

The Rogue

GAME RULE INFORMATION

Rogues have the following game statistics.

Abilities: Dexterity provides extra protection for the lightly armored rogue. Dexterity, Intelligence and Wisdom are important for many of the rogue's skills. A high Intelligence score also gives the rogue extra skill points, which can be used to expand her repertoire.

Alignment: Any

Hit Points at 1st Level: 14 + Con Mod

HP/Level Gained: 8

CLASS SKILLS

The rogue's class skills (and the key ability for each

skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at 1st Level: (13 + Int modifier) x 4.

Skill Points/Level Gained: 13 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Hit Dice: D8	Bonus Feats	Dodge Bonus
1	+0	+0	+3	+0	Dodge, Favored City, Trapfinding		1st	+1
2	+1	+1	+4	+1	Brains Over Brawn, Crowdwalk, Sharp Senses			+2
3	+2	+1	+4	+1	Alley Fighting, Evasion, Trap Sense +1		2 nd	+2
4	+3	+2	+5	+2	Uncanny Dodge			+2
5	+3	+2	+5	+2	Favored City, Improved Sharp Senses		3 rd	+3
6	+4	+3	+6	+3	Trap Sense +2			+3
7	+5	+3	+6	+3	Improved Uncanny Dodge		4 th	+3
8	+6/+1	+4	+7	+4	Information Network, Special Ability			+4
9	+6/+1	+4	+7	+4	Trap Sense +3		5 th	+4
10	+7/+2	+5	+8	+5	Favored City			+4
11	+8/+3	+5	+8	+5	Special Ability		6 th	+5
12	+9/+4	+6	+9	+6	Trap Sense +4			+5
13	+9/+4	+6	+9	+6	Greater Sharp Senses		7 th	+5
14	+10/+5	+7	+10	+7	Special Ability			+6
15	+11/+6/+1	+7	+10	+7	Favored City, Trap Sense +5		8 th	+6
16	+12/+7/+2	+8	+11	+8	Free Movement			+6
17	+12/+7/+2	+8	+11	+8	Special Ability		9 th	+7
18	+13/+8/+3	+9	+12	+9	Trap Sense +6			+7
19	+14/+9/+4	+9	+12	+9	Preternatural Dodge		10 th	+7
20	+15/+10/+5	+10	+13	+10	Cunning Brilliance, Favored City, Special Ability			+8

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor but not with shields.

Bonus Feats: At first level and every other level thereafter, the rogue gains an additional feat. The feat may be any the character qualifies for, but the rogue typicallys select Sneak Attack or the Skirmish & Improved Skirmish feats.

Dodge/Dodge Bonus (Ex): A rogue gains Dodge as a bonus feat. The Dodge Bonus column represents the bonus you receive to your AC from attacks from opponents that you have designated.

Favored City (Ex): At 1st level, the rogue must select a favored city. The city must be a settlement of at least small town size or larger that the rogue has visited, but need not be the city the rogue

currently calls home. As she gains levels the rogue may consider additional cities her favored cities.

While within the city limits of one of her favored cities, the rogue gains a sacred bonus to all Bluff, Diplomacy, Gather Information and Intimidate checks, as shown on the table below. In addition, she gains a +3 morale bonus on all Will saving throws made while within the limits of her favored cities.

FAVORED CITY SKILL BONUS TABLE	
Level	Bonus
1st – 4th	+2
5th – 8th	+3
9th – 12th	+4
13th – 16th	+5
17th – 20th	+6

Trapfinding: Only rogues can use the Search skill to locate traps when the task has a DC higher than

20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue that beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Brains Over Brawn (Ex): At 2nd level the Rogue uses her Intelligence bonus as a modifier on Strength checks and checks involving skills based on Strength (such as Climb, Jump and Swim).

Crowdwalk (Ex): At 2nd level, the rogue can move through crowds with ease, moving as if in an open space. If the rogue attempts to move through a square occupied by a hostile creature (such as with a Tumble check or an overrun attempt) she gains a +4 bonus on any skill check, Strength check or attack roll made to resolve the movement.

Sharp Senses (Ex): The rogue remains keenly aware of her surroundings and can pick up clues from her environment other characters might miss, gaining a +2 bonus to all Listen, Search and Spot checks. If the rogue has the track feat, the bonus also applies to Survival checks made to follow tracks.

Alley Fighting (Ex): Rogues are masters of fighting in cramped quarters, such as city alleyways or narrow dungeon corridors. At 3rd level a rogue's ability to fight in these conditions improves greatly. As long as she is fighting in an area no wider than her space (5 feet for a small or medium humanoid), she gains a +1 competence bonus on all attack rolls. Additionally, if she makes a melee attack against a target around a corner, the target does not gain the benefit of cover (unless the foe has total cover). The rogue retains the benefit of cover against her enemy, unless she is fighting another rogue or creature with a similar power.

Evasion (Ex): At 3rd 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.

Trap Sense (Ex): At 3rd level, a 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.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Sharp Senses (Ex): At 5th level the rogues bonus on Listen, Search and Spot checks increases to +5 and applies to Sense Motive checks as well. The range penalty for Spot and Listen checks drops from -1 per 10 feet of distance to -1 per 20 feet of distance.

Improved Uncanny Dodge (Ex): A rogue of 7th 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 a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Information Network (Ex): Upon reaching 8th level the rogue has established an information network in a number of cities equal to one quarter her rogue level. While in any of these cities, the rogue only takes an hour to make a Gather Information check (rather than a full evening or day). In addition, if any event occurs in a city that would interest the rogue, she may make a Gather Information check to learn of the event as a free action. Knowledge of the event reaches the rogue's ears in 1d4+1 hours unless the rogue is in an area that cannot be reached by her contacts.

Special Abilities: On attaining 8th level, and at every three levels thereafter (11th, 14th, 17th and 20th), a rogue gains a special ability of her choice from among the following options.

Defensive Roll (Ex): 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.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth 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 the rogue's 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 certain 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 it 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 one round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Greater Sharp Senses (Ex): At 13th level the rogue gains the blindsense ability with a distance of 10 feet +5 feet per four Rogue levels. The rogue usually doesn't need to make Listen or Spot checks to notice creatures within range, provided she has line of effect to those creatures. Any creature the rogue cannot see still has concealment against her, and the rogue is still denied her Dexterity bonus to her AC against such creatures. As well, poor visibility affects the rogue's movement as normal.

Free Movement (Ex): At 16th level a rogue can slip out of bonds, grapples and even the effects of confining spells easily. The ability duplicates the effect of the *freedom of movement* spell, except that it is always active. A rogue loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Preternatural Dodge (Ex): At 19th level the rogue can anticipate her foes' movements. During her action, the rogue designates a single opponent, gaining double her Dodge Bonus to AC against all attacks by that opponent.

Cunning Brilliance (Ex): At 20th level, you become the ultimate jack of all trades. Your sharp mind and keen sense of surroundings allow you to duplicate almost any ability you witness. At the start of each day, choose two extraordinary class abilities. These abilities must be available to a standard character class at 10th level or lower and must appear in the advancement table or in the text description for that class. You gain the full benefits and drawbacks of these two abilities for the remainder of the day. You use of these abilities as if your level in the relevant class equals half your rogue level.

VARIANT: THE WILDERNESS ROGUE

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

Class Skills: Remove the following rogue class skills from the wilderness rogue's class skill list; Appraise, Diplomacy, Decipher Script, Forgery and Gather Information.

Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (Geography), Knowledge (Nature), Ride and Survival.

Class Features: At 1st level the wilderness rogue has the Track class feature instead of the Favored City class feature. Each time the rogue would gain another favored city, she instead gains a +2 bonus to her Survival checks made to track her quarry.

At 2nd level the wilderness rogue gains the Woodland Stride class feature instead of the Crowdwalk class feature. At 3rd level the wilderness rogue gains the Internal Compass class feature instead of the Alley Fighting class feature. At 8th level the wilderness rogue gains the Venom Immunity class feature instead of Information Network class feature.

Special Abilities: Add camouflage (as the 10th level ranger ability), hide in plain sight (as the 15th level ranger ability, requires the rogue to already have the camouflage ability) and swift tracker (as the 7th level ranger ability) to the list of special abilities that can be chosen by the wilderness rogue.