

# The Genius Guide to: The Talented Rogue



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Rogues are the iconic masters of stealth and subterfuge, with access to both a number of powerful set class features (primarily relating to traps, evasion, and sneak attacks) and a flexible set of customizable talents. While this gives them a wide range of options, it can also lead to characters with specific sneak, criminal, or adventurer concepts having abilities they don't need, such as a wilderness scout being a master of urban traps, or an entirely scholarly researcher and archeologist gaining a huge number of sneak attack dice. Rogues are supposed to be masters of picking up tricks of the trade, but half their class abilities are static bonuses with little customization.

At the same time many cool rogue tropes have been presented as archetypes, allowing rogue characters to pick up new stealth or skill-based abilities, almost always at the cost of some of their trap expertise. It seems odd that the most customizable class has so many nonmagical abilities that are offered only as archetypes, when it's the class that is the original holder of the idea of talents as class features. Further, the rogue is one of the few classes with an alternate class (the ninja) that has no philosophical changes from the original base class. The only things that set ninjas and rogues apart are flavor and a few key class features, but the classes remain so close that they can take each other's talents.

Unfortunately it's not possible to present all potential rogue abilities as talents, since some rogue builds won't feature things like trapsense or sneak attacks and it's not reasonable for a rogue to be able to pick up every possible core class feature. There's no system to allow even the most basic rogue abilities be customizable, while keeping them separate from the talents the rogue gains at every other level.

But what if there was?

*The Genius Guide to the Talented Rogue* rewrites the classic rogue class to use a system of edges and talents, rather than static class abilities alternating with talents. Edges

represent the “core” features of each rogue, areas of study so intense and specialized that no rogue can master all of them, while the classic talent system has been expanded to include any rogue-like ability a character could reasonable pick up at any time with study. This allows the rogue, ninja, and all their archetypes to be covered by a single class that is far more flexible than the versions in the core rules, without allowing overpowered combinations.

To make this system as flexible as possible, and to keep players and GMs from

constantly having to check multiple sources for talents, this product includes talents, advanced talents, archetypes, the assassin, and the ninja alternate class for its abilities (as well as including new talents to expand its breadth). Because some abilities (such as a ki pool) are not appropriate for every campaign, and some GMs dislike allowing abilities from multiple archetypes to be taken by a single character, when an ability is adapted from another class or an archetype, the name of that source is given as a descriptor.

**ALIGNMENT:** A talented rogue may be of any alignment.

**HIT DIE:** d8

**STARTING WEALTH:** At 1st level a talented rogue begins play with 4d6x10 8P.

**CLASS SKILLS:** The talented rogue’s class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**SKILL RANKS PER LEVEL:** 8 + Int modifier.

## CLASS FEATURES

All of the following are class features of the talented rogue.

**PROFICIENCIES:** A rogue is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

**TABLE I: THE TALENTED ROGUE**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Rogue edge, rogue talent
2	+1	+0	+3	+0	Rogue edge, rogue talent
3	+2	+1	+3	+1	Rogue edge, rogue talent
4	+3	+1	+4	+1	Rogue edge, rogue talent
5	+3	+1	+4	+1	Rogue talent
6	+4	+2	+5	+2	Rogue talent
7	+5	+2	+5	+2	Rogue talent
8	+6/+1	+2	+6	+2	Rogue edge, rogue talent
9	+6/+1	+3	+6	+3	Rogue talent
10	+7/+2	+3	+7	+3	Advanced talents, rogue talent
11	+8/+3	+3	+7	+3	Rogue talent
12	+9/+4	+4	+8	+4	Rogue talent
13	+9/+4	+4	+8	+4	Rogue talent
14	+10/+5	+4	+4	+4	Rogue talent
15	+11/+6/+1	+5	+9	+5	Rogue talent
16	+12/+7/+2	+5	+10	+5	Rogue talent
17	+12/+7/+2	+5	+10	+5	Rogue talent
18	+13/+8/+3	+6	+11	+6	Rogue talent
19	+14/+9/+4	+6	+11	+6	Rogue talent
20	+15/+10/+5	+6	+12	+6	Grand talent, rogue edge

## ROGUE EDGES

Every rogue has a unique outlook on life, which colors what threats she takes seriously, what esoteric skills she studies, and what kinds of tricks and knacks she picks up. These abilities, known as edges, help a rogue act as an assassin, scout, expert treasure locator, or some combination or roles that appeal to her in particular. A rogue gains an edge at 1st level, and additional edges at 2nd, 3rd, 4th, and 8th level, and a final edge at 20th level.

Edges are similar to rogue talents, but are more fundamental to her background and worldview, and require constant and regular practice to keep effective. As a result there's a limit to how many edges a rogue can have, and most edges must be selected early in the rogue's career. While a rogue gains multiple edges over her first few levels, those acquisitions represent the culmination of years (possibly a lifetime) of effort and study. A rogue may not decide to take the evasion edge until 4th level, but she has been thinking about how to escape explosions and practicing her ideas for long years before her acumen rises to the level of that edge. A rogue may not take an edge more than once unless it specifies otherwise. Some edges are taken from various rogue archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

*Ambush (Ex):* [Bandit] The rogue is fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action. A rogue must be 4th level to select this edge.

*Blade Sense (Ex):* [Knife Master] The rogue is so skilled in combat involving light blades that she gains a +1 dodge bonus to AC against attacks made against her with light blades. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. A rogue must be 3rd level to select this edge.

*Bravado's Blade (Ex):* [Rake] When the rogue hits an opponent and deals sneak attack damage, she can forgo 1d6 points of that damage and make a free Intimidate check to demoralize the foe. For every additional 1d6 points of sneak attack damage she forgoes, she receives a +5 circumstance bonus on this check. A rogue must have the sneak attack talent to select this edge.

*Daring (Ex):* [Swashbuckler] The rogue gains a +1 morale bonus on Acrobatics checks and saving throws against fear. This bonus increases by +1 for every 3 levels beyond 3rd. A rogue must be 3rd level to select this edge.

*Divine Purpose (Su):* [Sanctified Rogue] The favor of a deity or religious institution grants a special blessing on the rogue, shoring up some of her weaknesses. She gains a +1 sacred bonus on Fortitude and Will saving throws.



*Effortless Sneak (Sp):* [Chameleon] The rogue chooses a single terrain from the ranger's favored terrain class feature. While she is within that terrain, she can take 10 on any Stealth check she makes. When the rogue reaches 6th level, and every three levels thereafter, she chooses a new type of terrain from the ranger's favored terrain list. She gains this ability with the newly picked terrain. A rogue must be 3rd level to select this edge.

*Expert Acrobat (Ex):* [Acrobat] The rogue does not suffer any armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand, or Stealth skill checks while wearing light armor. When she is not wearing armor, she gains a +2 competency bonus on Acrobatics and Fly skill checks.

*Evasion (Ex):* The rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

A rogue must be at least 2nd level to select this edge.

*Follow Up (Ex):* [Investigator] The rogue can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, the rogue is aware of it. False information is not revealed in this way if the people she questioned do not know it to be false.

*Frightening (Ex):* [Thug] Whenever the rogue successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the rogue can instead decide to make the target frightened for 1 round.

*Hardy (Ex):* [Survivalist] The rogue is prepared to endure extreme hardships and environmental conditions. She can go twice the normal number of days without water and triple the normal number of days without food before feeling the effects of either thirst or starvation.

*Improved Uncanny Dodge (Ex):* The rogue can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see below) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

A rogue must have uncanny dodge and be at least 4th level to select this edge.

*Ki Pool (Su):* [Ninja] The rogue gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the rogue's ki pool is equal to 1/2 her rogue level + her Int or Cha modifier (selected when this edge is taken). As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start.

At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool, a rogue can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a rogue can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A rogue can gain additional powers that consume points from her ki pool by selecting some rogue talents with the rogue descriptor.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the rogue possesses levels in another class that grants points to a ki pool, her rogue levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The rogue can use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

*Martial Training (Ex):* [Swashbuckler] The rogue may select one martial weapon to add to her list of weapon proficiencies.

*Measure the Mark (Ex):* [Cutpurse] When the rogue makes a Sleight of Hand check to take something from a creature, the target makes its Perception check before the rogue makes her Sleight of Hand check, and the rogue knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the rogue elects not to make the check, she can make a Bluff check, opposed by the target's Sense Motive, to prevent the target from noticing the attempt.

*Misdirection (Ex):* [Chameleon] The rogue knows that the secret to disappearing lies in deceiving the senses of her observers. Every day she gains a pool of stealth points equal to her ranks in Bluff. These points refresh at the start of each day. Before making a Stealth check, she can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points she puts into the roll. If she gains a bonus on Bluff checks because of a feat (such as Skill Focus [Bluff]), she adds a number of points to her stealth pool equal to the bonus the feat grants.

*Natural Born Liar (Ex):* [Charlatan] When the rogue successfully deceives a creature with a Bluff, that creature takes a -2 penalty on the rogue's Bluff checks for the next 24 hours. This ability does not stack with itself.

*No Trace:* [Ninja] The rogue learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a rogue using the Survival skill increases by

+1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

*Poison Use:* The rogue is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

*Rake's Smile (Ex):* [Rake] The rogue gains a +1 morale bonus on Bluff and Diplomacy checks. This bonus increases by +1 for every 3 levels beyond 3rd. A rogue must be 3rd level to select this edge.

*Roof Running (Ex):* [Roof Runner] The rogue is entirely adept at moving across the tops of buildings, spires, and similar locations. Provided she is wearing light armor, the roof runner can move at full speed while traveling across the tops of buildings or similar structures, and takes no penalties on any Dexterity-based Skill checks or Reflex saves that might be incurred from moving about on a roof.

*Scout's Charge (Ex):* [Scout] Whenever the rogue makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability. A rogue must be 4th level and have the sneak attack talent to select this edge.



*Second Chance (Ex):* [Acrobat] The rogue can reroll any Acrobatics, Climb, or Fly skill check she has just made. This reroll is made at a -5 penalty. She must take the second result, even if it is worse. An acrobat can use this ability only once on any given skill check. She can use this ability once per day at 3rd level, plus one additional time per day for every 3 levels beyond 3rd. A rogue must be third level to select this edge.

*Skilled Liar (Ex):* [Spy] Whenever a rogue uses Bluff to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her rogue level (minimum +1). This bonus does not apply to feint attempts or attempts to pass secret messages.

*Skirmisher (Ex):* [Scout] Whenever the rogue moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the rogue makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability. The rogue must be 8th level and have the scout's charge edge to select this edge.

*Stab and Grab (Ex):* [Cutpurse] As a full-round action, the rogue can make an attack and also make a Sleight of Hand check to steal something from the target of the attack. If the attack deals sneak attack damage, the rogue can use Sleight of Hand to take an item from the creature during combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a -5 penalty on the Perception check to notice the theft. A rogue must be 3rd level to select this edge.

*Talent:* The rogue may select any rogue talent she meets the prerequisites for.

*Trap Sense (Ex):* The rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

## HEY, WHERE'S MY SNEAK ATTACK?!

Sneak attack, one of the iconic abilities of the rogue, does not appear on the talented rogue class chart. Instead it is now treated as a rogue talent that can be taken more than once (but not for more than half the rogue's talents), allowing rogue players to decide if they want the traditional offensive punch of sneak attack or would rather focus on some other aspect of being a sneak.

It's worth noting that a rogue without sneak attack has fewer options for dealing hit point damage to foes, and may have to get creative in order to remain as effective as a classic rogue. This option is presented for players who are up to the challenge, or have a strong character concept that doesn't include being a master of sliding a knife between a foe's ribs. It also works well for NPCs who are supposed to be adventurous experts in sneaking, sabotage, or similar subjects, but not in melee combat. But sacrificing sneak attack for other talents may well result in a character that is less powerful overall, and players should consider the consequences carefully before doing so.

*Trapfinding (Ex):* The rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). Additionally, the rogue can use Disable Device to disarm magic traps.

*Unbending (Ex):* [Pirate] The rogue gains a +1 bonus on saving throws against mind-affecting effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. A rogue must be 3rd level to select this edge.

*Uncanny Dodge (Ex):* The rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her. A rogue must be 2nd level to select this edge.

*Unflinching (Ex):* [Pirate] The rogue gains a +1 bonus on saving throws against fear effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level. A rogue must be 3rd level to select this edge.

## ROGUE TALENTS

As a talented rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 1st, a talented rogue gains one rogue talent. She gains an additional rogue talent for every level of rogue attained after 1st. 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, and a rogue must have selected the sneak attack talent at least once before selecting any talents that modify it.

Some talents are taken from various rogue archetypes. These talents include the name of their originating archetype as a descriptor, to all GMs to limit characters to talents from a single archetype, if desired.

*Accuracy (Ex):* [Sniper] The rogue halves all range increment penalties when making ranged attacks with a weapon with which she has proficiency.

*Acrobatic Master (Su):* [Ninja] As a swift action, a rogue with this talent can focus her ki to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool.

A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Adaptable Flanker (Ex):* A number of times per day equal to her Dexterity bonus, the rogue may treat a foe as flanked if that foe is threatened by at least three creatures, even if they do not normally qualify as flanking the target. Only the rogue may treat the target as flanked. The flanked status remains until the rogue moves, the target moves, or the beginning of the rogue's next turn.

*Assault Leader (Ex):* Once per day, when the rogue misses with an attack on a flanked opponent, she can designate a single ally who is also flanking the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action.

*Befuddling Strike\* (Ex):* When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds. A rogue must have selected the sneak attack talent to select this talent.

*Black Market Connections (Ex):* A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and



she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.

COMMUNITY SIZE	DC
Thorp	10
Hamlet	12
Village	15
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

*Bleeding Attack\* (Ex):* A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal

check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. A rogue must have selected the sneak attack talent to select this talent.

*Brutal Beating\* (Ex):* [Thug] Whenever the rogue deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the most recent duration applies. A rogue must have the sneak attack talent and be 3rd level to select this talent.

*Camouflage (Ex):* Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

*Canny Observer (Ex):* When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

*Careful Disarm (Ex):* [Burglar, Trapsmith] Whenever the rogue attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. A rogue must be 4th level and have the trap sense edge to take this talent.

*Charmer (Ex):* Once per day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

*Choking Bomb (Ex):* [Ninja] Whenever a rogue throws a smoke bomb, all living creatures in the resulting cloud must make a Fortitude save or become staggered by the choking black smoke for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the rogue's level + the rogue's Int or Cha modifier (selected when the talent is taken). The rogue can decide to create an ordinary smoke bomb or add poison to this smoke bomb as normal. The rogue must have the poison bomb talent before selecting this talent.

*Coax Information (Ex):* A rogue with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her.

*Combat Swipe:* A rogue who selects this talent gains Improved Steal as a bonus feat.

*Combat Trick*: A rogue that selects this talent gains a bonus combat feat.

*Convincing Lie (Ex)*: When a rogue with this talent lies, she creates fabrications so convincing that when others repeat it, they are likely to convince those they are talking to that the outlandish story is the truth. When a rogue with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince the questioner, rather than his own. (Obviously the individual already believes he is telling the truth, this allows him to convince *others* that what the rogue originally said is true.)

If his Bluff skill modifier is better than the rogue's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rogue's level + the rogue's Int or Cha modifier (selected when this talent is taken).

*Cunning Trigger (Ex)*: A rogue with this talent can use a swift action to set off any trap within 30 feet that she constructed.

*Darkvision (Su)*: [Ninja] This talent allows the rogue to use her ki to enhance her sight, granting darkvision out to a range of 60 feet. Using this talent is a standard action that costs 1 ki point. The enhanced senses last for 1 hour. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Deadly Range (Ex)*: [Ninja] A rogue with this talent increases the range at which she can deal sneak attack damage by 10 feet. A rogue can take this talent more than once. Its effects stack.

*Deflect Arrows*: [Ninja] A rogue who selects this talent gains the Deflect Arrows feat as a bonus feat. The rogue must have the Improved Unarmed Strike combat feat before taking this talent.

*Deft Palm (Ex)*: A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

*Distracting Attack\* (Ex)*: A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack. A rogue must have selected the sneak attack talent to select this talent.

*Distraction (Ex)*: [Burglar] Whenever the rogue is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature

cannot see the rogue. This ability can only be used once during a given Stealth attempt. If the same creature detects the rogue's presence again, the ability has no effect. A rogue must be 4th level to select this talent.

*Divine Epiphany (Su)*: [Sanctified Rogue] Once per day, the rogue can peer into the immediate future and predict the results of a specific action as if she had cast an *augury* spell. The caster level of this spell is equal to her rogue class level. A rogue must be 8th level and have the divine purpose edge or major and minor petition talents before selecting this talent.



*Driver's Fortitude (Ex):* [Driver] The rogue learns to keep driving and maintain control of her vehicle, even when mortally wounded. If the rogue drops below 0 hit points but is not dead, she can attempt a DC 15 Fortitude save each round to remain conscious and in control of her vehicle (able to make drive checks), though she may take no other actions. (See *Ultimate Combat* for more information on vehicles and driving checks.)

*Endure Elements (Sp):* [Survivalist] The rogue gains *endure elements* as a spell-like ability, as the spell of the same name. The rogue's caster level is the same as her rogue level. She may use this ability once per day, plus one additional time for every 4 full rogue levels she possesses. A rogue must have the hardy edge or survivalist talent before selecting this talent.

*Esoteric Scholar (Ex):* Once a day, a rogue with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

*Expert Leaper (Ex):* When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

*Fast Fingers (Ex):* Once per day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

*Fast Getaway (Ex):* After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

*Fast Picks (Ex):* A rogue with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

*Fast Stealth (Ex):* This ability allows a rogue to move at full speed using the Stealth skill without penalty.

*Fearsome Strike\* (Ex):* [Bandit] The rogue can terrify an opponent with a single hit. A number of times per day equal to her Int or Cha modifier (selected when this talent is taken), when the rogue confirms a critical hit and deals sneak attack damage to an opponent, she can choose to make the opponent frightened for a number of rounds equal to her Int or Cha modifier (minimum 1). She cannot use this ability in conjunction with a critical feat. A rogue must be 8th level to select this talent.

*Feather Fall (Su):* [Ninja] As an immediate action, the rogue can slow her descent as if using feather fall. This ability uses her rogue level as the caster level. Each use of this ability uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Finesse Rogue:* A rogue that selects this talent gains Weapon Finesse as a bonus feat.

*Firearm Training (Ex):* A rogue with this talent gains Exotic Weapon Proficiency (firearms). (See *Ultimate Combat* for more information on firearms. Firearms, and firearm proficiency, may not be available in all campaigns. Talk to your GM before planning to take this talent.)

*Flurry of Stars (Ex):* [Ninja] A rogue with this ability can expend 1 ki point from her ki pool as a swift action before she makes a full-attack attack with shuriken. During that attack, she can throw two additional shuriken at her highest attack bonus, but all of her shuriken attacks are made at a -2 penalty, including the two extra attacks. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Follow Clues (Ex):* A rogue with this talent can use Perception to follow tracks as per the Survival skill.

*Forgotten Talent (Ex):* [Ninja] A rogue with this ability can recall one talent she's observed, or briefly studied, or had explained to her by her ancient masters. When she uses this ability, she selects one talent (not an advanced talent or grand talent) that she does not know and can use that talent for a number of rounds equal to her level. She must pay any ki costs associated with the talent as normal. Using this ability expends 2 ki point from her ki pool, plus the ki cost of the talent she chooses. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Getaway Artist (Ex):* A rogue with this talent adds Fly, Handle Animal, and Ride to her list of class skills, and gains a +2 bonus on all driving checks. (See *Ultimate Combat* for more information on vehicles and driving checks.)

*Greater Finesse (Ex):* The rogue may use Weapon Finesse to add her Dex bonus to attacks (rather than her Str modifier) with an expanded range of weapons. The rogue may use Weapon Finesse with any light or 1-handed melee weapon with the monk or performance quality, as well as the cutlass, flail, scimitar, and shortspear. A rogue must have the Weapon Finesse feat to select this talent

*Grit (Ex):* A rogue with this talent gains the Amateur Gunslinger feat and one grit feat of her choice. She must fulfill the prerequisites of the grit feat in order to choose it. A rogue must have the firearm training talent before choosing this one.

*Guileful Polyglot (Ex):* A rogue with this talent who has at least one rank in Linguistics gains four additional languages. A rogue with this talent who does not have any ranks in Linguistics gains two additional languages. If the rogue later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself.

*Gut Stab (Ex):* The rogue adds +2 to damage dealt with light melee weapons. Additionally, the rogue is treated as having taken the sneak attack feat for purposes of meeting the prerequisites of talents marked

with an asterisk\*. As a standard action the rogue may make a single melee attack made with a light melee weapon using the shank talent and add a single effect from a talent marked with an asterisk to it. The rogue cannot use the same asterisk talent against a particular foe more than once in a 24-hour period. For any calculations the talent marked with an asterisk makes using the rogue's sneak attack dice, instead use the number of times the rogue has taken the shank talent. A rogue must have the shank talent before selecting this talent.

*Hard Drive (Ex):* [Driver] When the rogue is driving a vehicle that uses a group of animals or magical beasts as muscle propulsion, the DCs of all driving checks are reduced by 2, the maximum speed of the vehicle increases by 10 feet, and the acceleration increases by 5 feet. (See *Ultimate Combat* for more information on vehicles and driving checks.)

*Hard to Fool (Ex):* Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

*Hidden Weapons (Ex):* [Ninja] A rogue with this ability can easily conceal weapons on her body. The rogue adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.



*High Jumper (Ex):* [Ninja] When a rogue with this talent makes a high jump, the DC for that jump is half the normal DC. The rogue must have the acrobatic master talent before taking this talent.

*Hold Breath (Ex):* A rogue with this talent increases the number of rounds she can hold her breath by 2. She can take this talent multiple times.

*Honeyed Words (Ex):* Once per day, the rogue can roll two dice while making a Bluff check, and take the better result. She must choose to use this talent before making the Bluff check. A rogue can use this ability one additional time per day for every five rogue levels she possesses.

*Iron Guts (Ex):* A rogue with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the rogue to be nauseated or sickened.

*Ki Block\* (Su):* [Ninja] A rogue with this talent can prevent a creature from using its ki pool. Whenever the rogue deals sneak attack damage, the target must make a Will save or be unable to spend any points from its ki pool for a number of rounds equal to the rogue's Int or Cha modifier (selected when this talent is taken). The DC of this save is  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier. The number of points in the target's ki pool is unaffected, and abilities that do not require the subject to spend ki still function. A rogue must have selected the sneak attack talent to select this talent.

*Ki Charge (Su):* A rogue with this talent can invest a portion of her ki into a single thrown weapon, such as a shuriken, and throw it as a standard action. The thrown weapon explodes on impact in a 5-foot burst, dealing 1d6 points of fire damage plus 1d6 points of fire damage for every four levels of the rogue above 2nd, to a maximum 4d6 at 18th level. Creatures caught in the blast receive a Reflex save to halve the damage. The DC of this save is  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier (selected when this talent is taken). If the thrown weapon hits a creature, that creature takes a -2 penalty on the saving throw. If the thrown weapon misses, treat it as a thrown splash weapon. Using this ability expends 1 ki point from her ki pool. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Ki Talent (Ex):* A rogue with this talent gains a small ki pool. This ki pool is similar to that gained with the ki pool edge, but does not grant any extra attacks. The rogue gains a number of ki points equal to her Wisdom modifier (minimum 1). These ki points replenish at the start of each day. If she already has a ki pool, or gains a ki pool later, she gains half her Wisdom bonus (minimum 1) as bonus ki points to her ki pool. She can spend a ki point to gain a +10-foot bonus to movement until the end of her turn.

*Lasting Poison (Ex):* A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful

attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

*Ledge Walker (Ex):* This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

*Light Steps (Ex):* [Ninja] The rogue learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the rogue ignores any mechanical traps that use a location-based trigger. A rogue must be 4th level and have the no trace edge to select this talent.

*Major Magic (Sp):* A rogue with this talent gains the ability to cast a 1st-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 Int or Cha modifier (selected when this talent is taken). The rogue must have an Int or Cha of at least 11 to select this talent. A rogue must have the minor magic rogue talent before choosing this talent.

*Major Petition (Sp):* A rogue with this talent gains the ability to cast a 1st-level spell from the cleric/oracle 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 rogue may only select a spell with the chaos, evil, good, or law descriptor if her alignment matches the descriptor. The save DC for this spell is 11 + the rogue's Wis or Cha modifier (selected when this talent is taken) modifier. The rogue must have a Wis or Cha of at least 11 to select this talent. A rogue must have the minor petition rogue talent before choosing this talent.

*Martial Mastery (Ex):* The rogue may select a single combat feat to receive as a bonus feat. She must meet the feat's prerequisites, but may treat half her rogue levels as fighter levels for this purpose. A rogue must have the martial training edge and be 8th level to select this talent.

*Master Poisoner (Ex):* [Poisoner] The rogue can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The rogue also receives a bonus on Craft (alchemy) skill checks when working with poison equal to 1/2 her rogue level. A rogue must have the poison use edge to take this talent.

*Minor Magic (Sp):* A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three 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 10 + the rogue's Int or Cha modifier (selected when this talent is taken). The rogue must have an Int or Cha of at least 10 to select this talent.

*Minor Petition (Sp):* A rogue with this talent gains the ability to cast a 0-level spell from the clerical/oracles spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The rogue may only select a spell



with the chaos, evil, good, or law descriptor if her alignment matches the descriptor. The save DC for this spell is 10 + the rogue's Wis or Cha modifier (selected when this talent is taken). The rogue must have a Wis or Cha of at least 10 to select this talent.

*Nimble Climber (Ex):* When a rogue with this talent fails a Climb check by 5 or more, she can immediately make another Climb check at the surface's base DC +10. If successful, she stops her fall by clinging onto the surface. The rogue does not take falling damage when she stops her fall in this manner.

*Ninja Training:* [Ninja] The rogue has received the training classically associated with ninja. The rogue gains Knowledge (nobility) as a class skill, and is proficient with the kama, katana, kusarigama, nunchaku, sai, shuriken, siangham, and wakizashi.

*Offensive Defense\* (Ex):* When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC against attacks from that creature for each sneak attack die rolled. This bonus lasts until the beginning of the rogue's next turn, and does not stack with itself. A rogue must have selected the sneak attack talent to select this talent.

*Peerless Maneuver (Ex):* Once per day, a rogue with this talent can roll two dice while making an Acrobatics check, and take the better result. She must choose to use this talent before making the Acrobatics check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

*Poison Bomb (Ex):* [Ninja] Whenever the rogue throws a smoke bomb, she can decide to include 1 dose of any inhaled poison she possesses. This poison affects all creatures in the smoke and lasts as long as the smoke lasts. She must pay for the poison normally. The rogue must have the smoke bomb talent before selecting this talent.

*Positioning Attack (Ex):* Once per day, when a rogue with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

*Powerful Sneak\* (Ex):* Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s. A rogue must have selected the sneak attack talent to select this talent.

*Pressure Points\* (Su):* [Ninja] A rogue with this talent can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the rogue deals sneak attack damage, she also deals 1 point of Strength or Dexterity damage, decided by the rogue. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this talent. A rogue with this talent receives a +10 insight bonus on this Heal check. A rogue must have selected the sneak attack talent to select this talent.

*Quick Disable (Ex):* It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

*Quick Disguise (Ex):* A rogue with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill.

The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female rogue wants to disguise herself as a male of a different race, that takes 2 minutes.

DISGUISE	TIME
Minor details only	1 full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute
Disguise as a different size category	1 minute

A rogue with both quick disguise and sudden disguise takes half the listed time to don a disguise.

*Quick Trapsmith (Ex):* As a full-round action, a rogue with this talent can set a simple trap with a CR no greater than 1/2 her rogue level. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

*Resiliency (Ex):* Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

*Rogue Crawl (Ex):* While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

*Rope Master (Ex):* A rogue with this ability can move at her normal speed when using rope on a Climb check, can take 10 when using Acrobatics to move over narrow surfaces even when in danger or distracted, and gains a +4 bonus when determining the DC to escape bonds when she ties up a creature.

*Sea Legs (Ex):* [Pirate] The rogue gains the Sea Legs feat as a bonus feat, even if she does not meet the prerequisites.

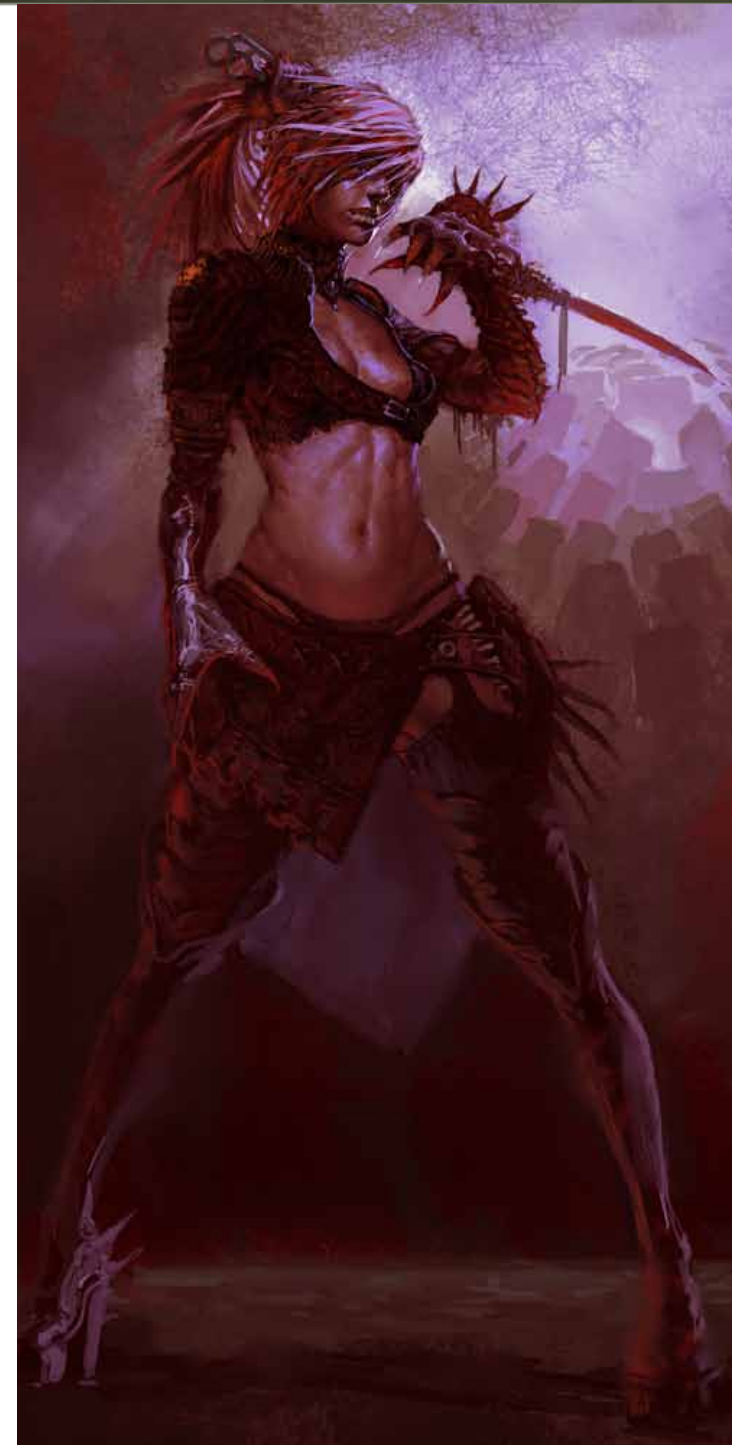
*Shank (Ex):* The rogue has learned the brutal, straightforward assault fighting common to prisons and gaol cells. When all the attack rolls the rogue makes in a round are with light melee weapons, the rogue treats her base attack bonus as if it was 1 higher. Thus a 7th level rogue with the shank talent has a +6/+1 attack progressing if she only uses daggers to attack for one round.

Because the attacks made with the shank talent are quick, forceful, and simple, it is not possible to add precision damage (such as sneak attack dice) to any attack made using this talent.

This talent may be taken multiple times, but the rogue's effective base attack bonus with light melee weapons may never exceed her rogue level.

*Shadow Clone (Su):* [Ninja] The rogue can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the rogue's level as her caster level. Using this ability is a standard action that uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Slow Metabolism (Ex):* [Ninja] The rogue has a slower-than-normal metabolism. She can hold her breath for twice as long as normal before needing to make Constitution checks (four times her Constitution score). In addition, whenever the rogue is poisoned, the time between saving throws (the poison's frequency) is doubled. Thus, a poison that has a frequency of "1/round for 6 rounds" would instead be "1/2 rounds for 12 rounds."



*Slow Reactions\** (Ex): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round. A rogue must have selected the sneak attack talent to select this talent.

*Smoke Bomb* (Ex): [Ninja] This ability allows a rogue to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. The rogue can center this smoke on herself, or throw the bomb as a ranged touch attack with a range of 20 feet. Using this ability is a standard action. Each use of this ability uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Snap Shot* (Ex): A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting in the surprise round, this talent has no effect.

*Snatch Arrows*: [Ninja] A rogue who selects this talent gains the Snatch Arrows feat as a bonus feat. The rogue must have the Improved Unarmed Strike feat and the Deflect Arrows feat before taking this talent.

*Sneak Attack* (Ex): If a rogue with this talent catches an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage (called "precision damage") anytime her target would

be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 this first time this talent is selected, and increases by 1d6 every additional time the talent is selected. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

This talent may be taken more than once, adding 1d6 to the rogue's sneak attack each time it is selected. However, a rogue's total sneak attack can never exceed half her rogue level (rounding up).

*Sneak Stab* (Ex): [Knife Master] A rogue focuses her ability to deal sneak attack damage with daggers and similar weapons to such a degree that she can deal more sneak attack damage with those weapons at the expense of sneak attacks with other weapons. When she makes a sneak attack with a dagger, kerambit, kukri, punching daggers, starknife, or swordbreaker dagger,

she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, she uses d4s instead of d6s. A rogue must have the sneak attack talent to select this talent.

*Sniper's Eye* (Ex): A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

*Spring Up* (Ex): A rogue with this ability does not provoke an attack of opportunity for standing up while threatened by a foe. A rogue must be 4th level and have the stand up talent to select this talent.

*Stand Up* (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

*Strong Impression*: A rogue who selects this talent gains Intimidating Prowess as a bonus feat.

*Strong Stroke* (Ex): A rogue with this talent rolls twice when making Swim checks and takes the better result. If she already rolls twice while making a Swim check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Swim checks.

*Style Master*: [Ninja] A rogue who selects this talent gains a style feat that she qualifies for as a bonus feat. (See *Ultimate Combat* for more information on style feats.)

*Sudden Disguise* (*Su*): [Ninja] As a swift action, a rogue can change her appearance for 1 minute per level. (Double this duration if the rogue has both quick disguise and sudden disguise.) This ability functions as *disguise self*. Each use of this ability uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Surprise Attack* (*Ex*): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

*Survivalist*: A rogue with this talent adds Heal and Survival to her list of class skills.

*Swift Poison* (*Ex*): A rogue with this talent can apply poison to a weapon as a move action, instead of a standard action.

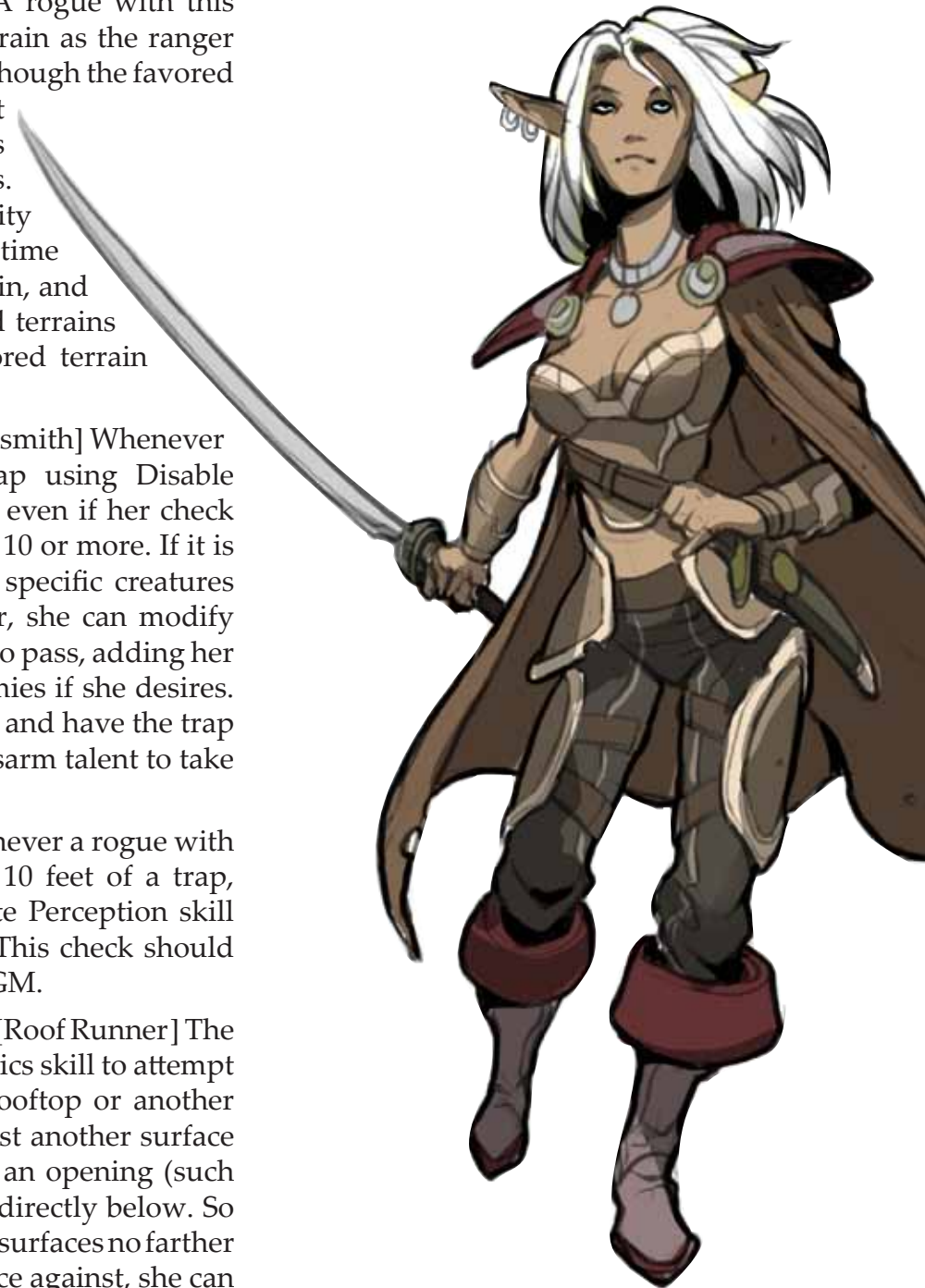
*Swinging Reposition* (*Ex*): [Pirate] The rogue can incorporate a ship's masts, rigging, ropes, sails, and other such structures into her combat style. Provided she is wearing light armor, when fighting in an environment where such structures exist, the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver. Once she completes her attack or maneuver, she can reposition herself. Immediately after making the charge or bull rush, she can move 5 feet as a free action, even if the charge ends her turn. This movement does not provoke attacks of opportunity.

*Terrain Mastery* (*Ex*): A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

*Trap Master* (*Ex*): [Trapsmith] Whenever the rogue disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires. A rogue must be 8th level and have the trap sense edge and careful disarm talent to take this talent.

*Trap Spotter* (*Ex*): Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

*Tumbling Descent* (*Ex*): [Roof Runner] The rogue can use her Acrobatics skill to attempt a rapid descent from a rooftop or another surface, ricocheting against another surface and then diving through an opening (such as a balcony or window) directly below. So long as she has at least two surfaces no farther than 10 feet apart to bounce against, she can ricochet her body back from one to the next,



descending great distances with a single check. The DC is 10 + 5 for every additional 10-foot increment descended beyond the initial 10 feet dropped. If she fails, she falls the full distance. A rogue must have the roof running edge before selecting this talent.

*Unarmed Combat Training:* [Ninja] A rogue who selects this talent gains Improved Unarmed Strike as a bonus feat.

*Underhanded\* (Ex):* A rogue with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes a sneak attack during the surprise round using a concealed weapon that her opponent didn't know about, she does not have to roll sneak attack damage, and the sneak attack deals maximum damage. A rogue can only use the underhanded talent a number of times per day equal to her Int or Cha modifier (selected when the talent is taken, minimum 0 times/day).

*Undetected Sabotage (Ex):* [Ninja] Whenever a rogue with this talent uses Disable Device to sabotage or disable a device, she can make a special Stealth check with a bonus equal to her level. Anyone who inspects the device does not notice the sabotage and assumes the object works unless he beats the rogue's check with an opposed Perception skill check.

*Vanishing Trick (Su):* [Ninja] As a swift action, the rogue can disappear for 1 round per level. This ability functions as the *invisibility* spell. Using this ability uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Ventriloquism (Su):* [Ninja] As a swift action, the rogue can throw her voice as if using the spell *ventriloquism*. She can use this ability for 1 minute per rogue level. Each use of this ability uses up 1 ki point. A rogue must have a ki pool (such as from the ki pool edge) before selecting this talent.

*Wall Climber (Su):* A rogue with this ability gains a climb speed of 20 feet, but only on vertical surfaces. This ability cannot be used to scale perfectly smooth surfaces or to climb on the underside of horizontal surfaces.

*Wall Scramble (Ex):* A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Climb checks.

*Weapon Training:* A rogue that selects this talent gains Weapon Focus as a bonus feat.

## 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.

*Another Day (Ex):* Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

*Angel of Death (Su):* [Assassin] The rogue becomes a master of death. Once per day, when the rogue makes a successful assassinate attack, she can cause the target's body to crumble to dust. This prevents *raise dead* and *resurrection* (although true resurrection works as normal). The rogue must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the assassinate, this ability is wasted with no effect. A rogue must be 15th level and have the assassinate advanced talent to select this advanced talent.

*Assassinate\* (Ex):* [Ninja] A rogue with this talent can kill foes that are unable to defend themselves. To attempt to assassinate a target, the rogue must first study her target for 1 round as a standard action. On the following round, if the rogue makes a sneak attack against the target and the

target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the rogue as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier (selected when this talent is taken). If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that rogue's assassinate ability for 1 day.

A rogue must have the sneak attack talent to select this advanced talent.

*Blinding Bomb (Ex):* [Ninja] Whenever the rogue throws a smoke bomb, all living creatures in the cloud must make a Fortitude save or be blinded by the black smoke for 1d4 rounds. The DC of this saving throw is equal to  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier (selected when this talent is taken). This talent cannot be combined with a choking bomb, but the rogue can combine a blinding bomb with a poison bomb. The rogue must have the choking bomb talent before selecting this talent.

*Confounding Blades\* (Ex):* When a rogue with this advanced talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity until the beginning of the rogue's next turn. A rogue must have the sneak attack talent to select this advanced talent.

*Crippling Strike\* (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. A rogue must have selected the sneak attack talent to select this talent.

*Deadly Cocktail (Ex):* A rogue with this talent can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This talent is an exception to the rule that injury poisons can only be delivered one dose at a time.

*Deadly Shuriken (Ex):* [Ninja] As a full-round action, a rogue with this advanced talent can take careful aim and pool all of her attack potential into a single, deadly shuriken throw. When she does this, she throws a single shuriken at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the attack hits. For each additional successful attack roll beyond the first, the rogue increases the damage by 1d6. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this advanced talent. If one or



more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0).

*Deadly Sneak\* (Ex):* Whenever a rogue with this talent uses the powerful sneak rogue talent, she treats all 1s and 2s on the sneak attack damage dice as 3s. A rogue must have the powerful sneak and sneak attack rogue talents before choosing this talent.

*Defensive Roll (Ex):* With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

*Dispelling Attack\* (Su):* Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted *dispel magic*, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the major magic rogue talent before choosing dispelling attack. A rogue must have selected the sneak attack talent to select this talent.

*Entanglement of Blades\* (Ex):* When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the rogue's next turn. A rogue must have the sneak attack talent to select this talent.

*Familiar (Ex):* A rogue with this advanced talent gains a familiar as the familiar option of the wizard's arcane bond class feature. This ability functions exactly like that part of the class feature, but the rogue's effective wizard level is her rogue level -4. The rogue must have the *minor magic* and *major magic* talents before she can choose this advanced talent.

*Fast Tumble (Ex):* When a rogue with this advanced talent uses Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

*Feat:* [Ninja] The rogue may gain any feat that she qualifies for in place of an advanced talent.

*Improved Evasion (Ex):* This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion. A rogue must have the evasion edge to select improved evasion.

*Frugal Trapsmith (Ex):* When a rogue with this talent constructs a mechanical trap, she only pays 75% of the normal cost.

*Getaway Master (Ex):* A rogue with this talent gains a +10 bonus on all drive checks. The rogue must have the getaway artist talent before choosing this advanced talent.

*Ghost Step (Su):* [Ninja] As a swift action, a rogue with this talent can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. Each use of this ability uses up 1 ki point.

*Hard to Fool (Ex):* A rogue with this advanced talent is hard to fool with mind-affecting effects. At the start of her turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the check, she is no longer subject to the mind-affecting effect. She can make this saving throw even against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw as if the spell or effect did allow a saving throw.

*Hide in Plain Sight (Ex):* A rogue with this advanced talent can select a single terrain from the ranger's favored terrain list. She is a master at hiding in that terrain, and while within that terrain, she can use the Stealth skill to hide, even while being observed. A rogue may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

*Hunter's Surprise (Ex):* Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or it is not flat-footed. A rogue must have the sneak attack talent to select this advanced talent.

*Instant Poison (Ex):* A rogue with this talent can apply poison to a weapon as a swift action, instead of a standard action. A rogue must have the swift poison talent and poison use edge to select this advanced talent.

*Invisible Blade (Su):* [Ninja] Whenever a rogue uses the vanishing trick talent, she is treated as if she were under the effects of the *greater invisibility* spell. The rogue must have the vanishing trick talent before selecting this talent.

*Knock-Out Blow (Ex):* Once per day, the rogue can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the rogue deals sneak attack damage), the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier (selected when the advanced talent is taken). A rogue must have the sneak attack talent to select this advanced talent.

*Master of Disguise (Ex):* Once per day, a rogue with this talent gains a +10 bonus on a single Disguise check.

*Master of Poisons (Ex):* The save DC of any poison the rogue uses is increased by +2. This has no effect on the DC of poisons the rogue possesses if someone else uses them.

*Mystic Disguise (Su):* [Ninja] A rogue with this talent can take on the appearance of other creatures and individuals. Whenever the rogue uses the sudden disguise talent, the duration increases to 10 minutes per level. Alternatively, the rogue can use the sudden disguise talent to take on the appearance of a specific individual that the rogue has seen before for 1 minute per level. Creatures that are familiar with the individual receive a Will saving throw to see through the illusion. The DC of this saving throw is  $10 + 1/2$  the rogue's level + the rogue's Int or Cha modifier (selected when the advanced talent is taken). This illusion also changes the rogue's speech, if she has heard the individual talk and can speak his language. The rogue must have the sudden disguise talent before selecting this talent.

*Opportunist (Ex):* Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.



*Redirect Attack (Ex):* Once per day, when a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the rogue, and the creature that made the attack against the rogue must make a new attack roll against the new target.

*Rumormonger (Ex):* A rogue with this advanced talent can attempt to spread a rumor though a small town or larger settlement by making a Bluff check. She can do so a number of times per week equal to her Charisma modifier (minimum 0). The DC is based on the size of the settlement, and it takes a week for the rumor to propagate through the settlement. If the check succeeds, the rumor is practically accepted as fact within the community; succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days. A failed check means the rumor failed to gain traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold.

COMMUNITY SIZE	DC
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

*See the Unseen (Su):* [Ninja] As a swift action a rogue with this talent learns how to see that which cannot be seen. This acts as the *see invisibility* spell, using her rogue level as the caster level. Each use of this ability uses up 1 ki point.

*Shadow Split (Su):* [Ninja] This talent allows the rogue to create an illusory double of herself that moves away from her, allowing the rogue to create a distraction. When she uses this ability, an illusory double appears and moves away from the rogue, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving at twice the rogue's speed in the direction indicated by the rogue when the ability is used. Its course cannot be changed. The double persists for 1 round per level of the rogue. Those who interact with the double receive a Will saving throw to recognize that it is fake. The DC of this save is 10 + 1/2 the rogue's level + the rogue's Int or Cha modifier (selected when this talent is taken). Each use of this ability uses up 1 ki point. The rogue must possess a ki pool (such as from taking the ki pool edge) and the shadow clone talent before selecting this talent.

*Skill Mastery:* The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even

if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

*Slippery Mind (Ex):* This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Stealthy Sniper (Ex):* When a rogue with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

*Thoughtful Reexamining (Ex):* Once per day, a rogue with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

*True Death (Su):* [Assassin] Anyone slain by the rogue's assassinate ability becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the rogue's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC

of the *remove curse* is 10 + the rogue's level. A rogue must have the assassinate advanced talent to take this advanced talent.

*Unarmed Combat Mastery:* [Ninja] A rogue who selects this advanced talent deals damage with her unarmed strikes as if she were a monk of her rogue level -4. If the rogue has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. A rogue must have the Improved Unarmed Strike feat before taking this talent.

*Unbound Steps (Su):* [Ninja] This talent allows a rogue to use her ki to walk through the air. Whenever the rogue uses the light steps talent, she can walk on air, rising or descending as she desires. She must end her move on a solid surface. Each use of this ability uses up 1 ki point. A rogue must have a ki pool (such as from taking the ki pool edge) and have the light steps talent to select this advanced talent.

*Unwitting Ally (Ex):* A rogue with this advanced talent can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the rogue's next turn. The opponent must be able to hear and see the rogue, and the rogue must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the rogue cannot use this advanced talent again on the same opponent for the next

24 hours. If the rogue fails the check by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

*Weapon Snatcher (Ex):* A rogue with this talent can make a Sleight of Hand check in place of a combat maneuver check when attempting to disarm an opponent.

## GRAND TALENT

At 20th level a rogue may select one of the following grand talents. A rogue may select a talent or advanced talent in place of a grand talent, if that is preferred. Grand talents otherwise follow the rules for talents.

*Hidden Master (Su):* [Ninja] The rogue becomes a true master of the art of ninjitsu. She can, as a standard action, cast *greater invisibility* on herself. While invisible in this way, she cannot be detected by any means, and not even *invisibility purge*, *see invisibility*, and *true seeing* can reveal her. She uses her rogue level as her caster level for this ability. Using this ability consumes 3 ki points from her ki pool. In addition, whenever the rogue deals sneak attack damage, she can sacrifice additional damage dice to apply a penalty to one ability score of the target equal to the number of dice sacrificed for 1 minute. This penalty does not stack with itself and cannot reduce an ability score below 1. A rogue must have selected the ki pool edge and sneak attack talent to select this grand talent.



*Master Expert (Ex):* The rogue has become a master of applying her skills under any circumstances. The rogue receives a +4 bonus to any skill check when she takes 10, and a +6 bonus to any skill checks when she takes 20. Additionally, she receives a number of bonus skill dice each day equal to half her rogue level. These are d6s she may roll and add to a skill check's total. If she chooses to do this before the success or failure of a skill check she may add as many of her remaining bonus skill dice as she wishes. After a skill check's success or failure is revealed she may immediately choose to add a single bonus skill die, and if its additional value raised her check enough to count as a success, her skill check is successful. A rogue must have the skill mastery advanced talent to select master expert.

*Master Strike (Ex):* The rogue becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects:

The target can be...

- put to sleep for 1d4 hours
- paralyzed for 2d6 rounds, or
- slain

Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + sneak attack dice + the rogue's Int or Cha modifier (selected when this talent is taken). Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability. A rogue must have selected the sneak attack talent to select this talent.

## SAVE VS. WALL OF TEXT

Because it includes well more than 175 edges, talents, advanced talents, and grand talents, getting through the talented rogue class write-up can be daunting. Once a character has been written up its easy to look any selected edges and talents if they are presented alphabetically, but when thinking about what talent to take next the abilities can form a nigh-impenetrable "wall of text."

To help with this issue we've categorized all the edges and talents into the following themes and sub themes, based on common rogue character concepts: Defensive (general and saving throws), Flexible Customization, Magic/Mysticism, Movement, Offensive (general and sneak attack), Traps, and Skills (with several sub-categories for specific skills). Each talent gives its name and notes if it is an edge, advanced talent, or grand talent. This allows a GM or player looking for a new option to see which edges and talents are most likely to match his desired character concept without reading through the entire list of options.

### DEFENSIVE (GENERAL)

Another Day (advanced)  
Blade Sense (edge)  
Defensive Roll (advanced)  
Deflect Arrows  
Hardy (edge)  
Hold Breath  
Improved Uncanny Dodge (edge)  
Offensive Defense  
Redirect Attack (advanced)  
Resiliency  
Slow Metabolism  
Snatch Arrows  
Uncanny Dodge (edge)

### DEFENSIVE (SAVING THROWS)

Daring (edge)  
Divine Purpose (edge)  
Evasion (edge)  
Hard to Fool (advanced)  
Improved Evasion (advanced)  
Iron Guts  
Slippery Mind (advanced)  
Unbending (edge)  
Unflinching (edge)

### FLEXIBLE CUSTOMIZATION

Feat (advanced)  
Forgotten Talent  
Talent (edge)

### MAGIC/MYSTICISM

Divine Epiphany  
Endure Elements  
Familiar (advanced)  
Feather Fall  
Ghost Step (advanced)  
Hidden Master (grand)  
Invisible Blade (advanced)  
Ki Talent  
Ki Pool (edge)  
Major Magic  
Major Petition  
Minor Magic

Minor Petition  
Mystic Disguise (advanced)  
See the Unseen (advanced)  
Shadow Clone  
Shadow Split (advanced)  
Unbound Steps (advanced)  
Vanishing Trick  
Ventriloquism

### MOVEMENT

Driver's Fortune  
Expert Leaper  
Fast Getaway  
Fast Tumble (advanced)  
Getaway Artist  
Getaway Master (advanced)  
Ghost Step (advanced)  
Hard Drive  
High Jumper  
Ledge Walker  
Light Steps  
Positioning Attack  
Rogue Crawl  
Roof Running (edge)  
Rope Master  
Sea Legs  
Spring Up  
Stand Up  
Swinging Reposition  
Terrain Mastery  
Tumbling Descent  
Wall Climber

### OFFENSIVE (GENERAL)

Accuracy  
Adaptable Flanker  
Ambush (edge)  
Assault Leader  
Blinding Bomb (advanced)  
Choking Bomb  
Combat Swipe  
Combat Trick  
Convincing Lie  
Deadly Cocktail (advanced)

Deadly Shuriken (advanced)  
Finesse Rogue  
Firearm Training  
Flurry of Stars  
Greater Finesse  
Grit  
Gut Stab  
Instant Poison (advanced)  
Ki Block  
Ki Pool (edge)  
Ki Charge  
Lasting Poison  
Martial Mastery  
Martial Training (edge)  
Master of Poisons (advanced)  
Master Poisoner  
Ninja Training  
Opportunist (advanced)  
Poison Bomb  
Poison Use (edge)  
Shank  
Smoke Bomb  
Snap Shot  
Strong Impression  
Swift Poison  
Unarmed Combat Training  
Unarmed Combat Mastery (advanced)  
Weapon Training

### OFFENSIVE (SNEAK ATTACK)

Angel of Death (advanced)  
Assassinate (advanced)  
Befuddling Strike  
Bleeding Attack  
Bravado's Blade (edge)  
Brutal Beating  
Confounding Blades (advanced)  
Crippling Strike (advanced)  
Deadly Range  
Deadly Sneak (advanced)  
Dispelling Attack (advanced)  
Distracting Attack  
Entanglement of Blades (advanced)

Fearsome Strike  
Hunter's Surprise (advanced)  
Knock-Out Blow (advanced)  
Master Strike (grand)  
Offensive Defense  
Powerful Sneak  
Pressure Points  
Scout's Charge (edge)  
Skirmisher (edge)  
Slow Reactions  
Sneak Attack  
Sneak Stab  
Sniper's Eye  
Style Master  
Surprise Attack  
True Death (advanced)  
Underhanded  
Unwitting Ally (advanced)

### SKILLS (GENERAL)

Master expert (grand)  
Ninja Training  
Skill Mastery (advanced)  
Survivalist

### SKILLS (ACROBATICS)

Acrobatic Master  
Daring (edge)  
Expert Acrobat (edge)  
Fast Tumble (advanced)  
Ki Pool (edge)  
Ledge Walker  
Peerless Maneuver  
Second Chance (edge)

### SKILLS (BLUFF)

Coax Information  
Natural Born Liar (edge)  
Honeyed Words  
Rake's Smile (edge)  
Rumormongering (advanced)  
Skilled Liar (edge)



### SKILLS (CLIMB)

Expert Acrobat (edge)  
Nimble Climber  
Second Chance (edge)  
Wall Scramble

### SKILLS (DIPLOMACY)

Black Market Connections  
Charmer  
Coax Information  
Follow Up (edge)  
Rake's Smile (edge)

### SKILLS (DISABLE DEVICE)

Careful Disarm (edge)  
Quick Disable  
Trap Master  
Trapfinding (edge)  
Undetected Sabotage'

### SKILLS (DISGUISE)

No Trace (edge)  
Quick Disguise  
Master of Disguise (advanced)  
Mystic Disguise (advanced)  
Sudden Disguise

### SKILLS (FLY)

Expert Acrobat (edge)  
Getaway Artist  
Second Chance (edge)

### SKILLS (INTIMIDATE)

Frightening (edge)

### SKILLS (LINGUISTICS)

Guileful Polyglot

### SKILLS (KNOWLEDGE)

Esoteric Scholar  
Thoughtful Reexamination (advanced)

### SKILLS (PERCEPTION)

Canny Observer  
Darkvision  
Follow Clues  
Thoughtful Reexamination (advanced)  
Trapfinding (edge)

### SKILLS (SENSE MOTIVE)

Hard to Fool  
Thoughtful Reexamination (advanced)

### SKILLS (SLEIGHT OF HAND)

Deft Palm  
Expert Acrobat (edge)  
Fast Fingers  
Hidden Weapons  
Measure the Mark (edge)  
Stab and Grab (edge)  
Underhanded  
Weapon Snatcher (advanced)

### SKILLS (STEALTH)

Camouflage  
Distraction  
Effortless Sneak (edge)  
Expert Acrobat (edge)  
Fast Stealth  
Hide in Plain Sight (advanced)  
Misdirection (edge)  
No Trace (edge)  
Stealthy Sniper (advanced)

### SKILLS (SWIM)

Strong Stroke

### TRAPS

Careful Disarm (edge)  
Cunning Trigger  
Frugal Trapsmith (advanced)  
Quick Disable  
Quick Trapsmith  
Trap Master  
Trap Sense (edge)  
Trap Spotter  
Trapfinding (edge)

WE ERR ON THE SIDE OF AWESOME!

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