

Rogue

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Table: Rogue

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+2	+0	Sneak Attack +1d6, trapfinding	-	-	-	-	-	-	-	-	-	-
2	+1	+0	+3	+0	Unassailable reflexes	-	-	-	-	-	-	-	-	-	-
3	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1	-	-	-	-	-	-	-	-	-	-
4	+3	+1	+4	+1	Defensive awareness	-	-	-	-	-	-	-	-	-	-
5	+3	+1	+4	+1	Sneak attack +3d6	-	-	-	-	-	-	-	-	-	-
6	+4	+2	+5	+2	Improved defensive awareness, Trap sense +2	-	-	-	-	-	-	-	-	-	-
7	+5	+2	+5	+2	Sneak attack +4d6	-	-	-	-	-	-	-	-	-	-
8	+6	+2	+6	+2	Defensive footwork	-	-	-	-	-	-	-	-	-	-
9	+6	+3	+6	+3	Sneak attack +5d6, trap sense +3	-	-	-	-	-	-	-	-	-	-
10	+7	+3	+7	+3	Special ability	-	-	-	-	-	-	-	-	-	-
11	+8	+3	+7	+3	Sneak attack +6d6	-	-	-	-	-	-	-	-	-	-
12	+9	+4	+8	+4	Trap sense +4	-	-	-	-	-	-	-	-	-	-
13	+9	+4	+8	+4	Sneak attack +7d6	-	-	-	-	-	-	-	-	-	-
14	+10	+4	+9	+4		-	-	-	-	-	-	-	-	-	-
15	+11	+5	+9	+5	Sneak attack +8d6, trap sense +5	-	-	-	-	-	-	-	-	-	-
16	+12	+5	+10	+5	Special ability	-	-	-	-	-	-	-	-	-	-
17	+12	+5	+10	+5	Sneak attack +9d6	-	-	-	-	-	-	-	-	-	-
18	+13	+6	+11	+6	Trap sense +6	-	-	-	-	-	-	-	-	-	-
19	+14	+6	+11	+6	Sneak attack +10d6	-	-	-	-	-	-	-	-	-	-
20	+15	+6	+12	+6		-	-	-	-	-	-	-	-	-	-

Description

The rogue might more properly be called an "adventurer", in the pulpy sense. Not terribly strong in a straight up fight, he nonetheless brings a valuable suite of skills and capabilities to any group he allies himself with.

Class Features

Hit Die: d6.

Skill Points: 8 + INT bonus, x4 at 1st level.

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), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hands (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Weapon and Armor Proficiency: Rogues are proficient in two weapon groups and flexible armor, but not shields.

Sneak Attack

If a rogue can catch an opponent unable to defend effectively against his attack, he can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. 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 sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. 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 or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, 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 who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Unassailable: Reflexes (Ex)

At 2nd level, a rogue gains the Unassailable feat for Reflexes, even if he does not meet the prerequisites. He can only use this feat while in flexible armor.

Trap Sense (Ex)

At 3rd level, a rogue gains an intuitive sense that alerts him to danger from traps, giving him 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 he reaches 9th level, to +4 when he reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Defensive Awareness

At 4th level, a rogue gains the Defensive Awareness feat.

If a rogue already has Defensive Awareness from a different class he automatically gains Improved Defensive Awareness (see below) instead.

Improved Defensive Awareness (Ex)

At 6th level, a rogue gains the Improved Defensive Awareness feat.

Defensive Footwork (Ex)

At 8th level, gains the Defensive Footwork feat.

Special Abilities

At 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of his choice from among the following options.

Crippling Strike (Ex)

A rogue with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. If the rogue successfully damages an opponent with a sneak attack, the sneak attack also does 2 points of Strength damage. Ability points lost to damage return at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex)

The rogue can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he 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, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute the defensive roll—if he is denied her Dexterity bonus to AC, he 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 Unassailable: Reflexes (Ex)

The rogue can take this feat as a special ability, even if he does not meet the prerequisites. He can only use this special ability while in flexible armor.

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 he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him 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 him. If a rogue with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Feat

A rogue may gain any feat in place of a special ability.