undefeatable-

NEW FEATS

APPRENTICE MAGICIAN

You have carefully studied and practiced your magical abilities.

Prerequisites: Int 13+, Minor Magic rogue talent

Benefit: You may cast each of your 0-level spells gained through Minor Magic a number of times per day equal to 3 plus one-half of your rogue level, and the save DC for the spells increases by 1 for every 4 levels of rogue you possess.

Normal: You may cast each spell three times a day, and the save DC is equal to 10 + your Intelligence modifier.

BACK4TO-BACK(FIGHTING(COMBAT)

You can fight back-to-back with an ally, occupying the same space and protecting one another from attacks.

Prerequisites: Dex 15+, Dodge, Mobility

Benefit: You may occupy the same space in combat as a willing ally whose size category is not more than one larger or smaller than your own. While occupying the same space, neither character may be flanked, and each gains a +2 dodge bonus to AC and CMD. If either character takes a 5-foot step, the other character may move with them, but the two may not move together in this way more than 5 feet per round, and any other movement by either of the characters causes them to leave the shared space.

Special: If both characters possess this feat, the bonuses stack, and the characters may move together up to 10 feet per round.

Normal: You may not occupy the same space as an ally in combat.

BOLEPLAYING GAME COMPATIBLE

Written By Michael R. Kimmel

BITE BACK (COMBAT)

When a battle is looking grim, you lash out at the opponents who injure you.

Prerequisites: Cornered Rat, sneak attack +5d6

Benefit: After any attack reduces your hit points to one-quarter or fewer of their normal total, or after any attack damages you while your hit points are below this level, you may make a melee attack at your full attack bonus as an immediate action against the opponent who attacked you (*if they are in range of your attack*). You may only make one attack with this ability per round.

BREAK AND ENTER

Subtlety is not your style: you use brute force to disarm locks and traps.

Prerequisites: Str 13+, 3+ ranks in Disable Device

Benefit: You may use Strength as the key ability for Disable Device rather than Dexterity. When you do, if your check succeeds, you break the device and it cannot be re-locked or reset. You may not study a trap and bypass it without disarming it. In addition, as long as you have a weapon, you are not penalized for lacking thieves' tools.

Normal: Dexterity is the key ability for Disable Device.

CAUTIOUS TRAPFINDER

You study traps very carefully before attempting to disarm them.

Prerequisites: Trapfinding class feature, 5+ ranks in Disable Device

Benefit: You only accidentally trigger a trap when you fail your check by 10 or more, and you can bypass a trap without disarming it when you beat the trap's DC by 5 or more.

Normal: You trigger a trap when you fail your check to disarm it by 5 or more, and you can



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ROGUE



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bypass a trap without disarming it if you beat the trap's DC by 10 or more.

CHARLATAN

You are adept at swindling others by lying about the qualities of items.

Prerequisites: Cha 13+, 3+ ranks in both Appraise and Bluff

Benefit: When you lie about the qualities and/or properties of an item (*magical or otherwise*), you get a +4 bonus to your Bluff check. In addition, you may use Bluff as a Profession skill for purposes of earning an income for a week of dedicated work. However, you may not use Bluff to earn an income in the same place more than once per six months.

CORNERED RAT (COMBAT)

When you are seriously injured in battle, you go for the throat.

Prerequisite: Sneak attack class feature

Benefit: After any attack reduces your hit points to onequarter or fewer of their normal total, your opponents are denied their Dexterity bonus to AC against your melee attacks for a number of rounds equal to the number of sneak attack dice you possess. This effect ends if your hit points rise above one-quarter of their normal total.

DEADLYSURPRISE (COMBAT)

When you take up an unorthodox weapon in combat, you attack with surprising lethality.

Prerequisites: Catch Off-Guard, sneak attack class feature

Benefit: The first attack you make using each improvised weapon in a battle denies your opponent of their Dexterity bonus to AC (whether or not they are armed). In addition, your sneak attack damage from attacks with improvised weapons increases by 1d6.

DEVIOUS SCAMPERING (COMBAT)

You move through obstacles more quickly than your opponents expect.

Prerequisites: Dex 15+, Nimble Moves, sneak attack class feature

Benefit: After moving through difficult terrain, your next melee attack during the same turn denies your opponent of their Dexterity bonus to AC. Your opponent is not denied their Dexterity bonus if you were already adjacent to the opponent before moving.

EXTREME RESILIENCY (COMBAT)

You keep going long after you should be out of the fight.

Prerequisites: Con 13+, Resiliency rogue talent

Benefit: When you gain temporary hit points from the resiliency rogue talent, you gain twice as many as your rogue level and they last a number of minutes equal to your rogue level.

Normal: You gain a number of temporary hit points equal to your rogue level and they last for 1 minute.

EYE FOR TREASURE

Your knowledge of treasures allows you to easily distinguish the most valuable item in a group and determine the auras of magical items.

Prerequisites: Int 13+, 5+ ranks in Appraise

Benefit: When you make an Appraise check to determine the most valuable item in a treasure hoard, you may do so as a free action, and you receive a +4 bonus to the check. If your check is successful, you determine whether or not the object is magical, and if it is non-magical, you determine its value.

In addition, when you are able to determine that an item is magical, you also determine the strongest magical aura (*or auras*) that the item possesses.

Normal: Determining the most valuable item in a treasure hoard takes 1 full-round action and you must make a separate check to appraise it. You may not determine magical auras with the Appraise skill.

FATAL FLOURISH (COMBAT)

Your swift attacks with a single blade are difficult for your opponents to follow.

Prerequisites: Single-Blade Style, Weapon Finesse, 5+ ranks in Bluff

Benefit: When you use Bluff to feint in combat while wielding a light blade in one hand and not wielding a weapon or shield with your other arm, you get a +2 bonus on your Bluff check and, if the feint is successful, your critical threat range is doubled (*e.g., from 19-20 to 17-20*) for your next attack. This ability does not stack with other abilities which improve your critical threat range.

FLIRTATIOUS FIBBER

You easily deceive those who are attracted to you.

Prerequisites: Cha 13+, 3+ ranks in Bluff

Benefit: When you use Bluff to fool a target who is physically or romantically attracted to you, you get a +4 bonus to your check, and you reduce the penalties associated with the believability of the lie by 50% (*e.g., from -5 to -2 or from -20 to -10*).

GREATER ARCANETRICKS

You know a few more potent magical tricks.

Prerequisites: Int 13+, Major Magic and Minor Magic rogue talents, Lesser Arcane Tricks, rogue level 5th

Benefit: You may cast one 3rd-level spell from the following list per day: keen edge, major image, secret page, and shrink item. Your caster level for these spells is equal to your rogue level. The save DC is equal to 13 + your Intelligence modifier.

GREATER ROGUE'S MARK (COMBAT)

Foes you mark with your magic suffer even more from the wounds you inflict.

Prerequisites: Ability to cast arcane mark, sneak attack +4d6, Rogue's Mark

Benefit: In addition to the benefits from Rogue's Mark, your critical threat range increases by 1 for every 2 dice in sneak attack you possess when you attack foes you have marked (*e.g., it increases from 19-20 to 16-20 with 6d6 sneak attack*). This ability does not stack with other abilities which improve your critical threat range.

IMPROVED TRAP SENSE

Your ability to avoid dangerous traps also improves your ability to discover and disarm them.

Prerequisites: Wis 13+, trap sense class feature

Benefit: You add your trap sense bonus to Perception checks made to locate traps as well as Disable Device checks made to disable them.

Normal: Your trap sense bonus is only added to Reflex saves made to avoid traps and to AC against attacks made by traps.

LESSER ARCANETRICKS

You have a few more magical tricks up your sleeve.

Prerequisites: Int 12+, Minor Magic rogue talent, rogue level 3rd

Benefit: You may cast one 2nd-level spell from the following list per day: blur, cat's grace, knock, and minor image. Your caster level for these spells is equal to your

rogue level. The save DC is equal to 12 + your Intelligence modifier.

MAGE HARROWER (COMBAT)

You are trained to take advantage of spellcasters while they are distracted by their own spells.

Prerequisites: Int 13+, sneak attack class feature

Benefit: When you attack an enemy who is casting or concentrating on a spell of a level equal to or less than the number of sneak attack dice you possess, you gain a bonus to your attack roll equal to the number of sneak attack dice, to a maximum of +5. (*e.g., 3d6 sneak attack grants* +3 *to attack if the spell is 3rd level or lower, while 7d6 sneak attack grants* +5 *to attack if the spell is 7th level or lower.*) The attack does not need to be a sneak attack for the bonus to apply.

You gain the same bonus to Stealth checks made to hide from opponents who are concentrating to maintain spells (*regardless of spell level*).

MAGICTHUMB

You have a knack for activating magic items even if you don't know how they work.

Prerequisites: Cha 15+, 3+ ranks in Use Magic Device

Benefit: When you attempt to activate a magic item blindly with the Use Magic Device skill, you get a +2 bonus on your check and you only suffer a mishap if you fail by 15 or more. If you have seen the item activated or used before, you get an additional +4 bonus on the check. Once you have activated an item yourself, you learn how it works and no longer need to activate it blindly.

Normal: You suffer a mishap if you fail by 10 or more and you must continue to activate an item blindly even after having activated it before.

MASTER MAGICIAN

You have mastered your magical abilities.

Prerequisites: Int 15+, Major Magic and Minor Magic rogue talents, Apprentice Magician

Benefit: You may cast each of your 1st-level spells gained through Major Magic a number of times per day equal to 2 plus one-third of your rogue level, and the save DC for the spells increases by 1 for every 4 levels of rogue you possess.

Normal: You may cast each spell twice a day, and the save DC is equal to 11 + your Intelligence modifier.

MASTEROFINNUENDO

You are an expert at crafting secret messages which are difficult for unintended recipients to decipher.

Prerequisite: Deceitful

Benefit: When you use Bluff to deliver a secret message, you get a +5 bonus to your check, and the DC of the Sense Motive check for unintended recipients to decipher the message increases by an additional 5.

Normal: The DC to decipher secret messages is equal to your Bluff check.

MERCILESS KILLER (COMBAT)

You are quick to bring death to your helpless enemies.

Prerequisite: Sneak attack +5d6

Benefit: You only need to take a standard action to deliver a coup de grace, and when you do, you deal 1 extra point of damage per die of sneak attack you possess.

Normal: Delivering a coup de grace takes a full-round action.

NOSE FOR TREACHERY

You are adept at noticing deception and pretending that you have not caught on.

Prerequisite: Wis 13+, 3+ ranks in Diplomacy

Benefit: You get a +4 bonus to Perception checks made to notice disguises and Sense Motive checks made to discern lies and secret messages. When you determine that someone is attempting to deceive you, you get a +5 bonus to any Bluff check you make to pretend that you have not seen through their deception.

ONE EYE OPEN

You sleep with one eye open.

Prerequisites: Wis 13+, Alertness

Benefit: You may make Perception checks while sleeping without penalty.

Normal: The DC for Perception checks made while asleep increases by 10.

RAIN OF DEADLY STRIKES (COMBAT)

You can deliver a devastating flurry of attacks against unwary opponents when wielding two weapons.

Prerequisites: Dex 15+, sneak attack class feature, Two-Weapon Fighting

Benefit: While wielding two weapons, whenever you successfully deal sneak attack damage to an opponent, every following successful attack you make against that opponent until the beginning of your next turn deals an additional 1d6 sneak attack damage. This bonus increases with multiple successful sneak attacks (*e.g., after making two successful sneak attacks, your next attack deals* +2d6 *damage*).

ROGUE'S HAUNT

You are very familiar with a particular place.

Prerequisites: Sneak attack class feature, 3+ ranks in both Perception and Stealth

Benefit: Choose a specific geographical area, such as a neighborhood or series of caverns, which you know well. While in this area, you gain a +2 bonus to Perception and Stealth checks, as well as attack rolls during surprise rounds. The DC to follow your tracks in this area increases by 4.

ROGUE'S MARK (COMBAT)

When your attacks catch foes off guard, you place a magical mark upon them which makes your attacks more deadly.

Prerequisites: Ability to cast arcane mark, sneak attack +2d6

Benefit: When you successfully deal sneak attack damage to an opponent, that opponent becomes marked by your arcane mark for a number of rounds equal to the number of dice you possess in sneak attack. When you attack an opponent who has been marked in this way, your weapon bypasses any damage reduction that your opponent possesses and your critical threat multiplier increases by 1 (*e.g., from x2 to x3*). You may only mark each individual opponent in this manner once per day, and this use of arcane mark does count against the number of times you may cast the spell per day (*if applicable*).

RUTHLESSOPPORTUNIST(COMBAT)

You are quick to take advantage of opponents who have been injured in melee, surprising them with your ruthless attacks.

Prerequisite: Opportunist advanced rogue talent

Benefit: When you use the Opportunist talent to make an attack of opportunity, your target is denied its dexterity bonus to AC against the attack.

SINGLE-BLADE STYLE (COMBAT)

You are skilled at fighting with a single one-handed blade.

Prerequisite: Weapon Finesse

Benefit: While wielding a light blade (*such as a rapier or dagger*) in one hand and not wielding a weapon or shield with your other arm, you gain a +1 bonus to melee attack rolls, damage rolls, and AC.

SPELL-SHATTERING STRIKE (COMBAT)

You strike at the exact right moment to interrupt your opponent's spell, causing it to backfire and disrupt nearby spellcasting.

Prerequisites: Int 15+, Mage Harrower, sneak attack +4d6

Benefit: When you successfully interrupt an opponent's spell with a physical attack (*not a spell or continuous damage*), the spell backfires, causing a small burst of energy which affects all creatures within five feet of the caster (*including the caster*). Any creature caught within the burst who is concentrating on a spell must make a concentration check ($DC \ 10 + the \ spell's \ level + the$ number of sneak attack dice you possess) to maintain the spell. In addition, any creature caught within the burst who attempts to cast a spell within the next round must make a concentration check (*same DC as above*) or lose the spell.

STRIKE FROM THE SHADOWS (COMBAT)

You use the cover of darkness to great advantage in combat.

Prerequisites: 3+ ranks in Stealth, sneak attack class feature

Benefit: When you make a sneak attack in an area of dim light against characters without darkvision or the ability to see in darkness, you gain a +1 bonus to your attack roll and your sneak attack damage increases by 1d6. In areas of total darkness, this bonus increases to +2 to attack and 2d6 extra damage. With 10 or more ranks in Stealth, these bonuses double. You must still be able to see your opponents in order to sneak attack them, either by attacking from a dark area into a lit area, or through the ability to see in darkness.

SWIFT LEGERDEMAIN

You are able to speedily escape from bonds and perform sleight of hand.

Prerequisites: Dex 15+, 3+ ranks in both Escape Artist and Sleight of Hand

Benefit: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (*except a grappler*) requires only 1 full-round action. Additionally, you may perform Sleight of Hand checks as move actions with no penalty.

Normal: Attempting to escape from restraints requires 1 minute of work, and performing Sleight of Hand checks as move actions incurs a -20 penalty.

TOXIN ADAPTATION

Your body quickly adapts to toxins, especially if you willingly expose yourself to them.

Prerequisites: Great Fortitude, 5+ ranks in Craft (alchemy)

Benefit: When you make a Fortitude save to resist poison, you become immune to future doses of that poison for 24 hours. Additionally, if you voluntarily expose yourself to a poison which you craft yourself, you get a +2 bonus on your Fortitude saves to resist the dose, and you become immune to that type of poison for a number of days equal to your ranks in Craft (*alchemy*). In either case, you become immune to future doses whether your saving throws succeed or fail.

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