

The Fundamental Book of Rogues

For the Pathfinder Roleplaying Game

Beta Playtest 1

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For the Pathfinder Roleplaying Game

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INTRODUCTION

The rogue was once a hushed name that was only heard by those who wished to unlock its legendary talents. The deadly backstab, almost unlimited skills and of course its versatility. With the current day rogue teetering on the edge between grace and exile, her power ebbing and flowing only through the true love of the practitioners of thievery. The time has finally come to bring this wondrous class back from the brink and allow it to flourish as it was intended.

This book looks primarily at the underused and often underpowered aspects of the rogue in the post Ultimate Combat Pathfinder world. The authors fondest intentions is not to bring the rogue class to monstrous power but to allow them fair play and fair balance in a sea of character classes. Therefore the main focus of each chapter of this book is to capitalize on the underused aspects of the game and without editing build upon them to create something both functional and enjoyable to play.

As a side note the talents and advanced talents shown in this book are specifically designed for the rogue class. Allowing a class other than the rogue such as the ninja to take these talents may unbalance the game and was not intended for these rules.

Chapter 1 – Talents: This chapter is dedicated to expanding the rogues available choice of both rogue talents and advanced rogue talents. Each one of these talents is either a standalone or relies on talents that already exist to be its prerequisites. A great deal of effort went into choosing the extension of these talent trees so previously unused or underpowered talents would again have some use in play.

Chapter 2 – Archetypes: This chapter is focused on a few new rogue archetypes. Unfortunately due to the limited abilities a rogue has and the often vital nature of keeping these abilities it is harder to create rogue archetypes than most other classes while still keeping the class a rogue at its core. Some of these archetypes may appeal to you but most will not.

Chapter 3 – Feats: This chapter is lent to new feats. The feats themselves are designed with the rogue class in mind but some are applicable to many of the games classes. Unlike the talents chapter these feats should be available to all who meet the prerequisites.

Chapter 4 – NPCs: This chapter has an assortment of rogue non playable characters that can be used as a model or for a DM to use as they wish without having to build entirely new non player characters constantly whenever a thief, rogue, thug or mastermind criminal is needed. All these new NPCs make sure of the content in this book. (For the Beta only 1 example is given)

Chapter 5 – Variant Rule: The final chapter of this book is for a new optional variant rule for sneak attacks. The rule gives more versatility to those using sneak attack but doesn't necessarily increase its power by much. Being a variant rule means this is a fully optional segment of the book that should only be endorsed if all players and DMs at the table are willing to allow it.

CHAPTER 1: TALENTS

Rogue Talents

Acrobatic Maneuvers (Ex): A rogue with this talent can make an acrobatics check in place of a combat maneuver check when attempting to Trip or Bull Rush an opponent. A rogue must have the Weapon Snatcher talent before taking this talent.

Auditor Polyglot (Ex): A rogue with this talent gains a +10 insight bonus to their linguistics skill as well as automatically learning any language they hear for more than 3 consecutive rounds. You may not learn a secret language in this way. A rogue must have the Guileful Polyglot rogue talent before choosing this talent.

Aptly Deflect (Ex): A rogue with this talent may take an immediate action to deflect a serious blow away from their body core by using her extremities to knock the blow away once per day. The damage applied to the rogue is only that of the weapons damage dice with out modifiers of any kind. This talent cannot be used on a confirmed critical hit.

Bluff Death (Ex): A rogue with this talent can drop to the ground as if dead forcing an opposed bluff to sense motive check against those who threaten her square. Those who are successfully bluffed by the rogue consider her dead and will not attempt to harm her until she takes further action. The rogue is not considered prone and retains her dex modifier to AC in this situation. The rogue may also stand from this as a swift action without provoking attacks of opportunity.

Cat's Feet (Ex): A rogue with this talent can fall up to 10 feet for every 2 rogue levels they possess without taking falling damage. They also ignore the prone condition when taking damage from falling.

Conserve Air (Ex): A rogue with this talent can slow her bodily functions down to conserve air in tight situations. The rogue gains an extra 1 round when holding her breath before drowning or suffocating as well as no longer losing a round of air for every standard or full round action she performs. The rogue must have the Hold Breath rogue talent before choosing this talent.

Constant Flank (Ex): A rogue with this talent who lands her first attack in a round as a sneak attack gains sneak attacks on all of her attacks in the same round against the same opponent even if normally unable.

Counter Attack (Ex): A rogue with this talent gains a free attack of opportunity against an enemy whom they threaten upon them attacking the rogues ally. The rogue may only gain 1 free attack of opportunity per individual creature per day and not over their roundly limit.

Drastic Magic (Sp): A rogue with this talent gains the ability to cast a 2nd-level spell from the sorcerer/wizard spell list two times a day 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 11 + the rogue's intelligence modifier. The rogue must have an intelligence of at least 12 to select this talent. A rogue must have the major magic rogue talent before choosing this talent.

Enduring Survivor (Ex): A rogue with this talent gains a +5 insight bonus to her heal and survival skill checks as well as automatically leaving no tracks to be found from then on. A rogue must have the Survivalist rogue talent before choosing this talent.

Hamstring (Ex): Whenever a rogue with this talent attempts a called shot to an opponents leg the duration is made permanent until a DC 10 heal check can be made to fix it. Each additional called shot to the leg increases the heal DC by 5.

Hard Hit (Ex): A rogue with this talent may choose to turn a single non lethal sneak attack into lethal damage once per round.

Honest Face (Ex): A rogue with this talent can use her features and expressions to her advantage gaining a +2 bonus to bluff and diplomacy checks.

Impetuous Strike (Ex): A rogue with this talent uses her Dexterity modifier instead of her Strength modifier on damage rolls when using light weapons, elven curved blades, rapiers, whips, spiked chains or natural weapons of the same size category as themselves.

Improvised Dagger Throw (Ex): A rogue with this talent may throw any small or medium sized daggers of any sort without taking any penalties for throwing them.

Increased Finesse (Ex): A rogue with this talent automatically treats all small weapons she is proficient with as doing an extra 2 damage. This damage is multiplied by critical hits.

Ki Instinct (Ex): A rogue with this talent finally understands the nature of their inner power as just an advanced form of instinct allowing them to ignore all abilities, effects and spells that would alter or limit their ki pool or its use in anyway. They also gain a

+1 insight bonus to all saves against ki based abilities.

Market Contacts (Ex): A rogue with this talent automatically increases the price she sells goods for by 5%. A rogue must have the Black Market Connections rogue talent before choosing this talent.

Perpetual Poison (Ex): A rogue with this talent coats her weapons so effectively that the poison continues to function for a number of rounds equal to 2+ her int modifier after landing her first attack, allowing her to poison others without re-coating the weapon or reducing the effectiveness of the poison. A rogue must have the Lasting Poison talent before taking this talent.

Portable Traps (Ex): A rogue with this talent is able to place a single trap down on the square she is currently occupying as a standard action. When the rogue moves from the square the trap is automatically set. The CR of the trap can be no greater than the rogues level and the trap must already be constructed and on hand. A rogue must have the Quick Trapsmith talent before taking this talent.

Precision Combatant (Ex): A rogue with this talent reduces the penalty for making a called shot by 2.

Size Up (Ex): A rogue with this talent is able to appraise an enemy with her piercing gaze. As a standard action the rogue may make an appraisal check opposed by the targets bluff skill check. If the rogue wins her check she knows roughly the amount of gold the target possesses. Winning the check by 10 or more also grants knowledge of the targets current AC. Failing by 10 or more alerts the target to the rogue's watchful presence even when hiding.

Shadow Step (Ex): A rogue with this talent is able to move a short distance unnoticed. If

the rogue moves only 5 feet in a round she gains +10 to her stealth check for that round.

Side Step (Ex): A rogue with this talent may choose to take their 5 foot step as an immediate action if no movement has already been taken in the same round. This talent cannot be used to avoid an attack once the attack has been declared against you. (Note: This means you cannot avoid an opponent taking a 5 foot step and then attacking you by 5 foot stepping away as they 5 foot step towards you.)

Skilled Observer (Ex): A rogue with this talent may attempt to emulate a skill that he saw used within the last 3 rounds. The rogue may use half of the observed skills end result as her own check result or perform her own skill check with a +4 bonus. A rogue must have the Canny Observer rogue talent before choosing this talent.

Sly Conversationalist (Ex): A rogue with this talent can take control of a conversation and turn it to her advantage. Without others being aware she may restrict a topic from being spoken of in a conversation or furthermore the rogue is able to trick an opponent into telling the truth without them being aware of it. Will save negates. The check is 10 + half the rogues level + cha modifier. Each time the rogue restricts a topic or gains the truth from an opponent the opponents save increases by +2 for that day. If the rogue fails the check by 5 or more the opponent is aware of the rogue's deceptions within the last day and all the rogues' efforts for that time are negated.

Swift Reposition (Ex): Whenever a rogue with this talent uses an acrobatics check when moving to avoid attacks of opportunity her original location is considered to threaten other squares as if the rogue had not actually moved. This lasts until the end of the rogues turn allowing her to flank an opponent herself without aid.

Trappers Eye (Ex): A rogue with this talent receives an immediate perception skill check to notice any and all traps within line of sight or in a square that's within line of sight with a +5 insight bonus. A rogue must have the Trap Spotter rogue talent before choosing this talent.

Two Weapon Expert (Ex): A rogue that selects this talent gains Two-Weapon Fighting as a bonus feat but must meet the prerequisites.

Advanced Rogue Talents

Alacritous Getaway (Ex): A rogue with this talent increases the number of times they may use the Swift Getaway rogue talent to equal their dexterity modifier per day. A rogue must have the Swift Getaway rogue talent before choosing this talent.

Astonishing Attack (Ex): Opponents are always considered flat-footed to a rogue with this ability as long as the rogue attacks from undetected stealth and has not already attacked from the same square. A rogue must have the Surprise Attack rogue talent before choosing this talent.

Conceal Location (Ex): A rogue with this talent may attempt to conceal a location no bigger than 5 feet square for every 2 rogue levels she possesses. She must make a disguise check at the time of concealing the location with a +5 bonus to her check. Those who try to find the concealed location must make an appropriate opposed knowledge check depending on the concealed location. Showing the concealed location to someone negates the need for a check. Furthermore anyone who has been shown the location may freely show others without the need for a check. Being told of the location by someone who has either seen or been told of the location grants a +5 bonus to find the concealed location.

Cripple Magic (Ex):* Opponents that are dealt sneak attack damage by a rogue with this ability are unable to use spell-like abilities for 1 round unless they make a will save. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier. A rogue must have the Dispelling Attack rogue talent before choosing this talent.

Dislocation Compensation (Ex): A rogue with this talent can track a target with concealment far better than normal allowing her to ignore up to 10% concealment when rolling to attack. A rogue must have the Keen Eye rogue talent before choosing this talent.

Distant Sneak Attack (Ex): A rogue's sneak attackable range is increased by 10 feet. This talent can be taken multiple times to a maximum of a 30 feet increase.

Enhance Energy (Ex): A rogue with this talent adds 1/2 their rogue level to their ki Pool each day. The rogue may also use their ki pool to gain boosts to abilities by spending points. The rogue may spend 1 point from her ki pool to add a +5 insight bonus to any of the following for 1 round: Stealth checks, Disable Device checks, perception checks or to gain an extra 1d6 sneak attack on their next single attack that qualifies.

Hard to Kill (Ex): A rogue with this talent instantly drops prone and has her hp raised to 1 instead of dying when taking damage that would normally result in her death. This ends the current attack round against the rogue from her attacker. A rogue must have the Resiliency rogue talent before choosing this talent.

Hide Anywhere (Ex): A rogue with this talent may use the stealth skill to hide anywhere even while being observed and without concealment or cover. Also the rogue gains a +5 insight bonus to their stealth check when within favoured terrain.

A rogue must have the Hide in Plain Sight rogue talent before choosing this talent.

Improved Weapon Training (Ex): A rogue that selects this talent gains Greater Weapon Focus as a bonus feat without having to meet the prerequisites. A rogue must have the Weapon Training rogue talent before choosing this talent.

Keen Eye (Ex): A rogue with this talent is able to sneak attack those with any amount of concealment within their allowed sneak attack range. A rogue must have the Sniper's Eye rogue talent before choosing this talent.

Master of Skills (Ex): A rogue with this talent may take 20 even if stress and distractions would normally prevent her from doing so for all skills taken with the Skill Mastery rogue talent. A rogue must have the Skill Mastery rogue talent before choosing this talent.

Prone Expert (Ex): A rogue with this talent does not provoke attack of opportunities under any circumstances when prone. A rogue must have the Rogue Crawl rogue talent before choosing this talent.

Spell Dodge (Ex): A rogue with this talent is more adept at avoiding certain spells than usual. Whenever the rogue would usually make a reflex save against a spell she gains a flat 15% chance to avoid it before making a saving throw. A rogue must have the Improved Evasion talent before taking this talent.

Strike Master (Ex): A rogue with this talent increases her Master Strike rogue class feature DC by +2.

Swift Getaway (Ex): A rogue with this talent can increase a single 5 foot step to 10 feet once per day. This movement is treated as a 5 foot step as normal. A rogue must have the Getaway Master rogue talent before choosing this talent.

Thief Step (Ex): A rogue with this talent may move with almost no impact on the ground that supports her. For a number of rounds equal to the rogue's dex modifier per day she may make herself immune to the tremorsense and blindsense abilities. The rogue does not have to spend these rounds in succession. Normal stealth checks must still be made against means other than these abilities.

Tumbling Leap (Ex): When a rogue with this talent charges an opponent with intent to trip them she tumbles through any threats negating any attacks of opportunity she would normally provoke. Further more the bonus she receives from the improved trip feat when attempting to trip an opponent increases from +2 to +3. A rogue must have the Improved Trip feat before taking this talent.

CHAPTER 2: ARCHETYPES

Rogue Archetypes

PRECISIONIST (ARCHETYPE)

A Precisionist focuses all her training towards her attacks and making them as lethal as she can at the cost of some defensive abilities.

Improved Sneak Attack

At first level the rogue changes all sneak attack damage dice from 1d6 damage to 1d8 damage. This ability replaces Trap Finding.

Hard hit Sneak Attack

At fourth level you gain a bonus 2d8 sneak attack damage. This replaces uncanny dodge.

Precise hit Sneak Attack

At eighth level you gain a bonus 2d8 sneak attack damage. This replaces improved uncanny dodge.

TALENTED THIEF (ARCHETYPE)

A Talented Thief gives up part of her precision based abilities and other training in order to learn a more varied amount of rogue talents.

Beginner Talent

At first level the rogue changes all sneak attack damage dice from 1d6 damage to 1d4 damage. The rogue then gains a bonus rogue talent she meets the prerequisites for.

Intermediate Talent

At fifth level the rogue loses 1d4 points of sneak attack damage but gains another bonus rogue talent that she meets the prerequisites for.

Extreme Talent

At eighth level the rogue gains a bonus advanced rogue talent that she meets the prerequisites for. This ability replaces improved uncanny dodge.

Supreme Talent

At 18th level the rogue must choose between losing either 5d4 sneak attack damage, improved evasion or trap finding with her gaining a bonus 2 advanced rogue talents that she meets the prerequisites for.

TUMBLER (ARCHETYPE)

A Tumbler uses her natural dexterity to perform amazing feats of precision and skill both in and out of combat.

True Agility

The Tumbler gains a bonus skill point to her Acrobatics skill at 1st level. This bonus increases by a further 1 at level 3 and every 3rd level after that to a maximum of 7 skill points. Every intelligence based skill the Elite Acrobat knows however takes half the bonus as a penalty. (Minimum of 1)

Flick of the Wrist (Ex)

At 1st level the Tumblers quick reaction speeds means she no longer has a limit to the amount of attack of opportunities she can perform in a round. When she does perform an attack of opportunity she automatically confirms any critical hits she may land.

This ability replaces your level 4 rogue talent.

Perfect Performer (Ex)

At 6th level the Tumbler is able to concentrate on her lifelong training to make sure her actions are perfect in every way. The Tumbler may act as if she rolled a natural 20 for any one of the following skill checks once per day: Acrobatics, Climb, Escape Artist, Slight of Hand or Stealth. This ability replaces your level 8 rogue talent.

SNEAK THIEF (ARCHETYPE)

The Sneak Thief is an almost legendary idol in all forms of stealth. Although mainly relying on hiding herself from view she knows how to make herself practically invisible in a crowd.

Ordinary Looking (Ex) At 1st level the sneak thief has learnt the trick to being overlooked while out in plain sight. When out in the open the sneak thief may make a stealth check to appear so ordinary that she is overlooked by almost everyone. If the stealth check succeeds the sneak thief is

ignored as if she can't be seen. Any hostile or unusual actions seen before, at the time of or after the check negates this ability. The sneak thief must declare at the time if she is using Ordinary Looking or regular stealth. While using this the rogue takes no penalties from light sources. This ability replaces trapfinding.

Stealthy (Ex) At 3rd level each day the Sneak gains 1 round for every level she possesses worth of enhanced stealth. When using this ability she gains a +2 to all stealth checks she makes. The rounds do not have to be consecutive but must be spent in 1 round increments. This ability replaces trap sense.

Improved Backstab At 4th level the sneak thief knows how to make her appearance from stealth worthwhile. If gaining a sneak attack when exiting stealth on an opponent who was not aware of her she gains an extra 1d6 to her sneak attack. This ability replaces uncanny dodge.

Pure Stealth (Su) At 8th level the sneak taps into an almost magical source of shadows gaining the ability to use stealth even while being observed and without the need for concealment. The rogue only takes half the penalties as usual from light sources. This ability replaces improved uncanny dodge.

RUFFIAN (ARCHETYPE)

The Ruffian is someone not to meet in a dark alley. Although many types of rogue focus on stealth and dexterity the Ruffian forgoes such subtlety for pure brute force.

Ruff em Up (Ex) At second level the Ruffian gains a bonus 1d6 damage onto all non sneak attack melee damage she deals. This ability replaces Evasion.

Hard Hit (Ex) At fourth level the Ruffian is able to perform a single sneak attack to any target regardless of circumstance or

restriction. This ability can be used a number of times equal to the Ruffians strength modifier per day. This ability replaces Uncanny Dodge and Improved Uncanny Dodge.

Knock Out (Ex) At eighth level the Ruffian gains +2 to her strength score permanently. This ability replaces the rogue talent gained at level eight.

DIVINE ASSASSIN (ARCHETYPE)

The Divine Assassin works for a church or god whom they worship to bring true death and destruction to those of the undead.

Divine Will (Su) At first level the Divine Assassin gains a bonus to her will save against mind effecting spells and abilities equal to ¼ of her rogue level (min of 1). This ability replaces Trapfinding.

Undead Destroyer (Su) At fourth level the Divine Assassins sneak attack damage type changes to that of positive energy damage. This ability replaces Uncanny Dodge.

Knock Out (Su) At eighth level the Divine Assassin may use her sneak attacks against any undead creature without needing to position herself or stay hidden allowing her to always sneak attack undead. This ability replaces the rogue talent gained at level eight.

BLOODLINER (ARCHETYPE)

The Bloodliner has retained some magical power through her blood from far off ancestors. She gains the power to cast some spells but loses some of her rogue abilities.

Arcane Blood (Su) At first level and at 3rd, 5th, 7th and 9th the Bloodliner gains access to a variety of spells she can use. All of the spells she may cast are once per day and are

spell like abilities that require no components.

1st level: Detect Magic.

3rd level: Identify.

5th level: Invisibility.

7th level: Dispel Magic.

9th level: Dimension Door.

All spells function as if the rogue was a sorcerer of equal level to their rogue level. Spell DCs are calculated as 10 + spell level + charisma modifier. This ability replaces Trapfinding and Trap sense.

CHAPTER 3: FEATS

Adjustable Eyes

Your eyes have become more used to situations with little or no light.

Perquisites: -

Benefits: You gain Low Light Vision.

Chaotic Thinker

Your thoughts are so erratic that it makes reading your mind or truth determination abilities almost useless.

Perquisites: Chaotic Alignment

Benefits: You gain a +5 bonus to saves against truth magic or abilities as well as mind reading magic or abilities.

Constructor

Knowing a lot about constructs has given you insights into how they work and die.

Perquisites: -

Benefits: You may spend a movement action to learn the current HP of any construct you can see.

Continual Killing

After killing an enemy your lust for blood may increase your attack and damage output for a short duration

Perquisites: -

Benefits: Upon landing a killing blow to an enemy within 4 levels of yourself you have a 50% chance to gain a +1 to AB and +1 to damage as a circumstance bonus for the next 2 rounds.

Deep Breath

You take a deep breath allowing your energy to rush throughout your body bolstering you.

Perquisites: -

Benefits: Once per day you may use this feat to gain 1d6 + 1 point per character level you possess back in HP. This is a swift action.

Drug Resistant

Your body becomes resistant to all types of drugs and addictions.

Perquisites: -

Benefits: You gain a +4 bonus to all checks involving Drugs and Addictions.

Easy Rest

You're quick to enter deep sleep and as such need less sleep than others.

Perquisites: -

Benefits: When sleeping you only require 6 hours of continual rest to be treated as having a full nights rest. This includes refreshing your spells.

Extra Advanced Rogue Talent

You gain a bonus Advanced Rogue Talent

Perquisites: Advanced rogue talent class feature

Benefits: You gain one additional advanced rogue talent. You must meet all the prerequisites for this advanced rogue talent.

Special: You can take Extra Advanced Rogue Talent multiple times.

Extra Sneak Attack

You train yourself to inflict more damage with your sneak attacks

Perquisites: 5d6 Sneak Attack

Benefits: You gain an extra 1d6 on top of your current sneak attack dice.

Normal:

Fake Charisma

Your talent in deception allows you to perform bursts of charismatic behaviour above what you are normal capable.

Perquisites: 12 CHA

Benefits: You increase your CHA score by +2 for up to 1 round for every 3 rogue levels

you possess. The rounds may be used separately but must be used in 1 round increments.

Good Fortune

You have always had good fortune and that carries over to any curses you may acquire, giving you more time to counteract it.

Perquisites: -

Benefits: The onset time for any curse you may get is increased by 1 day. If a curse acts immediately it is delayed by 1 day then acts normally.

Great Throw

Whenever you use a throwing weapon you gain a bonus to damage if it hits.

Perquisites: -

Benefits: Any throwing weapon that hits a target gains a bonus 1d4 damage.

Harmful Attacks

The minimum damage you can inflict from any physical attack is increased.

Perquisites: -

Benefits: Your minimum damage is increased by 1.

Improved Trapfinding

You're especially good at detecting and disarming traps of both mundane and magical origin.

Perquisites: 1st-level Rogue

Benefits: Your Trapfinding ability increased to use your full rogue level to any perception skill checks made to locate traps and to Disable Device skill checks. If the rogue does not have the Trapfinding ability he gains it as normal without the above benefit.

Normal: Only ½ the rogues level is added to perception and disable device skill checks when used against traps.

In Tune Allies

Your knowledge of your allies helps you tailor your attacks to inflict less damage.

Perquisites: 3rd Level Character

Benefits: When damaging an ally either by physical or magical means you

automatically reduce the damage they take by 10.

Increase Knowledge

You scrap the very edges of your knowledge to bring to light more about a monster

Perquisites: 10 ranks in a Knowledge skill.

Benefits: Whenever you make a knowledge check against a monster you gain a +2 insight bonus to find out what it is and its abilities.

Instant Riposte

Knowing a lot about constructs has given you insights into how they work and die.

Perquisites: 5th Level Rogue

Benefits: Whenever you take 25% or more of your maximum health in a single hit you gain an attack of opportunity against your attacker as an immediate action. You may apply sneak attack damage even if it would not normally qualify. This feat does not allow you to exceed your maximum number of attacks of opportunity allowed in a round.

Interrupt Concentration

You know how to cause a caster to lose focus when casting defensively.

Perquisites: 8th Level Character

Benefits: Any opponent who tries to cast defensively while being threatened by someone with this feat increases by +3.

Many Pockets

You are always sure to wear clothing that contains as many pockets as possible allowing you to spread your equipment weight across your body and hold more.

Perquisites: -

Benefits: Whenever not wearing heavy armor you gain an extra 30 pounds of weight to your light, medium and heavy load limits.

Perfect Throw

Whenever you use a throwing weapon you gain another bonus to damage if it hits.

Perquisites: Great Throw

Benefits: Any throwing weapon that lands bonus damage increases to 1d8.

Precautionary

Your experience with traps as made you cautious in how you act at all times.

Perquisites: Trapfinding class feature

Benefits: You gain an innate 15% chance to not trigger a trap when you would normally do so.

Quick Legs

Your legs may be small but they move much faster than those bigger than you.

Perquisites: 20 feet base movement speed.

Benefits: Your base land speed increases from 20 feet to 30 feet.

Rogue Instincts

Your instincts have become exceptionally sharp allowing you to guess at any closed containers contents value.

Perquisites: 10th Level Rogue

Benefits: You may spend a full round action to roughly judge the contents value of any closed container you are within 10 feet of. The containers protections do not interfere with this ability in any way. You may ascertain if the containers overall contents value is above or below your current level marked in the thousands of gold pieces.

Sneak Thief

You're aptitude at staying hidden carries on even if you are seen granting a small concealment bonus when using the stealth skill.

Perquisites: 12 Ranks in Stealth

Benefits: Whenever using a stealth check you gain 20% concealment for as long as you remain in stealth for up to 3 rounds.

You do not gain this bonus in any round that you perform an attack.

Normal: You gain no concealment from using the stealth skill.

Spell Shield

You have become used to the sting of magic and accordingly become more resistant to it.

Perquisites: 5th Level Character

Benefits: You ignore the first 5 points of damage you receive from any spell weather it was targeted at you or not.

Benefits: You gain Tremorsense 5ft when in physical contact with the ground.

Stealthy Aid

You may use your own experience with stealth to help your allies.

Perquisites: 8 ranks in stealth

Benefits: You may grant half of your stealth skill ranks to allies within 15 feet of you to replaces theirs if lower when all participants are attempting to use the stealth skill. Using this feat reduces your own stealth check by -4.

Stone Throw

You have spent a lot of time throwing stones and as such you are swift and accurate.

Perquisites: Halfling or Rogue

Benefits: You may throw any single stone you have as a swift action with it dealing 1d6 points of damage. You take no penalties for throwing stones.

Strong Mind

Your mind is strong enough to resist insanity.

Perquisites: -

Benefits: You gain a +3 bonus to insanity checks as well as getting an additional save at the time of onset if it longer than immediate.

Open Wounds

Your normal attacks leave open wounds.

Perquisites: Sneak Attack Class Feature, base attack bonus +6.

Benefits: Your normal attacks gain a bonus 1d4 bleed damage for every hit you land. The bleed damage cannot be applied more than 4d4 bleed damage in any 1 round. This ability does not function on sneak attacks or combat maneuvers.

Vibration Sensitive

When touching the ground you can feel the slight vibrations caused by those around you.

Perquisites: +3 Trap Sense class feature.

Feat	Prerequisites	Benefit
Extra Sneak Attack	5d6 Sneak Attack	Adds an additional 1d6 damage to your sneak attack
Fake Charisma	12 CHA	+2 to Charisma for a short duration.
Improved Trapfinding	Trapfinding class feature	Doubles the skill bonus of Trapfinding
Sneak Thief	12 ranks in Stealth	20% Concealment when using Stealth
Many Pockets	-	Adds an extra 30 pounds to load limits.
Extra Advanced Rogue Talent	Advanced rogue talent class feature	You gain one additional advanced rogue talent.
Stone Throw	Halfling or Rogue	You can throw stones better than most.
Great Throw	-	You gain a bonus to throwing weapon damage.
Perfect Throw	Great Throw	You gain a bonus to throwing weapon damage.
Deep Breath	-	You gain some hp back once per day.
Increased Knowledge	Any Knowledge skill (10 points)	You gain a +2 bonus on knowledge checks.
Adjustable Eyes	-	You gain Low Light Vision.
Good Fortune	-	The onset time of any curse is increased by 1 day.
Quick Legs	20 feet base movement speed.	Your base movement speed is increased to 30 feet
Open Wound	Sneak Attack Class Feature, base attack bonus +6	Your normal attacks gain 1d4 bleed damage.
Vibration Sensitive	+3 Trap Sense Class feature	You gain Tremorsense out to 5 feet.
Chaotic Thinker	Chaotic Alignment	Grants a +5 bonus to saves vs truth magic and abilities as well as mind reading attempts.
Harmful Attacks	-	Your weapons minimum damage is increased by 1.
Continual Killing	-	After killing an enemy you have a chance to increase your attack and damage for a short duration.
Spell Shield	5 th Level Character	You ignore the first 5 points of damage from spells.
Interrupt Concentration	8 th Level Character	The DC for an opponent to cast defensively when threatened by you increases.
Precautionary	Trapfinding class feature	When you would normally set off a trap you have an innate chance to not trip it.
Stealthy Aid	8 ranks in stealth	Grants allies a bonus to stealth.
Drug Resistant	-	Grants a +4 bonus on all Drugs and Addictions checks.
In Tune Allies	3 rd Level Character	Damage to allies is reduced.
Strong Mind	-	Grants a +4 bonus on all insanity checks.
Constructor	-	You can tell the current HP of any construct you can see.
Rogue Instincts	10 th Level Rogue	You can tell if any container is holding valuables.
Instant Riposte	5 th Level Rogue	Whenever you take 25% or more of your maximum hp in a single hit you can retaliate.
Easy Rest	-	You require only 6 hours of rest each night

CHAPTER 4: NPCS

Rogue Non Player Characters

All NPCs in this section using the 15 point buy system.

Guild Rogue **CR 9**

XP 2000

Human Rogue 10

CN Medium Humanoid

Init +7; **Senses** Perception +13

Defence

AC 18, touch 17, flat-footed 11 (+1 armor, +7 Dex)

Hp 64 (10 HD; 10d8+0)

Fort +4, **Ref** +14, **Will** +1

Defensive Abilities Evasion, Trapsense +3, Improved Uncanny Dodge

Offence

Speed 30 feet

Melee +2 keen dagger +16/+11 (1d4+9/18-20)

Ranged +2 keen dagger +16/+11 (1d4+9/18-20)

or

dagger +14/+9 (1d4+9/18-20)

Special Attacks sneak attack +6d6

Statistics

Str 10, **Dex** 22, **Con** 12, **Int** 10, **Wis** 7, **Cha** 10

Base Attack +7/+2; **CMB** +8; **CMD** 25

Feats Extra Sneak Attack, Instant Riposte, Adjustable Eyes, Weapon Finesse, Weapon Proficiency (Dagger)

Skills Acrobatics +20, Appraise +8, Bluff +8, Disable Device +25, Knowledge (Local) +13, Perception +13(+16 find traps), Stealth +20, Slight of Hand +20, Use Magic Device +13

Languages Common

SQ rogue talent (Constant Flank), rogue talent (Impetuous Strike), rogue talent (Improvised Dagger Throw), rogue talent (Increased Finesse), rogue talent (Crippling Strike*), Trapfinding

Gear +2 Keen Dagger, +2 Padded Leather Armor, Belt of Incredible Dexterity +2, Thieves' Tools, Cloak of Resistance +1, 6 Daggers

Boon Can add up to 5000 gp limit to the price of items that can be found in an area.

CHAPTER 5: SNEAK ATTACK VARIANT

The rogues sneak attack ability has always been the cornerstone of the class and has even become iconic to it. However over time with the falling playability and the sharing of the rogues niche abilities sneak attack has become less of a fun game play mechanic once used to increase the classes' weak combat abilities and seen more as a bonus to those with lenient DMs. Although sneak attack can output a decent amount of damage the prerequisites, positioning and concessions that have to be made to avoid being instantly squashed make the extra damage hard to come by and often with the lost rounds used to try and gain this bonus damage we find that better uses of the rogues time could be spent elsewhere. Keeping that in mind the variant below is designed to increase the versatility of the sneak attack ability.

Sneak Attack

If a rogue can catch an opponent in a weakened state she may attempt to strike her opponent in a vital spot for one of 5 different outcomes of her choice. A rogue may not sneak attack a concealed target.

Backstab: When an opponent is denied her dexterity bonus to AC or when the rogue flanks her target she gains an extra 1d6 damage at 1st level which increases by 1d6 every two rogue levels thereafter. This extra damage cannot be multiplied by a critical hit. Ranged attacks can only gain the bonus backstab damage if the rogue is within 30 feet of her target.

Lunge Strike: When an opponent is grappled, pinned, staggered or entangled the rogue may perform a backstab using only half the dice she is granted by her rogue level. While using lunge strike the rogue may ignore the soft cover granted by grappling or being pinned.

Exploit Weakness: When an opponent is blinded, confused or panicked the rogue may ignore an

amount of the opponents AC equal to the number of backstab dice she would normally roll.

Hard Hit: When a rogue qualifies for a Backstab but is only able to land a single hit on her opponent she may add an extra 1d6 damage as if she had landed a second hit on her opponent.

Free Opening: When an opponent is nauseated, shaken, fatigued, sickened or their armor has the broken condition you may increase your attack bonus by 1 for every 2 backstab dice you would normally roll for each attack in that round against that opponent.

CHAPTER 6: THANKS AND FEEDBACK

I would like to thank everyone who has read this Beta and given feedback or publicity to it for the help you have or will give. I would encourage you to give suggestions, ideas and opinions on what you have read either in the appropriate thread on the Pathfinder forums or on our website.