimum 2). The rogue must be at least 6th level before selecting this talent.

Ledge Runner (Ex): This ability allows a rogue to move quickly on narrow, slippery, or uneven surfaces using the Acrobatics skill without the penalty for moving at full speed. In addition, the rogue doesn't lose her Dexterity bonus to AC when using Acrobatics to move on these surfaces or while climbing. A rogue with this talent can use accelerated climbing to climb at half speed without penalty. She also can take a –10 penalty on a Climb check to move at full speed while climbing. When a rogue with this talent attempts to catch herself while falling, she reduces the penalty to the Climb check by 10.

*Magical Revision (Ex)*: By studying a spellbook for 10 minutes, a rogue with this talent can change one spell she is able to cast using minor magic or major magic to one sorcerer/wizard spell of the appropriate level which is contained in the spellbook. This change is permanent until the rogue takes the time to change it again. A rogue must have the minor magic rogue talent before choosing this talent.

*Major Magic (Sp)*: A rogue with this talent gains the ability to cast a spell as a spell-like ability. When selecting this talent the rogue chooses a 1st-level spell from the sorcerer/wizard spell list. At 10th level, she can instead choose a 2nd-level spell. Initially she can use this spell-like ability three times per day, this increases to five times per day at 6th level, seven times per day at 12th level, and nine times per day at 18th level. The caster level for this ability is equal to the rogue's level. The save DC for this ability is 10 + the spell's level + the higher of the rogue's Charisma or Intelligence modifier. The rogue must have a Charisma or Intelligence score of at least 10 + the spell's level and have the minor magic rogue talent to select this talent. A rogue can select this talent multiple times.

*Masterful Strike (Ex)*: A rogue with this talent can apply up to two talents to her sneak attack that add effects which are normally limited to one talent per individual sneak attack. These talents are marked with an asterisk (\*). At 10th level, she can apply up to three such talents to each sneak attack.

Menacing Demeanor (Ex): A rogue with this talent can roll twice while making an Intimidate check and take the better result. She must choose to use this talent before making the Intimidate check. A rogue can use this ability once per creature per day plus one additional time per creature per day for every five rogue levels she possesses. A rogue can use this ability when making an Intimidate check against a group of creatures. However, if the rogue has already expended all her uses per day of this ability for specific creatures in the group then she rolls the two checks sequentially, using the first result for those specific creatures and using the better result for the rest of the group. The rogue must have a feat or skill specialty that grants a bonus on Intimidate checks and be at least 6th level before selecting this talent.



*Minor Magic (Sp)*: A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list at will as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the higher of the rogue's Charisma or Intelligence modifier. The rogue must have a Charisma or Intelligence score of at least 10 to select this talent. A rogue can select this talent multiple times.

*Nimble Fingers (Ex)*: A rogue with this talent rolls twice while making a Sleight of Hand check and takes the better result. She must have a feat or skill specialty that grants a bonus on Sleight of Hand checks before selecting this talent.

Offensive Defense\* (Ex): When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage the rogue gains a +1 circumstance bonus to AC against that creature for each sneak attack die dealt. Any situation or effect that causes the rogue to lose her Dex bonus to AC against this creature also causes her to lose this circumstance bonus. This circumstance bonus stacks with itself up to a maximum total bonus of twice the rogue's sneak attack damage dice. This effect has a duration of one round.

*Opportunist (Ex)*: The rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round and can't be used more than once per round. The rogue must be at least 10th level before selecting this talent.

*Peerless Maneuver (Ex)*: A rogue with this talent rolls twice while making an Acrobatics check and takes the better result. She must have a feat or skill specialty that grants a bonus on Acrobatics checks and be at least 6th level before selecting this talent.

*Philological Polyglot (Ex)*: A rogue with this talent rolls twice while making a Linguistics check and takes the better result. She never risks drawing a false conclusion from a failed Wisdom check after a failed Linguistics check. The rogue also learns an additional language for every 2 ranks she has in the Linguistics skill.

*Positioning Strike (Ex)*: When a rogue with this talent hits a creature with a melee attack, she can make a reposition combat maneuver against that creature. If the attack is also a sneak attack then the rogue gains a bonus on this combat maneuver check equal to the number of sneak attack damage dice dealt. This combat maneuver does not provoke an attack of opportunity. A rogue can use this ability once per creature per day.

*Quick Disable (Ex)*: It takes a rogue with this ability half the normal amount of time to disable mechanical devices, including traps, using the Disable Device skill. She can attempt to open a lock, that would normally require a full-round action, as a move action and can take 10 on Disable Device checks, even if even if this is not normally allowed.

Quicker than the Eye (Ex): A rogue with this talent can retrieve non-bulky easy-to-reach items, such as potions, scrolls, or alchemical items, as easily as she can draw a light or one-handed weapon. This allows her to combine drawing such an item with a charge or regular move. If a rogue with this talent also has the Two Weapon Fighting feat, then when drawing weapons, she can instead draw one such item and a light or one-handed weapon, or draw two such items. If a rogue with this talent also has the Quick Draw feat, she can draw a hidden item or hidden weapon as a swift action and she can draw alchemical items, potions, scrolls, and wands as a free action, allowing her to throw alchemical items at her full rate of attacks. When attempting a Sleight of Hand check as a move action instead of a standard action, the rogue reduces the penalty by 10. In all these cases, drawing these items or weapons doesn't provoke an attack of opportunity.

*Rapid Scrutiny (Ex)*: The rogue can search a creature, object, or area more quickly than normal. If her Perception check would normally require a full-round action or less, she may make it one step shorter along the following progression: full-round action, standard action, move action, swift action, immediate action. This decrease has no effect on Perception checks that are attempted as free actions or Perception checks that don't require an action. The rogue can always take 10 on Perception checks, even if even if this is not normally allowed.

*Rapid Swipe*: A rogue who selects this talent gains Quick Steal as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Steal feat and be at least 6th level before selecting this talent.

*Rapid Trickery*: A rogue who selects this talent gains Quick Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Dirty Trick feat and be at least 6th level before selecting this talent.

Seamless Facade (Ex): When disguising herself as a different gender, race, age category, or size category, a rogue with this talent reduces each of the penalties by -2. For example, if a female rogue disguises herself as a male two age categories older than herself, she would take a -2 to the check instead of a -6. She also reduces the amount of time it takes to create a disguise. The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if the rogue wants to disguise herself as a male of a different race, this takes 2 minutes.

#### **TABLE: DISGUISE FUNCTIONS & TIME**

Disguise	Time
Minor details only	full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute
Disguise as a different size category	1 minute



*Skill Excellence*: A rogue with this talent who has at least 10 ranks in a skill may take 10 when making a check using this skill even if this is not normally allowed. The rogue must be at least 10th level before selecting this talent.

*Skill Mastery*: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if this is not normally allowed. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time. The rogue must be at least 10th level before selecting this talent.

*Skirmisher (Ex)*: Whenever a rogue with this talent moves at least 10 feet in a round and makes an attack action, she deals sneak attack damage as if the target was denied its Dexterity bonus to AC. If the rogue makes more than one attack this turn, this talent applies only to the first attack. Foes with uncanny dodge are immune to this ability. A rogue must have the waylaying charge talent before selecting this talent.

Slippery Mind (Ex): A rogue with this talent can wriggle free from that which would otherwise control or compel her. If the rogue is affected by a mind-affecting spell or effect and fails her saving throw, she can attempt it again at the start of her next turn at the same DC. This ability only gives the rogue one extra chance from to succeed on her saving throw against each mind-affecting effect.

At 15th level, the restriction of only one extra chance no longer applies. Instead, at the start of the rogue's turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the save, she is no longer subject to the mind-affecting effect. She can even make this saving throw against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw DC as if the spell or effect did allow a saving throw. The rogue must be at least 10th level before selecting this talent.

*Slow Reactions*\* (*Ex*): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Sniper's Eye (Ex): When a rogue with this talent makes a ranged against an opponent that is threatened by at least two allies, the rogue gains flanking bonuses for the ranged attack as if she were flanking the enemy in melee and deals sneak attack damage with the attack if her target is within her sneak attack range. Creatures with improved uncanny dodge are immune to this, unless the rogue making the ranged attack has enough rogue levels to be able to flank the target in melee. When making ranged sneak attacks, the rogue gains a +1 circumstance bonus on each sneak

attack damage die. This circumstance bonus stacks with the circumstance bonus from the deadly range talent. The rogue must be at least 6th level before selecting this talent.

*Stealthy Sniper (Ex)*: When a rogue with this talent acts in the surprise round she may treat her initiative roll as a 20 for the surprise round, regardless of her actual initiative roll, but can only make an attack with a ranged weapon. Her normal initiative roll is used in subsequent rounds. When a rogue with this talent uses the Stealth skill to snipe, she reduces the penalty on the Stealth check by 5. At 10th level, she reduces this penalty by 10.

*Strong Swimmer (Ex)*: A rogue with this talent rolls twice while making Swim checks and takes the better result. Even if the rogue fails a Swim check, she is not considered off-balance in the water and doesn't lose her Dexterity bonus to AC. She can also hold her breath for twice as long before she risks drowning.

Superior Combat Ruse: A rogue who selects this talent gains Greater Feint as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Feint feat and be at least 6th level before selecting this talent.

Superior Combat Swipe: A rogue who selects this talent gains Greater Steal as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Steal feat and be at least 6th level before selecting this talent.

Superior Combat Trickery: A rogue who selects this talent gains Greater Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Dirty Trick feat and be at least 6th level before selecting this talent.

Superlative Stealth (Ex): Upon gaining this ability, a rogue with this talent selects two of the following senses: blindsense, blindsight, scent, or tremorsense. The rogue must select blindsense before selecting blindsight. A creature using the chosen senses can't automatically detect the rogue, and must succeed at Perception checks as normal to do so. The rogue must have a feat or skill specialty that grants a bonus on Stealth checks and be at least 8th level before selecting this talent. A rogue can take this talent up to two times, each time choosing two different senses.

Supple Contortionist (Ex): A rogue with this talent rolls twice while making an Escape Artist check and takes the better result. She must have a feat or skill specialty that grants a bonus on Escape Artist check checks before selecting this talent.

*Survivalist (Ex)*: A rogue with this talent adds Heal, Knowledge (nature), and Survival to her list of class skills. She can use Perception to follow tracks as per the Survival skill and adds half her rogue level (minimum 1) on Perception and Survival checks made to find or follow tracks.

*Swift Magic*: Three times per day, a rogue with this talent can cast one of her a minor magic or major magic spells as a swift action as if using the Quicken Spell-like Ability feat (*Pathfinder RPG Bestiary*). The rogue must have the major magic talent and be at least 10th level before selecting this talent.



*Swift Poison (Ex)*: A rogue with this talent can apply poison to a weapon as a move action or a swift action. The rogue must be at least 6th level, and must have the poison use class feature (or an equivalent ability that allows the rogue to apply poison to a weapon without accidentally poisoning herself) or be immune to poison before selecting this talent.

*Trapspotter* (Ex): Whenever a rogue comes within 10 feet of a trap, she makes an immediate Perception check to notice the trap. This check should be made in secret by the GM.

*Twofold Ruse*: A rogue who selects this talent gains Two Weapon Feint as a bonus feat. She doesn't need to meet the prerequisites for this feat. A rogue must have the Improved Feint and Two Weapon Fighting feats before selecting this talent.

Unseeing Acumen (Ex): A rogue who selects this talent gains Blind-Fight as a bonus feat. Additionally, if a rogue with this talent is blind or in darkness, she reduces the penalties on Strengthand Dexterity-based skills by 2 and doesn't take a penalty on opposed Perception checks. She still automatically fails checks and activities relying on vision, such as reading or sight-based Perception checks.

Waylaying Charge (Ex): Whenever a rogue with this talent makes a charge, her attack deals sneak attack damage as if the target was denied its Dexterity bonus to AC. If the rogue makes more than one attack this turn, this talent applies only to the first attack. Foes with uncanny dodge are immune to this ability. The rogue must be at least 4th level before selecting this talent.

Weapon Snatcher (Ex): A rogue with this talent can use Sleight of Hand bonus instead of her CMB when attempting to disarm an opponent. If she gains bonuses on disarm combat maneuver checks from feats, spells, magic items, or similar effects, these are added to her Sleight of Hand bonus when using the disarm maneuver. The rogue also applies any penalties she has on her attack roll to this check. However, if the rogue is unarmed when using this ability, she doesn't take the -4 penalty for making a disarm maneuver while unarmed. When using this ability as part of a full attack, the rogue takes a penalty on the check equal to the difference between base attack bonus of the attack being used for the disarm maneuver and her highest base attack bonus. For example, a rogue with a BAB of +6/+1 who uses this talent to make a disarm maneuver with her secondary attack (the one with +1 BAB) takes a -5 penalty on the disarm maneuver. If the rogue has a free hand after successfully disarming an opponent, she may gain the disarmed item or weapon. This attempt does not provoke an attack of opportunity. The rogue must be at least 8th level before selecting this talent.

*Weapon Training*: A rogue that selects this talent gains Weapon Focus as a bonus feat. She doesn't need to meet the prerequisites for this feat.

#### **Desperation Talents**

Desperation talents aren't as much an actual talent category as talents that can save a rogue's life in dire circumstances. Some players might feel it would be better to choose a talent that would help avoid the dire circumstance in the first place, but as quite a few players find these options very playable, they have also been included here.

Another Day (Ex): Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. At 15th level and 20th level, she can use this talent one additional time per day (to a maximum of 3 uses per day). The rogue must be at least 10th level before selecting this talent.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. When she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll-if she is denied her Dexterity bonus to AC against the attack, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion or improved evasion do not apply to the defensive roll. At 15th level, the rogue now takes one quarter damage on a successful save and half damage on a failed save. The rogue must be at least 10th level before selecting this talent.

*Redirect Attack (Ex)*: When a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature. The creature targeted must be within melee reach of the attack that hit the rogue, and the creature that made the attack against the rogue must make a new attack roll against the new target. The rogue cannot use this talent against the same opponent's attack or against the attack of any creature who observed the redirection for the next 24 hours. The rogue must be at least 8th level before selecting this talent.

*Resiliency (Ex)*: Once per day, a rogue with this ability can gain a number of temporary hit points equal to twice the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. When this ability expires, if the loss of these temporary hit points causes the rogue's hit points to drop below 0 hit points but doesn't kill her, then the rogue is disabled but remains stable and conscious (see the Stable Character and Recovery section of the Core Rulebook). At 10th level and every 5 levels thereafter, the rogue can use this talent one additional time per day (to a maximum of 4 uses per day at 20th level) but can only use this talent once every 10 minutes.

TALENT	Prerequisite	Level Prereq.	Benefit
Adaptive Assailant		10th level	Choose an extra square to count for flanking.
Agile Climber			Roll twice while climbing and take the better result.
Agonizing Attack*		6th level	Sneak attack damage forces a concentration check to cast spells.
Ambush Assailant	Stealth feat* or skill specialty	8th level	Foe denied Dex against the rogue for a round after successful Stealth.
Armor Expertise			Gain the Medium Armor Proficiency feat and reduce armor penalties.
Artful Dodger		8th level	Add Charisma modifier to AC against attacks of opportunity
Assassinate*		10th level	Kill foes that are unable to defend themselves.
Assault Leader			If the rogue misses, allow a flanking ally to make a melee attack.
Befuddling Attack*			A foe damaged by a sneak attack misses more often.
Bleeding Attack*			A foe damaged by a sneak attack takes bleed damage.
Blindsense	Blind-Fight feat	10th level	Gain blindsense 30 foot.
Blindsight	Blindsense 30 feet	12th level	Gain blindsight 60 foot.
Brutal Beating*	A	4th level	A foe damaged by a sneak attack is sickened.
Charmer	Diplomacy feat* or skill specialty	6th level	Roll twice when using Diplomacy and take the better result.
Combat Feat	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	1059	Gain a combat feat.
Combat Ruse			Gain Improved Feint as a bonus feat.
Combat Swipe			Gain Improved Steal as a bonus feat.
Combat Trickery			Gain Improved Dirty Trick as a bonus feat.
Consummate Avoidance	Acrobatics feat* or skill specialty	10th level	Make an Acrobatics check as an immediate action to avoid an attack.
Crippling Strike*		10th level	Foes damaged by a sneak attack take 2 Strength or Dexterity damage.
Cunning Trapsmith			Create traps as a full-round action and trigger traps as a swift action.
Deadly Cocktail	Poison use or immunity	8th level	Apply two doses of poison to the same weapon.
Deadly Range			Increase sneak attack range and damage.
Deft Swipe	Improved Steal		Use Sleight of Hand bonus to make a steal combat maneuver.
Dexterous Extrication			Use Escape Artist against grapple checks and for some Reflex saves.
Distracting Attack*			A foe hit by a sneak attack becomes flat-footed against an ally.
Duelist's Precision			Sneak attacks with a single weapon held in one hand deal more damage.
Esoteric Scholar			Make all Knowledge checks untrained and add three as class skills.
Eviscerating Attack*	Bleeding Attack	12th level	A foe damaged by a sneak attack takes Str, Dex, or Con bleed.
Expert Leaper			Make longer jumps and fall more gracefully.
Extra Avoidance	1		Gain a new avoidance.
Extra Skill Specialty			Gain a new skill specialty.
Fast Stealth			Move at full speed while using Stealth.
Fast Tumble			Reduce the penalty for tumbling past opponents at full speed.
Feat		10th level	Gain any feat that the rogue meets the prerequisites for.
Finesse Rogue			Gain Weapon Finesse as a bonus feat.

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Finesse Specialist			Add Dex bonus (instead of Str) to melee damage with a finesse weapon.
Finesse Training			Add Dex bonus (instead of Str) to melee damage with rogue weapons.
Fleet Footed			Increase movement speed by 10 feet.
Flowing Feint			Feint while moving and reduce feint penalties against non- humanoids.
Ground Fighter			Stand up as a free action and move at half speed while prone.
Hampering Attack*			A foe damaged by a sneak attack has its movement speeds halved.
Hard to Fool	Sense Motive feat* or skill specialty	4th level	Roll twice when using Sense Motive and take the better result.
Hide in Plain Sight	Stealth feat* or skill specialty	12th level	Able to hide even while being observed.
Honeyed Words	Bluff feat* or skill specialty	6th level	Roll twice when using Bluff and take the better result.
Lasting Poison		6th level	Poison applied to a weapon lasts for several successful attacks.
Ledge Runner		2 1	Quickly climb and cross narrow surfaces while retaining Dex bonus.
Masterful Strike			Apply two sneak attack talents to a sneak attack.
Menacing Demeanor	Intimidate feat* or skill specialty	6th level	Roll twice when using Intimidate and take the better result.
Minor Magic	10 Int or Cha		Cast a 0th-level sorcerer/wizard spell at will as a spell-like ability.
Magical Revision	Minor magic		Study a spellbook to change major or minor magic spells.
Major Magic	Minor magic, 11 Int or Cha		Cast a 1st-level sorcerer/wizard spell thrice per day as a spell-like ability.
Familiar	Major magic	15	Gain a familiar just like a wizard does.
Dispelling Attack*	Major magic	10th level	Foes damaged by a sneak attack are targetted with dispel magic.
Swift Magic	Major magic	10th level	Thrice per day cast a major or minor magic spell as a swift action.
Nimble Fingers	Sleight of Hand feat* or skill specialty		Roll twice when using Sleight of Hand and take the better result.
Offensive Defense*		States and	Gain a bonus to AC against an opponent hit by your sneak attack.
Opportunist		10th level	Once per round, take an attack of opportunity against a foe hit by an ally.
Peerless Maneuver	Acrobatics feat* or skill specialty	6th level	Roll twice when using Acrobatics and take the better result.
Philological Polyglot			Roll twice on Linguistics checks and learn extra languages.
Positioning Strike			Reposition a creature after a melee attack.
Quick Disable			Disable devices in half the normal time and take 10 at any time.
Quicker than the Eye			Retrieve hidden weapons and non-bulky items quickly.
Rapid Scrutiny			Search a creature, object, or area more quickly.
Rapid Swipe	Improved Steal	6th level	Gain Quick Steal as a bonus feat.
Rapid Trickery	Improved Dirty Trick	6th level	Gain Quick Dirty Trick as a bonus feat.
Seamless Facade			Reduce penalties for unusual disguises and don disguises quickly.
Silencing Attack*		6th level	A foe damaged by a sneak attack is rendered mute.

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Weapon Snatcher	charge	8th level	Use Sleight of Hand bonus for disarm combat maneuvers.
Skirmisher	Waylaying	111110+01	Make a sneak attack after moving at least 10 feet.
Waylaying Charge		4th level	Make a sneak attack after charging.
Unseeing Acumen		13	Gain Blind-Fight as a bonus feat and reduce skill penalties while blind.
Twofold Ruse	Improved Feint, Two Weapon Fighting		Gain Two Weapon Feint as a bonus feat.
Trapspotter		2	Receive a free Perception check when within 10 feet of a trap.
Swift Poison	Poison use or immunity	6th level	Apply poison to a weapon as a move action or swift action.
Survivalist		1/16	Heal, Knowledge (nature), Survival are class skills. Track with Perception.
Supple Contortionist	Escape Artist feat* or skill specialty		Roll twice when using Escape Artist and take the better result.
Superlative Stealth	Stealth feat* or skill specialty	8th level	Blindsense, blindsight, scent, or tremorsense don't detect the rogue.
Superior Combat Trickery	Improved Dirty Trick	6th level	Gain Greater Dirty Trick as a bonus feat.
Superior Combat Swipe	Improved Steal	6th level	Gain Greater Steal as a bonus feat.
Superior Combat Ruse	Improved Feint	6th level	Gain Greater Feint as a bonus feat.
Strong Swimmer			Roll twice while swimming and hold breath longer.
Stealthy Sniper			Gain initiative 20 for a surprise round and reduce the penalty for sniping.
Sniper's Eye		6th level	Make ranged sneak attacks against a foe threatened by allies.
Slow Reactions*			A foe damaged by a sneak attack can't take attacks of opportunity.
Slippery Mind		10th level	New saving throw against mind-effecting effects.
Skill Mastery		10th level	Choose Int modifier + 3 skills and take 10 with them at any time.

#### **Desperation Talents**

Prerequisite	Level Prereq.	Benefit
Another Day	10th level	Once per day, take a 5-foot step out of reach to avoid a melee attack.
Defensive Roll	10th level	Make a Reflex save to roll with a deadly blow and take less damage.
Redirect Attack	8th level	Redirect a melee attack to strike at an adjacent creature.
Resiliency		Once per day, gain temporary hit points to avoid dying.

\* This includes any feat that provides a +2 or greater bonus to the skill in question, including Skill Focus but also feats like Persuasive and Stealthy.



#### IMPLEMENTATION

Implementing these talents is a fairly straightforward process, even with existing characters. If skill specialties are not being used, removing the prerequisite of having a feat or skill specialty that provides a bonus to a skill is recommended. However, if the feat prerequisite is left in place, it does mean that these talents will only be taken by a truly dedicated character.

As mentioned in the skill specialties section, having Unchained skill unlocks count as skill specialties and vice versa is an elegant solution. It allows Unchained rogues to meet the prerequisites of certain talents in this book. It also works well with the Unchained version of the skill mastery advanced talent. When taking this advanced talent, the rogue chooses one of the skills listed in each of her skill specialties as a skill to gain skill mastery with.

The deadly range and sniper's eye talents both give a circumstance bonus on ranged sneak attack damage. These circumstance bonuses stack with each other but should not stack with the damage bonus from *sniper's goggles*<sup>APG</sup>.

For Unchained rogues, several talents overlap with the debilitating injury class feature. If choosing to retain this Unchained class feature, then the befuddling attack, hampering attack, and offensive defense talents should be unavailable.

The quick shot advanced rogue talent from *Pathfinder RPG Pathfinder Unchained* is very similar to the stealthy sniper talent in this product, it is recommended to choose the one you prefer and make the other unavailable.

Finally, whether or not other classes that can access rogue talents (such as investigators, ninjas, slayers, or archeologist bards) gain access to the talents in this book is up to you. This author feels that ninjas and archeologist bards should gain access, but whether investigators or slayers should needs to be decided on a talent by talent basis. Keep an eye out for corner cases such as an archeologist bard taking the extra skill specialty talent and then ending up with a huge bonus on Perception or Disable Device checks.



Sooner or later, a rogue ends up in combat. Rogues need to be able to contribute in combat as much as any other martial class. This section examines the issues that the rogue class has in combat situations and offers ways for the class to perform as well as contemporary classes while still retaining its own distinctive flavor and identity.

#### **SAVING THROWS**

As a class without magical powers to improve their saving throws, rogues need a little bit of a boost. Every class of a similar skillful nature (bard, inquisitor, investigator, ranger, and slayer) has two good saves, and a traditional rogue only has a good Reflex save. Indeed, almost every <sup>3</sup>/<sub>4</sub> BAB class has two good saves. Rogues could gain either a good Fortitude save or a good Will save, but because rogues need flexibility, a scaling bonus that grants the equivalent of 'medium' saves to both Fortitude and Reflex saves makes sense. After all, a rogue should be hardier and more able to resist poison or disease than a bookish wizard but still not quite as robust as a bulky fighter. The same with Will saves, a rogue should be able to shrug off the magical wiles of some beguiling creature better than a lumbering fighter, but not as well as a mentally potent wizard.

**Tenacity**: A rogue is cunning and resilient, she gains a +1 bonus on her Fortitude and Will saves. These bonuses increase by 1 at 7th level and again at 14th level.

#### IMPLEMENTATION

Add the tenacity class feature as an upgrade to any rogue.

#### **ATTACK BONUS**

With sneak attack, rogues have the potential to deal a respectable amount of damage, but as a class with very few ways to boost its attack bonus, rogues often have a lot of difficulty getting their sneak attacks to connect.

At 1st level, a rogue only has one less attack bonus than most other martial classes but this gap quickly gets wider as the classes move to higher levels. Let's look at the attack bonuses that come purely from BAB and 'always available' class features and then compare both the slayer and the investigator to the traditional rogue at 20th level.

Investigator<sup>ACG</sup>: +15 BAB, +10 studied combat = +25/+20/+15 attack, +10 damage (this doesn't even include any long duration extracts)

Slayer<sup>ACG</sup>: +20 BAB, +5 studied target = +25/+20/+15/+10, +5 damage, +21 sneak attack damage

Traditional rogue: = +15/+10/+5, +35 sneak attack damage

So a traditional rogue is at -10 to hit compared to the other two classes. She needs a natural 20 to hit monsters that other PCs can hit on a 10 or better. The rogue really struggles to successfully hit, even if she might do slightly more damage when she does. Giving a scaling bonus to attack rolls means that the rogue still has the same number of attacks but those attacks have a better chance of hitting. This is instead of giving the rogue full BAB, which would not only increase the class's number of attacks, but also make the rogue class a bit too good at first level and a very obvious choice for a 'dip' for a couple of levels. Giving a bonus that keeps rogues at roughly the same attack bonus as a full BAB class is a straightforward solution.



If you wish to maintain a thematic restriction on the rogue's weapons for use with combat prowess, you could limit this bonus to attacks made with light weapons, as well as the hand crossbow, rapier, sap, shortbow, and short sword.

In terms of attack bonuses, the combat prowess class feature bridges some of the gap between rogues and other similar classes but not all of it. It makes sense that as rogues become better at dealing damage with sneak attacks, they should also be at an advantage in terms of hitting with those attacks. Rather than a straight bonus on all attacks, this is a bonus to hit with the same qualifiers as sneak attack.

**Optional Rule: Advantageous Attack**: At 7th level, whenever a rogue's opponent is denied its Dexterity bonus to AC against her attack (whether it actually has a Dexterity bonus or not), or when she flanks an opponent, the rogue gains a +1 bonus on attack rolls against that opponent. Ranged attacks only gain this bonus if the target is within the rogue's sneak attack range (usually 30 feet). This bonus increases by 1 for every 4 levels beyond 7th (to a maximum of +4 at 19th level).

#### IMPLEMENTATION

Add combat prowess and advantageous attack as an upgrade to the CRB rogue. The Unchained rogue already has a way to improve her chance to hit using her debilitating injury class feature to give an opponent struck by her sneak attack the bewildered penalty (-4 AC vs. the rogue, which increases to -6 AC at 10th level and -8 AC at 16th level, the creature also has -2 AC against other creatures). This has advantages and disadvantages compared to combat prowess/advantageous attack. The bonus applies earlier and is larger, and also gives the rogue's allies an effective +2 bonus to hit the target. However, any effect that cures hit points removes the bewildered penalty. The penalty also only lasts for 1 round unless the rogue manages to hit the target more than once in a round to extend the penalty's duration. A rogue who only hits once with a sneak attack gets nothing from the bewildered penalty because effects with a duration of one round last until the start of the rogue's next turn. This all assumes that a rogue can sneak attack in the first place, which isn't always possible. Consider swapping out the bewildered penalty option from debilitating injury for the combat prowess and advantageous attack class features.



#### **SNEAK ATTACK**

Sneak attack is a rogue's only offensive combat ability and without sneak attack, a rogue's attacks are essentially the same as those of the NPC expert class. A high level rogue should be a master at sneak attacking. Sneak attack does good damage but can be negated by a large number of things:

**Immune:** Elementals, oozes, and creatures with amorphous special quality are immune to precision-based damage, and incorporeal creatures can't be sneak attacked unless the attacker uses a *ghost touch* weapon. Creatures under the effects of *elemental body III*, *elemental body IV*, or *gaseous form* spells are similarly immune, as are creatures with concealment (CRB rogue only).

**Percentage chance to negate sneak attacks:** Creatures under the effects of *greater shield of fortification*<sup>ACG</sup>, *shield of fortification*<sup>ACG</sup>, or *twisted innards* spells have a chance to negate the additional damage from sneak attacks, as do creatures wearing magic armor with the *fortification* property or with the *fortification* mythic universal monster ability. Creatures with the protean subtype likewise have a 50% chance to negate precision-based damage.

**Immune to flanking:** Swarms, elementals, and oozes are immune to flanking. Creatures with the all-round vision special quality are also immune to flanking, including those wearing *arachnid goggles*<sup>UE</sup> or using a *countless eyes*<sup>UM</sup> spell, which lasts hours per level. The Flanking Foil<sup>UC</sup> feat and improved uncanny dodge class feature can likewise prevent flanking.

The above list is not exhaustive. There are also plenty of spells and abilities that can negate a sneak attack a certain number of times a day, such as the *jingasa of the fortunate soldier*<sup>UE</sup>. This seems harsh if you consider that sneak attack is similar to a ranger's favored enemy or the Power Attack feat and that there are very few ways to negate those. Below are options to give a rogue a better chance to deliver sneak attacks.

#### CONCEALMENT

There's already an answer to problem of sneak attacking targets with concealment, the Shadow Strike feat. However forcing a feat tax onto the rogue class isn't a good idea. The Unchained rogue can naturally deal sneak attack damage against targets with concealment. An intermediate solution is to give the CRB rogue a bonus feat/talent at 1st level which she can use to take Shadow Strike, Weapon Finesse, or other options, and then giving her the Shadow Strike feat at 5th level (or another combat feat if she already has Shadow Strike). That way a rogue can have the feat as early as 1st level if she wants, but will always have it by 5th level. From a design point of view, why wait until 5th level to give this ability to all rogues? Not to hurt PC rogues, but to give PCs the possibility of using smokesticks or *obscuring mist* spells against NPC rogues for a few levels. **Shadowstriker**: At 5th level, a rogue gains the Shadow Strike<sup>APG</sup> feat as a bonus feat. If the rogue already has this feat, she can instead take any combat feat or rogue talent she meets the prerequisites for.

#### **IMMUNITY TO FLANKING**

Flanking is one of the easier ways to get sneak attacks when a rogue is part of an adventuring team, but it can get annoying when creatures are completely immune to flanking. Similar to how a rogue with sufficient levels can ignore another character's improved uncanny dodge ability, a higher level rogue should have something similar to circumvent this immunity.

**Outmaneuvering Sneak (Ex)**: At 9th level, unless a creature with the all-round vision ability has at least four more hit dice than the rogue's class level, the rogue can flank that creature as if it did not possess this ability.

#### **PERCENTAGE CHANCE TO NEGATE**

A creature's percentage chance to negate sneak attacks usually comes from special magical defenses over vital areas or an unusual anatomy. A high level rogue should be skilled at getting around these defenses. A rogue needs something that is mechanically similar to how the Blind-Fight feat reduces the problems of fighting in darkness.

**Bypass Defenses (Ex):** At 11th level, when a rogue deals sneak attack damage to a creature with a percentage chance to negate sneak attacks, such a sorcerer with the aberrant bloodline or a creature wearing armor with the *fortification* special ability, the creature must roll twice; if either roll fails then the sneak attack damage is not negated. At 17th level, reduce the percentage chance to negate sneak attacks by 25% before the creature rolls to negate the rogue's sneak attack. This ability has no effect on creatures who are completely immune to precision damage or sneak attacks.

#### **DAMAGE AND ENERGY RESISTANCE**

Creatures with abilities that reduce damage are something that highly competent rogues should be able to circumvent when delivering sneak attacks. Allowing high level rogues to find a clink in a creature's resistances is comparable to a paladin slicing straight through them when smiting evil.

**Overcome Resistance (Ex)**: At 7th level, when a rogue deals sneak attack damage with an attack, this attack ignores up to 5 points of damage reduction or hardness. This does not apply to damage reduction without a type (such as DR 10/—). When a rogue deals sneak attack damage with an attack that deals acid, cold, electricity, or fire damage, that attack ignores up to 5 points of acid, cold, electricity, or fire resistance, as appropriate.

**Greater Overcome Resistance (Ex)**: At 17th level, the amount of damage reduction, hardness, or resistance ignored by the rogue's overcome resistance ability increases to 10 points of damage and this ability now applies to all types of damage reduction or resistance, such as sonic resistance or damage reduction without a type (such as DR 10/—).

#### **CONSISTENCY OF DAMAGE**

Sometimes the rogue's sneak attack damage dice roll badly during an important fight. Two existing talents can help with this and also give a slight increase to a rogue's damage. Introduced in the *Pathfinder Roleplaying Game Advanced Player's Guide*, the powerful sneak talent allows a rogue to treat 1s on sneak attack damage dice as 2s, and the deadly sneak advanced talent allows a rogue to treat 1s and 2s as 3s. In *Pathfinder Roleplaying Game Pathfinder Unchained*, these two talents were slightly improved by allowing the rogue to reroll 1s (or 1s and 2s) once. However, all these talents impose a -2 penalty on the rogue's attack rolls and can only be used during a full attack.

Talent	Average damage per die*	Damage increase per die*
APG powerful sneak	3.6667	0.16667
APG deadly sneak	4.0	0.5
Unchained powerful sneak	3.9167	0.41667
Unchained deadly sneak	4.1667	0.66667

\* Assumes d6s for sneak attack damage

In order for these talents to be as effective as the Power Attack feat with a one-handed weapon (-1 penalty on attack rolls, +2 on damage rolls, plus a like amount per 4 points of base attack bonus) a rogue needs to have both talents and deal at least 8 dice of sneak attack damage (6 dice with the Unchained version).

Rather than keep these abilities as talents of limited use, a better option is to remove the attack roll penalty and other restrictions and add these as base features of the rogue class. Using the APG version makes for easier play at the gaming table, as the rogue player doesn't have to waste time rerolling dice. The difference between the two versions is minimal anyway, only a difference of 1.6 damage when rolling 10d6 damage at 20th level.

This makes rogue's sneak attacks more reliable and gives her something unique that other classes with sneak attack don't have. In terms of power level increase, the average damage increase from 10d6 at 20th level is an extra 5 damage.

**Powerful Sneak (Ex)**: At 5th level, when a rogue deals sneak attack damage she treats all 1s on the sneak attack damage dice as 2s.

**Deadly Sneak (Ex)**: At 13th level, when a rogue deals sneak attack damage she treats all 1s and 2s on the sneak attack damage dice as 3s.

#### **CRITICAL SNEAK ATTACKS**

The fact that extra damage dice, including sneak attack dice, aren't multiplied on a critical hit is an issue for rogues considering that most other martial abilities that grant extra damage, such as the Power Attack feat or a ranger's favored enemy class feature, do multiply on a critical hit. Giving a class ability that provides some extra damage when a sneak attack is also a critical hit is reasonable.

Sneak attacks and critical hits are similar in nature in that they both represent extra damage from striking a vital area. Similar to how a fighter or swashbuckler at the pinnacle of their ability (20th level) can automatically confirm critical threats, a rogue of similar level should be able to automatically confirm critical threats that are also sneak attacks.

**Critical Sneak (Ex):** At 3rd level, when a rogue deals sneak attack damage that is also a critical hit, she deals an amount of additional damage equal to the number of sneak attack damage dice dealt. At 11th level, this additional damage increases to twice the rogue's number of sneak attack damage dice dealt. This additional damage is multiplied by the critical hit.

**Precise Critical (Ex)**: At 19th level, when a rogue threatens a critical hit and the attack is also a sneak attack, the critical is automatically confirmed.

#### NONLETHAL SNEAK ATTACKS

The phrase "cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty" is a restriction on sneak attacks that doesn't need to be there. After all, a rogue knocking a guard unconscious with the hilt of a sword or dagger is a pretty iconic image. A rogue can already deal sneak attack damage with an improvised weapon or even with a weapon she isn't proficient with, removing the restriction on nonlethal sneak attacks means a rogue doesn't have to waste time in combat dropping her normal weapon and drawing a sap when she wants to take an enemy prisoner.

Changing this restriction affects the Sap Adept feat, making it a lot easier to use. Personally, the Sap Adept feat feels like a fix feat, it tries to make the rogue class better by giving a way for a rogue deal significantly more damage, but constrains her into using a nonlethal bludgeoning weapon to do so. we recommend changing the feat so that it gives +1 damage per sneak attack die but works for any type of nonlethal damage the rogue deals (not just bludgeoning damage).

#### **A SINGLE FOCUSED SNEAK ATTACK**

There are often circumstances where a rogue can only get a single attack on an enemy, such as when she needs to move or spend an action an action setting up a sneak attack. Giving a rogue who normally has multiple attacks from her BAB a way to combine these attacks into a single focused sneak attack provides high level rogues with a useful combat option.



Focused Strike (Ex): At 9th level, as a standard action a rogue can use the attack action to make a single attack. If this attack deals sneak attack damage then the attack deals double the normal number of sneak attack dice. The additional sneak attack dice do not add to effects that trigger from a successful sneak attack, such as the bleeding attack talent.

Lethal Focus (Ex): At 15th level, when a rogue uses the focused strike ability, she does not have to roll the additional sneak attack damage dice from that ability, these dice deal maximum damage.

Adding these class features affects the Sap Master feat and the underhanded talent. The Sap Master feat lets a rogue roll double her normal sneak attack damage dice when dealing nonlethal damage against a foe who is flat-footed (not just denied Dex to AC). The feat is quite exacting and while it provides a good benefit, it constrains a rogue into very specific weapon choices and particular circumstances. Focused strike is a more general ability, but is balanced by only being available at a higher level. Consider removing the Sap Master feat as it is superseded by the class ability. The underhanded talent allows a rogue to deal maximum sneak attack damage under extremely specific and limited circumstances. If a rogue uses focused strike and the underhanded talent together, the additional dice from focused strike are rolled normally and not maximized, only when the rogue has lethal focus are both sets of sneak attack dice maximized.

#### IMPLEMENTATION

Aside from the specifics listed above, all of these features can be added to either the CRB rogue or the Unchained rogue. If you don't want to modify existing features of the Unchained rogue then place the shadowstriker class feature at 1st level as opposed to 5th level. Also, remove the powerful sneak and deadly sneak rogue talents as choices as they are now inbuilt class features.

#### What does a rogue do when she can't sneak attack?

There will always be times that a rogue just can't get to sneak attack. What does a rogue do in this case? A rogue needs something so she can be moderately effective when she can't sneak attack. The following class abilities provide a few possible solutions.

The first is called telling blow, where the rogue focuses on aggressively scoring damaging blows, favoring offense over defense against a particular foe, and dealing extra damage equal to her minimum sneak attack damage instead of actual sneak attack damage. The second is called distracting ruse, where the rogue harries and inconveniences the enemy to aid her comrades and herself. This ability applies small penalties to the foe for a round, similar to the Unchained rogue's debilitating injury class feature.

Telling Blow (Ex): At 3rd level, a rogue can choose to take a -2 penalty to her AC against a specific opponent and gain a bonus on the damage roll from her next successful attack against that opponent made before the start of her next turn. The bonus damage is an amount equal to the rogue's number of sneak attack damage dice. A rogue must choose to use this ability before making an attack roll and the penalty lasts until the start of the

rogue's next turn. Initially a rogue can use this ability once per round, this increases to twice per round at 8th level and three times per round at 15th level. These uses reset at the start of the rogue's turn. The penalty to the rogue's AC against a specific creature does not stack with itself.

This bonus damage does not apply to splash weapon damage or effects that do not deal hit point damage. The rogue only adds this bonus damage to ranged attacks if her target is within her sneak attack range (normally 30 feet). This bonus damage is not precision damage and is multiplied on a critical hit. While using this ability, if an attack made by the rogue deals sneak attack damage, she deals the sneak attack damage instead of this bonus damage.

**Distracting Ruse (Ex)**: At 4th level, a rogue can inconvenience and distract an opponent. If a rogue hits a foe with a melee attack that does not deal sneak attack damage, she can cause the foe to take a minor penalty for 1 round. The rogue can choose to apply any one of the following penalties when the damage is dealt.

*Hampered*: The target counts as having a medium load for the purposes of calculating its speed. This penalty has no effect on creatures already carrying a medium or heavier load, or those whose speed is unaffected by encumbrance, such as the slow and steady racial trait that dwarves have. The rogue can only apply this penalty to an opponent who is no more than one size category larger than her.

*Hindered*: The target counts as being in difficult terrain, and can't take a 5-foot step. Moving out of its current space costs the target double the normal amount of movement, any movement after that is unaffected. This penalty has no effect against flying creatures, swimming creatures, creatures that can't be tripped, or those that can move normally in difficult terrain, such as creatures under the effects of a *feather step* spell. The rogue can only apply this penalty to an opponent who is no more than one size category larger than her.

*Bewildered*: The target takes a -1 penalty to AC. The rogue can also designate one creature against which the target takes an additional -1 penalty to AC. At 10th level and 16th level, this additional penalty increases by -1 (to a maximum total penalty of -4). These penalties last until the end of the rogue's next turn.

Disoriented: The target takes a -1 penalty on attack rolls. The rogue can also designate one creature and the target takes an additional -1 penalty on all attack rolls against that creature. At 10th level and 16th level, this additional penalty increases by -1 (to a maximum total penalty of -4).

These penalties do not stack with themselves. As a move action, a rogue can also apply one of these penalties to an opponent she threatens without having to successfully hit that opponent.

#### IMPLEMENTATION

Use either one of these abilities to give a rogue an option when she can't sneak attack. However, giving a rogue both these abilities is probably a little too much of a power upgrade.

# LEGENDARY ROGUE

Rogues are skillful and cunning adversaries who shrewdly utilize their varied talents to overcome any hindrance or opposition. A rogue hones her abilities and instinctive senses to a razor's edge, becoming an expert at a diverse array of skills who is always ready for danger. She can assume many roles: a deadly master of stealth, an inscrutable diplomat, a smooth talking con artist, as well as a multitude of other possibilities. Rogues ply many trades: bandit, bounty hunter, investigator, pirate, spy, robber; some rogues simply explore the world seeking adventure and riches. In combat, a rogue uses deadly precision to concentrate on an opponent's weak points. A rogue with the element of surprise or one who catches a distracted opponent off guard can deliver lethal attacks, finishing any fight swiftly and decisively.

Alignment: Any.

Hit Die: d8.

**Starting Wealth**:  $4d6 \times 10$  gp (average 140 gp)

#### CLASS SKILLS

The rogue's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

#### **CLASS FEATURES**

The following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, longsword, rapier, sap, shortbow, short sword, and sword cane, as well as one of the following weapons: garrote, longbow, whip, or a single light or one-handed martial weapon. They are proficient with light armor and bucklers but not with other shields.

#### TABLE: LEGENDARY ROGUE

Level	BAB	Fort	Ref	Will	Sneak Attack	Special
1	+0	+0	+2	+0	+1d6	Inherent talent, skill specialty, tenacity +1
2	+1	+0	+3	+0		Instinct, talent
3	+2	+1	+3	+1	+2d6	Avoidance, critical sneak, telling blow
4	+3	+1	+4	+1		Instinct, skill specialty, talent
5	+3	+1	+4	+1	+3d6	Combat prowess +1, powerful sneak, shadowstriker
6	+4	+2	+5	+2		Avoidance, talent
7	+5	+2	+5	+2	+4d6	Advantageous attack +1, overcome resistance, tenacity +2
8	+6	+2	+6	+2		Instinct, talent
9	+6	+3	+6	+3	+5d6	Avoidance, combat prowess +2, focused strike, outmaneuvering sneak
10	+7	+3	+7	+3		Skill specialty, talent
11	+8	+3	+7	+3	+6d6	Advantageous attack +2, bypass defenses
12	+9	+4	+8	+4		Avoidance, instinct, talent
13	+9	+4	+8	+4	+7d6	Combat prowess +3, deadly sneak
14	+10	+4	+9	+4		Talent, tenacity +3
15	+11	+5	+9	+5	+8d6	Advantageous attack +3, avoidance, lethal focus
16	+12	+5	+10	+5		Instinct, skill specialty, talent
17	+12	+5	+10	+5	+9d6	Combat prowess +4, instinct, greater overcome resistance
18	+13	+6	+11	+6		Avoidance, talent
19	+14	+6	+11	+6	+10d6	Advantageous attack +4, precise critical
20	+15	+6	+12	+6		Instinct, master strike, talent



**Inherent Talent**: At first level, a rogue gains one of the following (see rogue talents below): armor expertise, esoteric scholar, fleet footed, survivalist, trap spotter, weapon finesse, weapon training, or the Shadow Strike feat.

**Tenacity**: A rogue is cunning and resilient, she gains a +1 bonus on Fortitude and Will saves. These bonuses increase by 1 at 7th level and again at 14th level.

**Skill Specialty:** A rogue dedicates herself to refining specific sets of skills. A rogue gains a skill specialty at 1st level, 4th level, and every 6 levels thereafter. Each skill specialty grants bonuses equal to 1/2 the rogue's level (minimum +1) on certain checks. A rogue cannot gain a skill specialty more than once and bonuses from different skill specialties do not stack. A complete list of skill specialties can be found above.

**Sneak Attack**: If a rogue can catch an opponent when she is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Extra damage from sneak attacks is precision damage. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. If a rogue choses to deal nonlethal damage with a weapon that normally deals lethal damage (with the usual –4 penalty to the attack roll) while making a sneak attack, then the sneak attack damage is also nonlethal.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

**Instincts:** A rogue hones her intuitive senses to utmost sharpness. Her reflexive quickness allows a rogue to act and react seemingly faster than thought. At the indicated levels, a rogue chooses and gains an instinct. A complete list of instincts can be found above.

**Rogue Talents**: As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level and every 2 levels thereafter, a rogue gains one rogue talent she meets the prerequisites for. Unless otherwise noted, a rogue cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made. A complete list of rogue talents can be found above. **Critical Sneak (Ex)**: At 3rd level, when a rogue deals sneak attack damage that is also a critical hit, she deals an amount of additional damage equal to the number of sneak attack damage dice dealt. At 11th level, this additional damage increases to twice the rogue's number of sneak attack damage dice dealt. This additional damage is multiplied by the critical hit.

Telling Blow (Ex): At 3rd level, a rogue can choose to take a -2 penalty to her AC against a specific opponent and gain a bonus on the damage roll from her next successful attack against that opponent made before the start of her next turn. The bonus damage is an amount equal to the rogue's number of sneak attack damage dice. A rogue must choose to use this ability before making an attack roll and the penalty lasts until the start of the rogue's next turn. Initially a rogue can use this ability once per round, this increases to twice per round at 8th level and three times per round at 15th level. These uses reset at the start of the rogue's turn. The penalty to the rogue's AC against a specific creature does not stack with itself.

This bonus damage does not apply to splash weapon damage or effects that do not deal hit point damage. The rogue only adds this bonus damage to ranged attacks if her target is within her sneak attack range (normally 30 feet). This bonus damage is not precision damage and is multiplied on a critical hit. While using this ability, if an attack made by the rogue deals sneak attack damage, she deals the sneak attack damage instead of this bonus damage.

**Avoidances:** A rogue gains intensive expertise in a specific defensive facet of her craft. Starting at 3rd level and every 3 levels thereafter, the rogue either selects a new avoidance or selects one of her existing avoidances and increases her benefits from it by the amount(s) listed in the avoidance. A complete list of avoidances can be found above.

**Combat Prowess:** At 5th level, a rogue gains a + 1 bonus on her attack rolls. This bonus increases by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level.)

**Powerful Sneak (Ex)**: At 5th level, when a rogue deals sneak attack damage she treats all 1s on the sneak attack damage dice as 2s.

**Shadowstriker**: At 5th level, a rogue gains the Shadow Strike<sup>APG</sup> feat as a bonus feat. If the rogue already has this feat, she can instead take any combat feat or rogue talent she meets the prerequisites for.

Advantageous Attack: At 7th level, whenever a rogue's opponent would be denied its Dexterity bonus to AC (whether it actually has a Dexterity bonus or not), or when she flanks an opponent, the rogue gains a +1 bonus on attack rolls against that opponent. This bonus increases by 1 for every 4 levels beyond 7th (to a maximum of +4 at 19th level).

**Overcome Resistance (Ex)**: At 7th level, when a rogue deals sneak attack damage with an attack, this attack ignores up to 5 points of damage reduction or hardness. This does not apply to damage reduction without a type (such as DR 10/—). When a rogue deals sneak attack damage with an attack that deals acid, cold, electricity, or fire damage, that attack ignores up to 5 points of acid, cold, electricity, or fire resistance, as appropriate.

Focused Strike (Ex): At 9th level, as a standard action a rogue can use the attack action to make a single attack. If this attack deals sneak attack damage then the attack deals double the normal number of sneak attack dice. The additional sneak attack dice do not add to effects that result from a successful sneak attack, such as the bleeding attack talent.

**Outmaneuvering Sneak (Ex):** At 9th level, unless a creature with the all-round vision ability has at least four more hit dice than the rogue's class level, the rogue can flank that creature as if it did not possess this ability.

**Bypass Defenses (Ex)**: At 11th level, when a rogue deals sneak attack damage to a creature with a percentage chance to negate sneak attacks, such a sorcerer with the aberrant bloodline or a creature wearing armor with the fortification special ability, the creature must roll twice; if either roll fails then the sneak attack damage is not negated. At 17th level, reduce the percentage chance to negate sneak attacks by 25% before the creature rolls to negate the rogue's sneak attack. This ability has no effect on creatures who are completely immune to precision damage or sneak attacks.

**Deadly Sneak (Ex):** At 13th level, when a rogue deals sneak attack damage she treats all 1s and 2s on the sneak attack damage dice as 3s.

**Lethal Focus (Ex)**: At 15th level, when a rogue uses the focused strike ability, she does not have to roll the additional sneak attack damage dice from that ability, these dice deal maximum damage.

**Greater Overcome Resistance (Ex):** At 17th level, the amount of damage reduction, hardness, or resistance ignored by the rogue's overcome resistance ability increases to 10 points of damage and this ability now applies to all types of damage reduction or resistance, such as sonic resistance or damage reduction without a type (such as DR 10/—).

**Precise Critical (Ex)**: At 19th level, when a rogue threatens a critical hit and the attack is also a sneak attack, the critical is automatically confirmed.

**Master Strike** (Ex): At 20th level, a rogue becomes incredibly deadly with sneak attacks. When the rogue deals sneak attack damage, she can choose one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. A successful Fortitude save reduces any of these effects to staggered for 1 round. The DC of this save is 10 + 1/2 the rogue's level + the higher of the rogue's Strength or Dexterity modifier. Once a creature has been the target of a rogue's master strike, it is immune to further master strikes from that rogue for 1 day.





There are numerous types of rogue and even though the rogue's selectable class features provide a large amount of flexibility, there are still many classic rogues that can be represented using archetypes. Some of these are updates to existing archetypes and many have been expanded to make these archetypes more unique.

#### ACROBAT (ARCHETYPE)

Class Skills: An acrobat adds Fly to her class skills.

**Tumbling Artiste**: An acrobat gains access to the following skill specialty.

*Tumbler*: Grants a bonus on Acrobatics and Fly checks. If wearing no armor the rogue gains an additional +1 bonus on Acrobatics and Fly checks, this additional bonus does not increase with the rogue's level.

**Natural Acrobat**: An acrobat must take expert leaper as her inherent talent. This ability modifies inherent talent.

**Soaring Daredevil**: If an acrobat has either the agile climber or peerless maneuver rogue talent, she rolls twice while making Fly checks and takes the better result.

Aerialist: An acrobat can select the major magic rogue talent and gain enhanced benefits with certain spells. The acrobat does not have to have minor magic when choosing these particular spells but must meet the other prerequisites of the major magic talent.

- At 2nd level, an acrobat can choose *feather fall*, *glide*, or *jump* and use this spell-like ability at will. She can use the *glide* or *jump* spell-like ability as a swift action.
- At 6th level, an acrobat can choose *air step* or *levitate* even though these are not 1st level spells. She can use this spell-like ability at will.
- At 10th level, an acrobat can choose the *fly* spell even though this is not a 1st level or 2nd level spell. She can use this spell-like ability five times per day and this increases to seven times per day at 16th level.

#### **BANDIT** (ARCHETYPE)

**Ambuscade**: A bandit must choose ambusher as her first instinct. This ability modifies her 2nd-level instinct.

**Fearsome Strike (Ex)**: At 8th level, a bandit can terrify an opponent with a powerful hit. When a bandit confirms a critical hit and deals sneak attack damage to an opponent, she can make the opponent frightened for a number of rounds equal to her Charisma modifier (minimum 1). This ability replaces the talent gained at 8th level.

#### BURGLAR (ARCHETYPE)

**Careful Disarm (Ex)**: At 4th level, whenever a trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. When using Disable Device, the rogue can attempt to leave no trace of her tampering without taking the -5 penalty, but this attempt takes twice as long as normal. This ability replaces the rogue talent gained at 4th level.

**Silent Prowler (Ex)**: At 4th level, whenever a burglar makes a Stealth check, she also makes a second check. She uses the first check's result against those creatures that could be able to observe her using sight and uses the higher of the two results against creatures she has total concealment or total cover from, or creatures who cannot see her.



#### CHAMELEON (ARCHETYPE)

Vanish in the Crowd (Ex): A chameleon's movement is not impeded by crowds. Opposed Perception and Sense Motive checks take a -2 penalty when made against the chameleon's Bluff, Disguise, Sleight of Hand, or Stealth checks if she's within 20 feet of at least two non-hostile characters of her apparent creature type. This penalty increases to -4 if she's within 20 feet of at least eight such creatures or is currently in a square occupied by a crowd. At 6th level, she can use soft cover to make Stealth checks. This ability replaces inherent talent.

Crowd Combatant: At 3rd level, a chameleon gains access to the following avoidance:

Crowd Combatant (Ex): A chameleon gains a +1 dodge bonus to AC when she is adjacent to two or more enemies or when she is adjacent to four or more creatures who are within one size category of the chameleon's size.



Blend In (Ex): At 4 level, a chameleon can use her Stealth bonus when making a Disguise skill check to avoid detection in an inhabited area. If this check is successful, the chameleon seems so unexceptionally normal that she blends in to the background of her surroundings. A chameleon cannot use this ability while she is drawing attention to herself. A chameleon also masters the art of acting as if she belongs in any situation. She can make a Disguise check in lieu of a Diplomacy check to influence the attitudes of NPCs. She doesn't need to change her appearance to make this check-this ability works by sending suitable subliminal cues signifying affiliation and concurrence. If multiple creatures or groups with differing views of appropriate behavior are present, she cannot simultaneously affect them all. She must choose a target creature or group to influence-she can't pretend to be a guest at a fancy party to impress nobles and at the same time pretend to be a bodyguard to mingle with the household guards. This ability replaces the rogue talent gained at 4th level.

#### **COVERT OPERATIVE (ARCHETYPE)**

Stealth Specialization (Ex): At 2nd level, a covert operative chooses a single terrain type (see the ranger's favored terrain class feature). While she is within that terrain, she can take 10 on any Stealth check even if this not normally allowed. At 6th level, the covert operative chooses a new terrain type and gains this ability with the newly chosen terrain. At 10th level, a covert operative gains either Skill Excellence or Skill Mastery as a bonus rogue talent provided she can use this rogue talent with the Stealth skill. This ability replaces the rogue talent gained at 2nd level.

Hidden Advance (Ex): At 6th level, a covert operative can move up to twice her base speed as a move action. She does not take any penalty on Stealth checks for movement during this move. She can only use this ability once in any round and cannot use it two rounds in a row. Unless the covert operative only takes a single standard action during her next turn, she is staggered the round after that (two rounds after using hidden advance.) This staggered condition lasts for 1 round. This ability replaces the rogue talent gained at 6th level.

Camouflage (Ex): At 8th level, a covert operative can use the Stealth skill to hide in any of the terrains she has chosen with stealth mastery as well as any of her favored terrains, even if the terrain doesn't grant cover or concealment. At 12th level, a covert operative can hide in any terrain, even if this terrain doesn't grant cover or concealment. This ability replaces the rogue talent gained at 8th level.



#### CUTPURSE (ARCHETYPE)

Weapon Proficiency: A cutpurse is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane. This modifies the cutpurse's weapon and armor proficiency.

Measure the Mark (Ex): When a cutpurse attempts to take something from a creature using Sleight of Hand, the target makes its Perception check just before the rogue makes her Sleight of Hand check, and the rogue knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the rogue elects not to make the check, she can make a Bluff check, opposed by the target's Sense Motive, to prevent the target from noticing her attempt.

**Stall and Steer (Ex)**: If a cutpurse succeeds at a Bluff check to cause an innocuous distraction then, as well as taking the normal penalty on Perception checks, the target is also denied its Wisdom bonus on opposed Perception checks until the end of the cutpurse's next turn.

**Stab and Grab** (Ex): At 2nd level, cutpurse can use the Sleight of Hand skill to take an item from a flat-footed foe in combat, even if that foe is aware of the cutpurse. As a full-round action, a cutpurse can make a single attack and if the attack deals sneak attack damage she can also make a Sleight of Hand check to steal something from the target of the attack. If successful, the target takes a –5 penalty on its Perception check to notice the theft. This ability replaces the rogue talent gained at 2nd level.

#### DRIVER (ARCHETYPE)

**Class Skills**: A driver adds Fly, Handle Animal, and Ride to her list of class skills.

**Getaway Artist**: At 1st level, a driver gains the following skill specialty.

*Drive*: Grants a bonus on two of the following skills of the rogue's choice: Fly, Handle Animal, Profession (driver), Profession (sailor), or Ride. This skill specialty also grants a bonus on all driving checks. These bonuses do not stack with each other.

This ability modifies the skill specialty gained at 1st level.

**Hard Drive (Ex):** If a driver uses a move action while controlling a vehicle, the maximum speed of the vehicle increases by 10 feet, and the acceleration increases by 5 feet. The vehicle's maximum speed increases by an additional 5 feet at 5th level and for every 5 levels thereafter. The vehicle's acceleration increases by an additional 5 feet at 10th level and again at 20th level. When a driver rides a mount, the mount's speed increases by 5 feet. This speed increases by an additional 5 feet at 5th level and for every 5 levels thereafter. When a driver spurs a mount to greater speed (see the Ride skill) the mount doesn't take damage from this action. This ability replaces inherent talent.

**Precision Steering**: At 3rd level, a driver gains access to the following avoidance.

*Precision Steering (Ex)*: While the rogue isn't flat-footed and is riding a mount or driving a vehicle, the mount or vehicle gains a +1 dodge bonus to AC.

**Maintain Control (Ex)**: At 4th level, if a driver has 4 or more ranks in a skill she uses to make driving checks with, when making a driving check using that skill she rolls twice and takes the better result. If a driver has 4 or more ranks in the Ride skill, she rolls twice while making a Ride check and takes the better result. This ability replaces the skill specialty gained at 4th level.

Getaway Master (Ex): At 10th level, a driver gains either Expert Driver or Trick Riding as a bonus feat. She does not have to meet the prerequisites of this feat. If the driver chooses Expert Driver, she also chooses a vehicle type (air, land, or water) to use with this feat. If the driver chooses Trick Riding but doesn't have the Mounted Combat feat, she can only make a check once per round to negate a hit on her mount. If a driver has 10 or more ranks in a skill she uses to make driving checks with, she can take 10 while making a driving check using that skill even if this is not normally allowed. If a driver has 10 or more ranks in Ride she can take 10 while making

a Ride check even if this is not normally allowed. This ability replaces the skill specialty gained at 10th level.

#### KNIFE MASTER (ARCHETYPE)

Veiled Blade: At 1st level, a knife master gains the following skill specialty.

*Veiled Blade*: Grants a bonus on Sleight of Hand checks made to conceal a light blade (see fighter weapon training for details of the light blades weapon group) and on Bluff checks to feint with a light blade.

This ability modifies the skill specialty gained at 1st level.

**Sneak Stab (Ex)**: A knife master focuses her ability to deal sneak attack damage with daggers and similar weapons to such a degree that she can deal more sneak attack damage with those weapons at the expense of sneak attacks with other weapons. When she makes a sneak attack with a dagger, kerambit, kukri, punching dagger, starknife, or swordbreaker dagger, she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, she uses d4s instead of d6s.

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

**Knife Fighter**: At 3rd level, a knife master gains access to the following avoidance:

Blade Sense (Ex): A knife master is so skilled in combat involving light blades that she gains a +1 dodge bonus to AC against attacks made against her with light blades.

#### PIRATE (ARCHETYPE)

**Class skills**: A pirate adds Knowledge (geography) to her class skills instead of Knowledge (dungeoneering).

Mariner: At 1st level, a pirate gains the following skill specialty.

Mariner: Grants a bonus on Swim and Profession (sailor) checks.

This ability modifies the skill specialty gained at 1st level.

**Swinging reposition (Ex)**: At 2nd level, a pirate incorporates a ship's masts, rigging, ropes, sails, and other such structures into her combat style. Provided she is not wearing heavy armor, when fighting in an environment where such structures exist, the rogue incorporates them into her movement, and does not have to move in a straight line when making either a charge attack or bull rush combat maneuver. Once she completes her attack or maneuver, she can reposition herself. Immediately after making the charge or bull rush, she can move 5 feet as a free action, even if the charge ends her turn. This movement does not provoke attacks of opportunity. This ability replaces the 2nd-level rogue talent.

#### POISONER (ARCHETYPE)

**Poison user**: The rogue must take the poisoner skill specialty as her first skill specialty. This ability modifies her 1st level skill specialty.

**Master poisoner (Ex)**: At 4th level, a poisoner can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) check with a DC equal to the poison's DC. If successful the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. This ability replaces the rogue talent gained at 4th level.





#### SANCTIFIED ROGUE (ARCHETYPE)

**Class skills**: A sanctified rogue adds Knowledge (religion) to her class skills instead of Knowledge (dungeoneering).

**Deity**: A sanctified rogue must select a deity within one alignment step of her own. A sanctified rogue can't select or use divine spell-like abilities of an alignment opposed to her deity's or her own.

**Divine Insight**: When a sanctified rogue chooses the major magic or minor magic rogue talents, she must choose a spell of the appropriate level from the cleric spell list instead of the sorcerer/wizard spell list. She uses the higher of her Charisma or Wisdom modifier to determine the save DC of the spell-like ability and uses the higher of her Charisma or Wisdom scores as the minimum ability score needed to select either talent.

A sanctified rogue cannot change these divine spells using the magical revision rogue talent or any similar ability that makes use of a spellbook. However, when the sanctified rogue gains a new major magic or minor magic talent she can spend a day in prayer to change any of the divine spells she can cast using major magic or minor magic into cleric spells of the appropriate levels.

**Code of Conduct**: A sanctified rogue who grossly violates the code of conduct required by her deity loses all divine spell-like abilities from this class. She cannot choose any rogue talent that grants a divine spell-like ability until she atones (see the *atonement* spell).

#### SURVIVALIST (ARCHETYPE)

**Hardy (Ex):** A survivalist gains the Endurance feat as a bonus feat. In addition, she gains a +2 bonus on saves against all spells and effects that cause her to be nauseated or sickened. A survivalist can also go twice the normal time without water and triple the normal number of days without food before feeling the effects of either thirst or starvation. This replaces the skill specialty gained at 1st level.

**Improviser (Ex):** A survivalist takes no penalty for using an improvised weapon or improvised tool. She can spend 1 minute examining and adjusting a non-improvised weapon or non-improvised tool; thereafter the survivalist uses it as a masterwork item.

**Endure Elements**: A survivalist can select the major magic rogue talent and choose the *endure elements* spell, even if she doesn't meet the prerequisites of this talent. She can use this spell-like ability at will but can only use it on herself.

**Hard to Kill (Ex)**: At 4th level, a survivalist gains Die Hard as a bonus feat. In addition, she is not staggered while using this feat, but if she takes a move and a standard action or a full-round action while at 0 or fewer hit points she takes 1 point of damage. This ability replaces the rogue talent gained at 4th level.

**Terrain Stride**: At 8th level, a survivalist can choose a ranger favored terrain type and select terrain stride as a rogue talent. Terrain stride is identical to woodland stride, the 7th level ranger class feature, except it allows movement without penalty through naturally occurring difficult terrain within the chosen terrain type.

#### TRAPSMITH (ARCHETYPE)

**Careful Disarm (Ex)**: At 4th level, whenever a trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. When using Disable Device, the rogue can attempt to leave no trace of her tampering without taking the -5 penalty, but this attempt takes twice as long as normal. This ability replaces the rogue talent gained at 4th level.

**Trap Master (Ex)**: At 4th level, whenever a trapsmith disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires.


## ROGUE FEATS

The following are feats specially designed to integrate with the rogue class and its specialties. They can be taken with normal feat slots or in place of a rogue talent if the rogue meets the minimum level listed.

#### BAIT AND SWITCH (COMBAT)

Your cunning bladework can turn the tables on your enemies.

**Prerequisite**: Swap Places<sup>APG</sup>, Switchblade, Weapon Finesse, positioning attack<sup>APG</sup> rogue talent.

**Benefit**: When you use the Switchblade feat and you hit our target, you can attempt a combat maneuver to reposition the target as a swift action. If the maneuver succeeds, you can force the target to move into your space while you take a 5-foot step to move into the space it has just left. The target's movement does not provoke attacks of opportunity unless you have the Greater Reposition<sup>APG</sup> feat. If your maneuver fails, you can still use your Switchblade feat to swap places with a willing adjacent ally.

#### **BLOODLETTER** (COMBAT)

Blood flows freely when you catch your enemies off guard.

**Prerequisite**: Bleeding attack rogue talent, sneak attack +3d6.

**Benefit**: Whenever you successfully sneak attack a target that is taking bleed damage, your sneak attack damage is increased by 1d6.

#### DEADLY DISAPPEARANCE (COMBAT)

Your opponents lose track of you in the carnage of battle when you land a telling blow.

**Prerequisite**: Sneak attack +5d6, Stealth 10 ranks

**Benefit**: When attacking a creature you flank or that is denied its Dexterity bonus, if you confirm a critical hit against that opponent or reduce that creature to 0 hit points or fewer, you can make a Stealth even while being directly observed and without cover or concealment. If your Stealth check succeeds, you gain total concealment until the end of your next turn or until you attack.

#### DEADLY OPPORTUNIST (COMBAT)

Your opportunity attacks are deadly accurate.

Prerequisite: Combat Reflexes, opportunist rogue talent.

**Benefit**: You increase the critical threat range of any light weapon you wield by 1 when you are making attacks of opportunity. In addition, when you confirm a critical hit with a slight weapon when making an attack of opportunity, you can make an additional attack with the same weapon against the same target as an immediate action.

#### EASY MARK (COMBAT)

Your bluster, bravado, and bladework leave your foes open to your attacks, and those of your allies.

**Prerequisite**: Improved Feint, distracting attack  $^{\text{APG}}$  rogue talent, sneak attack +2d6

**Benefit**: When you hit a target in melee with a light weapon, you can make a Bluff check as a swift action to feint that target. If your target is already flanked or denied its Dexterity bonus, you sacrifice only one-half of your sneak attack damage rather than all of it when using your distracting attack.

**Special:** If you have the Greater Feint feat and successfully feint a target using this feat, your target is denied its Dexterity bonus against you and all allies adjacent to you until the end of your next turn.



#### SWITCHBLADE (COMBAT)

Your deft hands and dancing feet make you a blur on the battlefield.

**Prerequisite**: Swap Places<sup>APG</sup>, Weapon Finesse, positioning attack<sup>APG</sup> rogue talent.

**Benefit:** As a standard action, you can make a single melee attack with a light weapon as a melee touch attack. Your attack deals half damage, and after resolving your attack you can take a 5-foot step into the space of a willing ally. That ally can take a 5-foot step as an immediate action to move into the space you have just left. Your ally need not have the Swap Places feat to make this movement.

#### TRAIL OF BLOOD (COMBAT)

You cut a bloody swathe through your foes, turning their weapons against each other and themselves.

**Prerequisite**: Treacherous Goad, Bluff 15 ranks, befuddling strike rogue talent, sneak attack +2d6.

**Benefit**: As a full-round action, you can move up to your speed. Your movement provokes attacks of opportunity, but you can use your Treacherous Goad feat against each creature that makes an attack of opportunity. Even if your Bluff check fails against an attacker, you can make an Acrobatics check against a DC equal to your attacker's CMD to avoid its attack of opportunity.

#### TREACHEROUS GOAD (COMBAT)

Your bewildering blows lure a target into harming itself.

**Prerequisite:** Bluff 10 ranks, befuddling strike rogue talent, sneak attack +2d6.

**Benefit**: If a target affected by your befuddling strike misses you with an attack of opportunity, you can attempt a Bluff check as if to feint the target as an immediate action. If the feint succeeds, the target automatically hits itself with its attack of opportunity, dealing half damage to itself. If the target is flanked or denied its Dexterity bonus against you when it makes its attack of opportunity, you add one-half your sneak attack damage to the damage it takes.

You can use this feat against any foe that misses you with an attack of opportunity; however, you take a -10 penalty on your Bluff check when using it against enemies that you have not affected with your befuddling strike.

#### TRIPLE JUMP

Your practiced leaps can cover impossible distances.

Prerequisite: Acrobatics 10 ranks, acrobatic stunt rogue talent

**Benefit**: Whenever you make an Acrobatics check to jump, you may roll three times and take the best result. In addition, once per day you can roll three times when making an Acrobatics check to jump, adding the results of all three checks together to determine the distance you jump. You can exceed your speed with the distance of this jump.

#### TWIST THE KNIFE (COMBAT)

You can apply speed and strength along with precision to deal grievous harm with smaller weapons.

**Prerequisite**: Weapon Finesse, powerful sneak rogue talent, sneak attack +3d6.

**Benefit**: When you hit an opponent that is flanked or denied its Dexterity bonus with a light weapon, as a swift action you can twist the weapon in the wound, applying both your Strength and Dexterity modifier as a bonus to your damage roll.





### PRESTIGE CLASS: MASTER THIEF

#### INTRODUCTION

A master thief is the living embodiment of greed, someone who steals habitually and with impunity. A master thief is clever and crafty, always with an eye out for her next prize and always thinking three steps ahead about the best way to obtain it without getting caught. She may be a cutpurse, a cat burglar, a swindler, or a safe-cracker, but she masters the arts of larceny with a skill few can match. Master thieves often acquire a reputation in the criminal underworld and attract minor accomplices and hangerson looking for a piece of the action with a lord among thieves, and most found their own guilds and set up networks of informants to keep themselves apprised of new opportunities for personal enrichment. Adventuring master thieves look for challenges that exceed those available to them in the back alleys and high society of the cities, finding exotic and amazing treasures to put on display. Master thieves almost always have rogue levels, though many begin their careers in crime as bards, inquisitors, investigators, rangers, and slayers.

#### REQUIREMENTS

To qualify to become a master thief, a character must fulfill all the following criteria.

Feats: Improved Steal<sup>APG</sup>

**Skills:** Acrobatics 5 ranks, Appraise 5 ranks, Bluff 5 ranks, Climb 5 ranks, Disable Device 5 ranks, Perception 5 ranks, Sleight of Hand 5 ranks, Stealth 5 ranks

**Class Features:** Black market connections rogue talent<sup>UC</sup>, sneak attack +1d6

**Special:** An aspiring master thief must have personally stolen treasures worth at least 1,000 gp without being detected.



Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+1	+0	Case the joint, smash and grab, thieves' cant
2nd	+1	+1	+1	+1	Eye for treasure, looter's bag
3rd	+2	+1	+2	+1	Rob you blind, rogue talent
4th	+3	+1	+2	+1	Light-fingered larceny, quick getaway
5th	+3	+2	+3	+2	Backstab, guarded stash, guildmaster
6th	+4	+2	+3	+2	Rogue talent, safecracker
7th	+5	+2	+4	+2	Elude detection, lucky strike
8th	+6	+3	+4	+3	Den of thieves, uncatchable
9th	+6	+3	+5	+3	Rogue talent, slip away
10th	+7	+5	+3	+3	Greater backstab, supreme stealth

TABLE: MASTER THIEF HIT DIE: D8

**Skills (8 + Int bonus per level):** Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha)

#### **CLASS FEATURES**

The following are class features of the master thief prestige class.

Weapon and Armor Proficiency: Master thieves are proficient with all simple weapons and martial light weapons, as well as rapiers, shortbows, and whips, and with light armor and bucklers (but not other shields).

**Case the Joint (Ex):** A master thief gains the quick scrounge rogue talent, and for each class level she reduces the duration required to search an area by one round (or by one step, if already requiring a full-round action or less). Alternatively, if she spends the time normally required to search an area, she can search a number of creatures or 5-foot-squares equal to her class level as part of the same action. All creatures or areas to be searched must be within 10 feet of the master thief, though this range increases to 20 feet at 5th level and to 30 feet at 10th level.

**Smash and Grab (Ex):** A master thief gains Quick Steal<sup>UC</sup> as a bonus feat. If she uses a standard action to attempt a steal combat maneuver, she adds her class level as a bonus on her combat maneuver check.

**Thieves' Cant (Ex):** A master thief adds her class level as a bonus on Bluff checks made to communicate a hidden message and on Sense Motive checks made to intercept a hidden message. A Bluff check to send a hidden message automatically succeeds if the recipient also has levels in this prestige class.

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**Eye for Treasure (Ex):** At 2nd level, a master thief can use the skill unlocks for Appraise as though she had 5 more ranks in that skill than she actually possesses.

**Looter's Bag (Su):** At 2nd level, a master thief can treat any bag, pouch, backpack, pocket, or similar container she carries as a *bag of holding (type I)*. The bag itself does not radiate magic, as if shrouded with a *magic aura* spell, and any objects stored within it are treated as if were protected by *nondetection* with a caster level equal to the master thief's character level. At 4th level, she can cause her looter's bag to duplicate a *bag of holding (type II)*, at 6th level a *bag of holding (type IV)*, and at 10th level a *portable hole*.

A master thief may have only one looter's bag at a time. However, at 5th level and above she may choose to split her looter's bag into three separate containers, equivalent to the three pockets of a *handy haversack*. These three containers may be located anywhere on her person and need not be part of the same container. If the looter's bag is separated from the master thief, it loses its magical properties after a number of hours equal to her class level.

**Rob You Blind (Ex):** At 3rd level, whenever a master thief makes a successful steal combat maneuver, she can attempt a dirty trick combat maneuver against the same target as a free action. This does not provoke attacks of opportunity. Despite the name, the master thief can use this dirty trick maneuver to inflict conditions other than blindness on the target.

**Rogue Talent:** At 3rd level and every 3 levels thereafter, a master thief can select a rogue talent for which she qualifies, treating her class level as her rogue level. Her master thief levels stack with her rogue levels for the purpose of qualifying for rogue talents and advanced rogue talents and when determining the effect of levelbased rogue talents. Quick Getaway (Ex): At 4th level, a master thief can use the withdraw action as a move action, moving a distance up to her speed. If she uses a full-round action to perform the withdraw action, she can move up to twice her speed, and the number of squares at the beginning of her movement that do not provoke attacks of opportunity are equal to one-half her class level.

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If the master thief is affected by a fear effect when she uses the withdraw action, she gains a dodge bonus to her AC equal to onehalf her class level until the beginning of her next turn.

**Light-fingered Larceny** (**Ex**): At 4th level, a master thief gains Greater Steal<sup>APG</sup> as a bonus feat and can use the skill unlocks for Sleight of Hand as though she had 5 more ranks in that skill than she actually possesses.

**Backstab** (Ex): At 5th level, when a master thief adds 1d6 to her sneak attack damage, and her master thief level stacks with her rogue level for the purpose of overcoming improved uncanny dodge. In addition, when she confirms a critical hit against an opponent that is flanked or is denied its Dexterity bonus, her critical modifier is increased by 1.

**Guarded Stash (Sp):** At 5th level, whenever an object that a master thief has kept on her person for at least 24 hours is removed from her person, it triggers a silent mental alarm similar to an *alarm* spell, and once per day she can use *locate object* as a spell-like ability to locate an object that has been removed.

A container she is using as her looter's bag is warded by a magical effect similar to *illusory script*, save that the embedded *suggestion* effect takes effect when a creature attempts to open the container rather than reading the affected item. The save DC of this effect is Charisma-based.

If the master thief has constructed a building, as described in the guildmaster ability, she may designate one room within that building to share the benefits of this ability. That room is warded by a permanent *alarm* and one container within it with a magical effect akin to *illusory script*, and she can use her *locate object* ability to find an object that has been removed from that room.

**Guildmaster** (Ex): At 5th level, a master thief gains a +2 circumstance bonus on all Charisma checks and Charisma-based skill checks made with any character that has rogue levels. This bonus increases to +4 at 10th level, and it also applies to the guildmaster's fame<sup>UCam</sup> and on skill checks a master thief makes when interacting with contacts<sup>UCam</sup>. If the master thief has the Leadership skill, a cohort with rogue levels can be within 1 level of the master thief's character level, and she can recruit rogues as followers, as if they were members of an NPC class.

If using the downtime rules from *Pathfinder Roleplaying Game Ultimate Campaign*, a 5th or higher-level master thief can construct a building (often a tavern, though many master thieves choose theaters, guildhalls, luxury stores, or even temples as thir "cover" buildings). When she does so, she immediately acquires one reliable contact<sup>UCam</sup> in the same city or town in which that building is located. Regardless of which type of building she constructs, she also attracts the service of a thieves' guild (see the "Buildings and Organizations" section of chapter 2 in *Pathfinder Roleplaying Game Ultimate Campaign*) at no cost and without needing to take time to build that organization. If this thieves' guild is destroyed, she can replace it at half the normal cost in capital and time. This thieves' guild can perform any actions that an organization of its type can normally perform. When rolling d% to determine thieves' guild events, a master thief may add or

subtract her class level from the result of the die roll to determine which event occurs.

**Safecracker (Ex):** At 6th level, a master thief can use the skill unlocks for Disable Device as though she had 5 more ranks in that skill than she actually possesses.

**Elude Detection (Sp):** At 7th level, a master thief can befuddle divinations used against her as if she were under the effect of a *nondetection* spell with a caster level equal to her character level. She can suppress or resume this protection as a standard action. If dispelled, the master thief cannot resume the *nondetection* for 1d4 rounds.

Lucky Strike (Ex): At 7th level, when a master thief misses on an attack against a creature that is flanked or denied its Dexterity bonus, as a swift action she can reroll the attack. she can use this ability once per day, plus one additional time per day per level above 7th.

**Den of Thieves (Sp):** At 8th level, once per day a master thief can ward some or all of her personal building with a *mage's private sanctum*, with a caster level equal to her character level. She may instead choose to ward only a single room, increasing the duration to a number of days equal to her character level.

At 10th level, a master thief can duplicate the effect of *screen* rather than *mage's private sanctum*, affecting some or all of her building for 24 hours, or a single room for a number of days equal to her character level.

**Uncatchable (Ex):** At 8th level, a master thief gains a +4 bonus to her CMD against grapple combat maneuvers and on Escape Artist checks. She can also use the skill unlocks for Escape Artist as though she had 5 more ranks in that skill than she actually possesses.

**Slip Away (Ex):** At 9th level, when a master thief can take a 5-foot step as an immediate action whenever she is attacked by a creature she has damaged with a sneak attack since the beginning of her last turn. If this 5-foot step moves the master thief out of the target's reach, the attack automatically misses. If the master thief is still within the target's reach, she gains a +4 dodge bonus to AC against that attack. For determining cover, concealment, line of sight, or line of effect for the attacker, use the worse of the master thief's original location or her new location.

**Greater Backstab (Ex):** At 10th level, a master thief's sneak attack damage increases by an additional 1d6, and she doubles the critical threat range of any light weapon she wields when attacking a target that is flanked or denied its Dexterity bonus. This does not stack with the Improved Critical feat, *keen edge*, and similar effects.

**Supreme Stealth (Ex):** At 10th level, a master thief can use the skill unlocks for Escape Artist as though she had 5 more ranks in that skill than she actually possesses.



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