

Rogue

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	0	2	Trap finding, Sneak Attack +1d6
02	1	0	3	0	3	Evasion, Minor Talent
03	2	1	3	1	3	Trap Sense +1, Sneak Attack +2d6
04	3	1	4	1	4	Uncanny Dodge, Minor Talent
05	3	1	4	1	4	Sneak Attack +3d6
06	4	2	5	2	5	Trap Sense +2, Minor Talent
07	5	2	5	2	5	Sneak Attack +4d6
08	6/1	2	6	2	6	Improved Uncanny Dodge, Minor Talent
09	6/1	3	6	3	6	Sneak Attack +5d6, Trap Sense +3
10	7/2	3	7	3	7	Talent
11	8/3	3	7	3	7	Sneak Attack +6d6
12	9/4	4	8	4	8	Trap Sense +4, Talent
13	9/4	4	8	4	8	Sneak Attack +7d6
14	10/5	4	9	4	9	Talent
15	11/6/1	5	9	5	9	Trap Sense +5, Sneak Attack +8d6
16	12/7/2	5	10	5	10	Talent
17	12/7/2	5	10	5	10	Sneak Attack +9d6
18	13/8/3	6	11	6	11	Trap Sense +6, Talent
19	14/9/4	6	11	6	11	Sneak Attack +10d6
20	15/10/5	6	12	6	12	Talent

A Rogue is a person who mainly is out for themselves but at times could be hired. Their main purpose is to steal, trick or acquire money or items by the best way they know how. Masters of stealth and locks they find their way in and out with the least possible alarms being triggered along the way. But in a pinch they can also make sure those that do find out regret it with the class ability to gain sneak attack which allows them to catch a target off guard and do a significantly more damage than normal.

Sneak Attack - If a rogue can catch 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 when catching a target by surprise, or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter and the attack ignores the Armor and End Bonus in their ADS score. 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 non-lethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal 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.

Trap Finding - A rogue adds 1/2 her level to Notice skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trap Sense - Bonus to saves verses Traps

Evasion - At 2nd level and higher, a 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.

Uncanny Dodge - Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught surprised by a reflex attack, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A rogue with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Improved Uncanny Dodge - A rogue of 8th level or higher 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 above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Minor Talents - As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue, gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. 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.

*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 Medical 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.

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

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

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

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 surprised when using Acrobatics to move along narrow surfaces.

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).

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.

*Slow Reactions** (Ex): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

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.

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

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

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

Talent - At 10th level, and every two levels thereafter, a rogue can choose one of the following talents in place of a rogue minor 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.

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 Stat bonuses to her PS score, 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.

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.

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.

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.

Feat. A rogue may gain any feat that she qualifies for in place of a rogue talent.

Weapon Proficiencies: Simple, Hand crossbow, Rapier, Short Sword, Short Bow

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

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