

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

12 ALTERNATIVES FOR THE ROGUE'S TRAPFINDING CLASS FEATURE

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



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THE HIGH CONCEPT: Twelve alternate class abilities that can replace the trapfinding ability of the rogue class, to allow a simple way to customize rogue characters.

BLACK MARKETEE (Ex): You add half your level to Appraise checks made to determine the value of a common item (minimum +1). You also add your level to the percentage of an item's value you receive when you sell it (normally you sell items for 50% of their value), and reduce the price you pay for things by a percentage equal to your level.

CHINK IN THE ARMOR (Ex): Once per day, when you successfully strike with a sneak attack but the extra damage is negated (such as by armor with fortification), as a swift action you may deal half the additional dice of damage (round up) anyway. You may do this twice per day at 8th level, and three times per day at 16th level.

CLIMB WALLS (Ex): You add one-third of your level to Climb checks (minimum +1). You only need one hand free to climb, and you do not lose your Dexterity bonus to AC while climbing.

HARASS (Ex): When you successfully hit a target with a sneak attack, you may choose to deal fewer dice of sneak attack damage. For each die of damage you forgo, you place the target at a -1 penalty to one of the following categories: attack rolls, CMB checks, ability checks, concentration checks, or skill checks. This penalty ends at the beginning of your next turn.

HOODWINK (Ex): You add half your rogue level to Bluff checks made to convince a target you are telling the truth (minimum +1). You may also make a Bluff check to form denials into phrases that are technically true, though misleading. If you are trying to avoid magical detection of a lie, the DC of your Bluff check is equal to the spell's saving throw +10. If you are trying to leave the impression you denied having done something without actually denying it, the Bluff DC is +5 higher than the DC of a Bluff to believably deny it outright.

KI POOL (Su): You have a ki pool equal to a ninja of your rogue level, and you may use your ki pool for the same things a ninja does. At 1st level you have no points in your ki pool, but treat all Acrobatics checks made to jump as if you had a running start.

PICK YOUR WAY (Ex): You add half your level to Acrobatics checks made to avoid taking attacks of opportunity when leaving a threatened space. You do not treat crowds as difficult terrain.

POISON USE (Ex): You are trained in the use of poison, and cannot accidentally poison yourself when applying poison to a weapon.

TRAPMAKER (Ex): You add half your level to your Craft (trapmaking) checks, and to the DC of Perception checks required to spot traps you make (minimum +1). At 4th level you may take the Learn Ranger Trap feat (see *Ultimate Magic*) as a rogue talent without meeting its prerequisites. You treat your rogue levels as ranger levels for purposes of this feat and all ranger traps. You may spend additional talents to learn +2 ranger traps per talent spent.

TURN THE KNIFE (Ex): When you successfully sneak attack a target that is denied its Dexterity bonus to AC, you deal +1 hp of damage per sneak attack die.

STREET TOUGH (Ex): You are proficient in all martial weapons.

SACRIFICIAL BLOW (Ex): Once per day you may add half your sneak attack dice as damage (minimum +1d6) to a melee attack that does not normally qualify to be a sneak attack. Doing this leaves you exposed (as you reach to strike a foe's vulnerable zones despite his guard being up), and you provoke attacks of opportunity from threatening creatures. You may do this twice per day at 8th level, and three times per day at 16th level.



WE ERR ON THE SIDE OF AWESOME!

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