

Rogue (Background)

The new options available for players wanting to play rogues tend to focus on knives, poisons, and close quarters combat. A majority of the advanced actions and tricks that are presented here are keyed off of Covert feats to help reflect their particular style of combat as well.

Suggested Species: Elf, Goblin, Pech

Suggested Human Talents: Agile, Cunning, Nimble, Ruthless, Wily

Suggested Specialties: Acrobat, Killer, Marauder, Rogue, Shadow

Suggested Origin Skills: Acrobatics, Bluff, Blend, Sneak, Prestidigitation

Suggested Base Classes: Assassin, Burglar

NEW SPECIALTIES

KILLER

You are a ruthless killer with a pair of daggers and are dangerously proficient with poisons.

- Bonus feat: Envenom
- Contagion Sense: You may roll twice when making Fortitude saves prompted by disease and poison, keeping the result you prefer.
- Covert Expert: You're considered to have 2 additional Covert feats for any ability based on the number of Covert feats you have.
- Mutilate: You inflict 2 additional damage on standard characters with a knife.
- Vendetta: You gain a +1 bonus to attack checks and opposed checks against an opponent you attacked last round.
- Venom Master: You gain the Venom Master trick.

MARAUDER

You will eliminate anyone and everything standing in your way of loot.

- Bonus feat: Any Melee Combat feat
- Covert Expert: You're considered to have 2 additional Covert feats for any ability based on the number of Covert feats you have.
- Cyclone: You gain the Whirling Strike trick. Also, your Covert feats count as Melee Combat feats for the purpose of this trick.
- Decisive: You gain a +5 bonus to Initiative.
- In the Ribs: Your Dexterity-based damage rolls inflict 1 additional damage.

SHADOW

You are at your most dangerous when unseen.

- Bonus feat: Ambush Basics
- Attribute Training: The lower of your Dexterity or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- Covert Expert: You're considered to have 2 additional Covert feats for any ability based on the number of Covert feats you have.
- Fast: Your Ground Speed increases by 10 ft.
- Shadowstep: Once per combat, you may make a Standard Move as a free action.

NEW ASSASSIN & BURGLAR CORE ABILITIES

When choosing the Assassin or Burglar class at Career Level 1, you may spend one of your starting

Interests listed with these core abilities. You may then replace the existing core ability with the new one.

EXECUTIONER

Interest: Subtlety

Benefit: You gain the Contempt feat. You do an additional amount of damage when using this feat equal to your starting action dice.

MAIN GUACHE

Interest: Combat

Benefit: You gain the Parry trick. When using this trick, you gain a bonus to your Reflex save equal to your starting action dice.

POTENT POISONS

Interest: Assassination

Benefit: Your starting action dice and Covert feats count towards the maximum Complexity of poisons you create with your Crafting skill.

NEW MASKS & BAG OF TRICKS

When choosing the bag of tricks or masks class abilities, you may also choose one of the abilities listed here:

- Ambidexterity: While wielding 2 1-handed weapons, they are both considered to be held with 2 hands.
- Assassin's Resolve: Once per combat, you gain 1 Edge when you ready 2 knives. Also, when you have 2 knives readied, your maximum Edge is 6.
- Improved Poisons: Thrice per scene, you may force your opponent to re-roll the save against any poison you use. You may not use this ability more than once per roll.
- Master of Subtlety: You may roll sneak attack damage twice, keeping the result you prefer, when attacking someone you are hidden from.
- Sinister Calling: You inflict 2 additional damage with attacks that deal sneak attack damage.
- Vigor: Once per combat, you gain 2 Edge after spending Edge.

BASIC COMBAT FEATS

Rogues are no stranger to combat and conflict, and prefer to find ways to survive.

COMBAT READINESS

Enter into a state of heightened awareness, deflecting enemy weapon strikes with increasing effectiveness.

Prerequisites: Dex 13+, Parry trick.

Benefit: You gain a +1 dodge bonus to Defense and a stance.

Light footed (Stance): You gain a +1 insight bonus to Defense that increases by 1 every round that you are successfully attacked in (maximum +5). This bonus goes back to +1 if you are not successfully attacked for three consecutive rounds.

RECUPERATE

You can bounce back even during harrowing combat encounters.

Prerequisite: Bandage

Benefit: You gain 1 Edge every time you lose one-quarter (rounded up) of your maximum vitality. Also, you gain a trick.

Second Wind (Refresh Trick): You may have been targeted by a number of attacks equal to the amount of Edge spent and still make a Refresh check at the start of his next Initiative Count.

MELEE COMBAT FEATS

Many rogues are renowned for their efficient and ruthlessness against opponents up close.

EVISCERATE

You know how to tear into your opponents.

Prerequisite: Edged forte

Benefit: You gain 1 Edge every time one of your attacks causes your opponent to gain the bleeding condition. Also, you gain a trick.

Cut Up (Melee Attack Trick): You may spend up to 5 Edge on this trick. For every point spent, add 5 to the total result of the damage after DR and consult the Table of Ouch for the result.

SLICE AND DICE

You become a blur in combat.

Prerequisite: Edged forte

Benefit: You gain 1 Edge any time you make 3 or more successful attacks in one round. Also, you gain a trick.

Quick Cuts (Melee Attack Trick): You may spend Edge to increase your Initiative Count by an equal amount.

RANGED COMBAT FEATS

Sometimes it is more beneficial to keep your opponents at range.

DEADLY THROW

People die from your airborne steel.

Prerequisites: Thrown forte

Benefit: You gain 1 Edge any time you successfully make a thrown attack at the last range increment. Also, you gain a trick.

Deadly Throw (Hurled Ranged Attack Trick): Your opponent's Speed is reduced by 5 ft. per point of Edge spent using this trick.

COVERT FEATS

The bread and butter of the rogue, these feats make sure that no one sees them coming, or are sorry when they do.

ENVENOM

You know some of the best ways of getting your poisons inside your opponents

Prerequisite: Venom Master trick.

Benefit: You gain 1 Edge the first time an opponent fails a Fortitude save against your poisons. Also, you gain a trick.

Serpent's Bite (Attack Trick): The Fortitude DC to resist your poisons are increased by the Edge spent on this trick.

EXPOSE ARMOR

Even the thickest armor has weak spots. Weak spots you will find and exploit.

Prerequisite: Called Shot trick

Benefit: Any time your opponent's DR reduces your damage to 0, you gain 1 Edge. Also, you gain a trick.

Chip Defenses (Melee Attack Trick): You ignore 1 point of Damage Reduction per Edge spent on this attack.

KIDNEY SHOT

You were always confused why people keep saying “dirty” in front of “fighting” when talking to you.

Prerequisite: Cheap Shot trick

Benefit: You gain 1 Edge when your opponent attacks you while suffering a penalty to his attack or skill checks. Also, you gain a trick.

Below the Belt (Melee Attack Trick): Your target becomes sickened for a number of rounds equal to the number of Edge spent on this trick.

RUPTURE

A well-placed strike from you is not the end of the pain you deliver.

Prerequisite: Edged forte

Benefit: You gain 1 Edge. Also, you gain a trick.

Perforate (Melee Attack Trick): Your target takes 1 damage per point of Edge spent on this trick for a number of rounds equal to the number of Covert feats you possess.

SPRINT

You choose fight or flight.

Prerequisite: Acrobatics 6+ ranks

Benefit: When making a Tumble check, you may move up to twice your Speed.

TRICKS OF THE TRADE

Tricks of the Trade

Prerequisites: Prestidigitation 6+ ranks

Benefit: You may make a Taunt action using your Prestidigitation (Wis) bonus. If successful, you may choose a teammate or ally that the opponent must attack instead of you.

VANISH

BLAH

Prerequisite: Ghost Mastery

Benefit: Once per combat, you may make a Hide check as a free action against DC 10 + highest opponents' Notice bonus. On success, you become hidden and on failure you become flat-footed.

ADVANCED ACTIONS & TRICKS

ADRENALINE RUSH

Refresh Trick: The amount of vitality recovered is doubled. You may use this trick a number of times per combat equal to the number of Covert feats you possess.

AGGRESSION

Stance: You are considered to possess 1 additional Covert feat while in this stance.

AMBUSH

Melee Attack Trick (Forte, surprise round): If your opponent is flat-footed, your attack gains the keen quality equal to twice the number of Covert feats you possess.

ARMORED MOBILITY

Benefit: While wearing partial armor with no Armor Check Penalty, your Dexterity score increases by 1.

BACKSTAB

Melee Knife Attack Trick (Forte, hidden): You gain a bonus to your attack equal to the number of Covert feats you possess. If your attack misses, you become flat-footed.

BANDIT'S GUILF

Anticipate Trick: You may substitute your Bluff check a number of times per combat equal to the number of Covert feats you possess.

BLACKJACK

Subdual Melee Attack Trick (Forte): Your target suffers a -2 penalty to damage for a number of rounds equal to the number of Covert feats you possess. A target may only suffer from one Blackjack trick per combat.

BLIND

Feint Trick (Forte): Your target does not count towards flanking and gains no benefits from his opponents conditions for a number of rounds equal to the number of Covert feats you possess.

DISMANTLE

Melee Attack Trick (Forte, 1-handed): Your opponent does not benefit from the guard quality. You may use this trick a number of times per combat equal to the number of Covert feats you possess.

FAN OF KNIVES

Hurled Ranged Attack Trick (Forte, Knife Basics): Deals damage to every adjacent opponent, uses 8 knives.

GOUGE

Melee Attack Trick (Forte, 1-handed): Your opponent must make a Fortitude save DC equal to the amount of damage done after DR is applied. Failure leaves him stunned for 1 round, but any damage or action targeting him causes this condition to be removed. You may perform this trick a number of times per combat equal to the number of Covert feats you possess.

HEMORRHAGE

Melee Attack Trick (Forte, bleed weapon quality): The Fortitude save DC to avoid bleeding is increased by the number of Covert feats you possess.

KICK

Initiative Action: Force an adjacent opponent to make a Resolve check DC equal to 5 + your Base Attack Bonus or he loses 1 half action this round. You can only perform this trick once per round and a number of times per combat equal to the number of Covert feats you possess.

SAFE FALL

Break Fall Trick: You suffer 1d6 damage per 20 ft. fallen, not 10.

SAP

Subdual Melee Attack Trick (Forte): The target is stunned for a number of rounds equal to your damage. Any damage or action targeting this character removes the stunned condition. You may use this trick a number of times per combat equal to the number of Covert feats you possess.

SHIV

Melee Attack Trick (Forte, 1-handed weapon with poisonous quality): If you have successfully done damage with a different weapon this round, you successfully dose your opponent with your weapon's poison on a successful attack.

SINISTER STRIKE

Melee Attack Trick (Forte, 1-handed weapon): You do an additional amount of damage (maximum +5) equal to the number of Covert feats you possess.

TRADE AND GEAR

WEAPONS

THROWN WEAPON DESCRIPTION

Smoke Bomb: Ninja, vanish! In addition to the flash damage (1d6), it creates full cover for the square it is detonated in for 1d3 rounds.