

The Genius Guide to: MORE ROGUE TALENTS



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Rogue talents are a crucial part of the core rogue class. They received an overhaul (adding the categories of edges and grand talents and combining the assassin, ninja, and rogue into one flexible stealth-and-trickery class) in *The Genius Guide to the Talented Rogue*, and this book is designed as a follow-up to that product. However, to use these new talents with the ninjas and rogues from the core rulebook the only changes required are to allow ninjas to take these talents and advanced talents as tricks and master tricks.

ROGUE TALENTS

As a rogue gains experience, she learns a number of talents that aid her and confound her foes. A rogue cannot select an individual talent more than once unless the talent specifies otherwise.

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.

Cant (Ex): The rogue has learned how to create a series of slang terms and secret signals for a specific group that makes it easy to usefully convey information only with those who are familiar with the terms, known as a "cant." The rogue can teach this cant to a group with a maximum number of members equal to her Int score. All members of this group can automatically pass secret messages (as the Bluff skill function) as free actions with no chance of interception, but the messages are limited to those that can be expressed as animal tricks (from the Handle Animal skill). If a member of the group goes a month or more without communicating with the rogue, that member's mastery of the cant weakens too much to use this ability (requiring that member to use the normal Bluff rules when passing secret messages).

Cheat (Ex): The rogue may make a Sleight of Hand check any time a Profession (gambling) check is called for. Since much of the rogue's ability to cheat is based on understanding how games of gambling actually work, her cheating is normally so subtle (and combined with real gambling skill) that other characters are not allowed a check

to notice that the rogue is cheating. However if the rogue rolls a natural 1 on her Sleight of Hand check (the die shows a “1”) when gambling, nearby characters may make Perception checks (DC equal to the rogue’s skill check) to spot her make a minor, but illegal, adjustment to the game.

Chest Breaker (Ex): The rogue has an eye for the weak spots in objects and materials. She can deal sneak attack damage to creatures of the elemental type, and gains a bonus (equal to the number of sneak attack dice she has) to Str checks to break an object. A rogue must have at least 1d6 of sneak attack to select this talent.

Cutthroat (Ex): The rogue can perform a coup de grace as a standard action. When she performs a coup de grace, her sneak attack dice deal maximum damage. A rogue must have at least 1d6 of sneak attack to select this talent.

Deep Breath (Ex): The rogue can hold her breath for a number of rounds equal to three times her Constitution modifier before she must start making Constitution checks, and gains a +4 bonus to Constitution checks required from holding her breath.

Force Off-Guard (Ex): As a standard action the rogue may make a Bluff check to feint a target. If she succeeds, she may select one ally who may add half the rogue’s sneak attack dice to the first successful attack the ally makes against that target before the start of the rogue’s next turn. A rogue must have at least 2d6 of sneak attack to select this talent.

Goblin Marketer (Su): The rogue has experience with the black markets that buy and sell magic items (often referred to as “goblin markets,” even when no goblinoids are involved), and has been trained to spot the telltale signs of a magic item’s abilities. The rogue may make Appraise checks to identify the properties of a magic item as if using *detect magic* and *Spellcraft*. The DC for this is 25 + magic item caster level.

Got Your Back (Ex): While the rogue is adjacent to an ally, she may grant that ally the benefits from her uncanny dodge ability. If the rogue has improved uncanny dodge, the ally also gains the benefits of that ability. (If a creature would be able to flank the rogue despite uncanny dodge, it can also flank the rogue’s ally.) If the rogue is adjacent to multiple allies she may either select a single ally to benefit from this talent as a free action, to grant it to all adjacent allies as a swift action. If an ally moves so it is no longer adjacent to the rogue, the ally loses the benefit of the got your back talent. If the rogue is immobilized, flat-footed, or helpless, she cannot use this talent. A rogue must have uncanny dodge to select this talent.

Jig and Roll (Ex):* The rogue can make an opponent vulnerable to theft by hitting it with a sneak attack. When she deals sneak attack damage against an opponent, that opponent becomes easier to steal things from. Until the end of the rogue’s next turn, anyone attempting to pick pocket or steal items from that opponent gains a +4 bonus on the Sleight of Hand or steal CMB check made to do so. A rogue must have at least 1d6 of sneak attack to select this talent.

Knuckle Slasher (Ex):* The rogue can weaken an opponent’s weapon hand by hitting it with a sneak attack. When she deals sneak attack damage against an opponent, that opponent becomes easier to disarm. Until the end of the rogue’s next turn, anyone attempting to disarm that opponent gains a +4 bonus on the CMB check made to do so. A rogue must have at least 1d6 of sneak attack to select this talent.

Night Vision (Ex): The rogue’s extensive training picking out details in dim light results in her gaining low-light vision.

Poison Tolerance (Ex): The rogue has (intentionally or accidentally) been exposed to so many toxins and poisons that she’s built up a tolerance to their effects. When the rogue takes ability damage or ability drain from a poison, she takes only half the normal effect.

Quick Appraise (Ex): The rogue can appraise an item as a swift action and can determine the most valuable item in a treasure hoard as a move action.

Self-Serving (Ex): The rogue can protect herself – at the cost of someone nearby. Once per day when the rogue fails a saving throw against a spell, effect, or event that also forces an adjacent character to make a saving throw, and the adjacent creature is successful, the rogue may immediately reroll the save with a +4 bonus. This forces the adjacent creature to reroll the saving throw, and suffer the full effects of the spell, effect, or event on a failed save.

The rogue may, as a swift or immediate action, check to see if the target is willing to sacrifice its safety to aid the rogue. The rogue may use this ability even if the target is not willing, but using this ability on a creature that is not a foe without permission (either gained immediately or given as a blanket statement at some point earlier) is an evil act.

Shove Askew (Ex):* The rogue can unbalance an opponent she catches off-guard. When she deals sneak attack damage against an opponent, that opponent becomes easier to trip. Until the end of the rogue’s next turn, anyone attempting to trip that opponent gains a +4 bonus on the CMB check made to do so. A rogue must have at least 1d6 of sneak attack to select this talent.

Sneak Attack Focus (Ex): When the rogue is making an attack she can add sneak attack dice to, she gains a +1 bonus to her attack roll. A rogue must have at least 1d6 of sneak attack to select this talent.

Sneak Attack Specialization (Ex): When the rogue is making an attack she can add sneak attack dice to, she gains a +2 bonus to her damage roll. A rogue must have at least 2d6 of sneak attack and the sneak attack focus talent to select this talent.

Thief-Taker (Ex): The rogue is trained in tracking and capturing thinking targets. The rogue may designate a single specific creature each day as her quarry. She adds half her rogue level to Knowledge checks to identify her quarry's abilities and weaknesses, and Perception and Survival checks regarding the quarry. When the rogue declares a new creature as her quarry she loses all bonuses regarding previous quarry. Once a rogue has decided to no longer treat a specific creature as her quarry she cannot designate the same creature as her quarry until she gains a level or 30 days pass.

Trap Lore (Ex): The rogue may make an Appraise check to determine the Disable Device DC of any trap she is aware of and can examine. The DC of the Appraise check is determined by how long she takes to analyze the trap – one hour (DC 15), one minute (DC 20), one full round (DC 25) or a move action (DC 30). Additionally if the rogue successfully analyzes the trap, she may also make an Knowledge check to identify the creature type and subtype and hit dice of whoever built the trap (using the same type of Knowledge skill and DC she would use to identify its abilities and weaknesses).

A rogue must have at least one of the following to take this talent – trap master, trap sense, trap spotter, or trapfinding.

Trap Specialization (Ex): When the rogue builds a trap or bypasses a trap, she can improve the design so it is more deadly. The trap gains a +1 bonus to any attack rolls it makes, a +2 to the DC of any save it requires, and the Disable

Device DC to disarm or bypass it increased by +5 for anyone but the rogue herself. Bonuses from this talent do not stack with themselves, even if from different rogues.

A rogue must have at least one of the following to take this talent – trap master, trap sense, trap spotter, or trapfinding.

Veiled Threat (Ex): The rogue can make threats that are clear to her target, but seem innocuous to everyone else. When making an Intimidate check to influence a target's attitude (but not to demoralize), the rogue may also make a Bluff check as part of the same effort. (If the rogue has any bonuses to Bluff checks to pass secret messages, she may apply these to her Bluff check.) The rogue uses the lower value of the two skill checks as her Intimidate skill check total, and anyone other than the target must make a Sense Motive check (with a DC of 10 + the lower of the two skill check totals) in order to recognize that any threat was made.

Zig-Zag (Ex): The rogue is an expert at moving swiftly through crowds and past foes. The rogue adds half her level to Acrobatics checks made to avoid attacks of opportunity, and does not treat crowds as difficult terrain.

ADVANCED TALENTS

At 10th level, and every rogue level thereafter, a rogue can choose one of the following advanced talents in place of a rogue talent. Advanced talents otherwise follow the rules for talents.

Blitz Attack (Ex): If the rogue successfully hits a foe with an attack in a surprise round or with an attack of opportunity, the rogue can force that target to make a Reflex save (DC 10 +1/2 rogue's level + the rogue's Dex modifier) or suffer a -4 penalty to all attack rolls until the rogue's next turn.



Bounty Hunter (Ex): The rogue gains a favored enemy bonus (as the ranger class feature) regarding a quarry she declared using the thief-taker talent. This bonus is equal to 1/3 her rogue level. A rogue must have the thief-taker talent to select this advanced talent.

Circle of Danger (Ex): If the rogue has thrown weapon in hand or where they can be drawn with the Quick Draw feat as a free action, the rogue is considered to threaten an area with ten-foot-reach with these weapons. If an attack of opportunity is provoked in this area, the rogue may use the thrown weapon to make the AoO, without provoking an AoO herself for making a ranged attack. A rogue must have Quick Draw to select this advanced talent.

Dance of Blades (Ex): When the rogue is in light armor or no armor, not encumbered, not taking any penalty to Dex checks or her move rate, and wielding only light weapons, unarmed attacks, or light blades (as defined by the fighter's weapon mastery class feature), when she takes a 5-foot step she may move 10 feet. This allows the rogue to take a 5-foot step in difficult terrain.

When the rogue takes a "10-foot-step" with this ability she is still treated as having moved only 5 feet for purposes of qualifying for other actions or maneuvers (and thus does not qualify as having moved 10 or more feet for purposes of things such as the skirmisher scout ability or charging).

Eldritch Breach (Su): When the rogue deals sneak attack damage to a target, she can force open a temporary conduit through its mystic defenses. For every die of sneak attack damage the rogue opts not to use, the target takes a -1 penalty to its SR until the rogue's next turn. A rogue must have the minor magic talent and at least 1d6 of sneak attack to select this advanced talent.

Mystic Trickster (Sp): The rogue gains spells known and spells per day as a 1st level sorcerer, but casts these as spell-like abilities. Her spells known must include the spells gained with the minor magic and major magic talents, and this ability replaces minor magic and major magic. The caster level for this ability is equal to the rogue's level. The save DC for these spells are 10 + spell level + the rogue's Int or Cha modifier (selected when this talent is taken), and the rogue gains bonus spell slots based on the same ability that determines her DCs. If the rogue actually has sorcerer levels, that classes spells known and spell slots must be kept separate from those gained with this advanced talent.

A rogue must have the major magic and minor magic talents before selecting this advanced talent. A 15th level rogue may select this talent a second time (increasing her spells known and spells per day to those of a 2nd level sorcerer), and a 20th level rogue may select this talent a third time (increasing her spells known and spells per day to those of a 3rd level sorcerer).

A GM using *The Genius Guide to the Talented Rogue* may choose create a similar advanced talent (devout trickster) that grants spells known and spells per day from the oracle class list (and that has the major petition and minor petition talents as prerequisites).

Obscure (Su): The rogue has gone to great lengths, and may even have performed rituals and intoned prayers, to keep her name and deeds as secret and unknown as possible and make tracking her with magic difficult. The rogue acts as if she is under the constant effects of a nondetection spell (using her rogue level as the caster level), except the effect does not ward her against divination spells of the

(scrying) subschool or magic items that note they create a magic sensor. Additional, the DC of any Knowledge check regarding the rogue is 5 higher than normal.

Poison Immunity (Ex): The rogue selects one poison with a save DC no higher than 10 + her base Fortitude save + her Constitution modifier. The rogue is immune to this poison, taking no effect from it. This decision is made when this talent is selected, and cannot be changed. A rogue may take this talent more than once, selecting a new poison to be immune to each time. A rogue must have the poison tolerance talent to take this advanced talent.

Repeat Offender (Ex): When the rogue makes a sneak attack against a target she has successfully hit with a sneak attack in the past 24 hours, she receives a +2 bonus to her attack roll. Additionally, when she performs a combat maneuver against a target she has successfully performed the same combat maneuver against in the past 24 hours, she receives a +2 bonus to her CMB check. Bonuses from this talent do not stack with themselves.

Waylay (Ex): Once per round, if the rogue successfully hits a foe with an attack in a surprise round or with an attack of opportunity, the rogue may also make a single steal combat maneuver against that target as a free action. This steal maneuver provokes attacks of opportunity as normal but is also modified by Improved Steal and similar feats normally). The target must make a Perception check (with a DC equal to the CMB check) to realize something has been stolen.

TALENTS BY THEME

While an alphabetical list makes it easy to take a completed rogue character sheet and look up what each talent does, when thinking about what talent to take next the list of abilities can form a nigh-impenetrable “wall of text” for players and GMs alike. To help with this issue we’ve categorized all the talents into the following themes and sub themes, based on common rogue character concepts: Defensive (general and saving throws), Magic/Mysticism, Movement, Offensive (general and sneak attack), Skills (with several sub-categories for specific skills) and Traps. Each talent gives its name and notes if it is a talent or advanced talent. This allows a GM or player looking for a new option to see which talents are most likely to match a desired character concept without reading through the entire list of new options.

DEFENSIVE (GENERAL)

- Deep Breath
- Got Your Back

DEFENSIVE (SAVES)

- Poison immunity (advanced)
- Poison Tolerance
- Self-Serving

MAGIC/MYSTICISM

- Eldritch Breach (advanced)
- Goblin Marketer
- Mystic Trickster (advanced)
- Obscure (advanced)

MOVEMENT

- Dance of Blades (advanced)
- Zig-zag

OFFENSIVE (GENERAL)

- Blitz Attack (advanced)
- Circle of Danger (advanced)
- Repeat Offender (advanced)
- Waylay (advanced)

OFFENSIVE (SNEAK ATTACK)

- Chest Breaker
- Cutthroat
- Eldritch Chink (advanced)
- Force Off-Guard
- Jig And Roll
- Knuckle Slasher
- Repeat Offender (advanced)
- Shove Askew
- Sneak Attack Focus
- Sneak Attack Specialization

SKILLS (GENERAL)

- Thief-Taker

SKILLS (ACROBATICS)

- Zig-Zag

SKILLS (APPRAISE)

- Goblin Marketer

SKILLS (BLUFF)

- Cant
- Veiled Threat

SKILLS (INTIMIDATE)

- Veiled Threat

SKILLS (SLEIGHT OF HAND)

- Cheat

TRAPS

- Trap Lore
- Trap Specialization



WE ERR ON THE SIDE OF AWESOME!

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