



ROGUE

This section presents two new rogue's rackets, as well as feats that allow rogues to further scheme and connive to undermine their foes.

ROGUE'S RACKET

ELDRITCH TRICKSTER

When it comes to a big heist, every rogue worth their salt knows that magic can throw meticulous plans into chaos, whether in the form of arcane wards or pesky divinations. You dabble in magic just enough to help handle these problems by jury-rigging spells and throwing a bit of your own magic into the mix. You might be a solitary thief, performing burglaries that can't be explained by skill alone, or a specialist called in by other rogues to deal with magical security measures. You might even be on the up-and-up, hired to test magical defenses or even build them yourself.

Choose a multiclass archetype that has a basic, expert, and master spellcasting feat. You gain that archetype's dedication feat as a bonus feat even though you don't meet its level prerequisite, though you must meet its other prerequisites. For you, the Magical Trickster rogue feat (*Core Rulebook* 185) has a prerequisite of 2nd level instead of 4th level. You can choose the spellcasting ability score for the multiclass archetype you chose as your key ability score.

MASTERMIND

Where others might use sleight of hand or a silver tongue to achieve their objectives, you rely on your intellect to craft intricate schemes. You likely view your operations as a chess game, always planning 10 steps ahead where others might plan three. You might be a detective determined to solve crimes or a spymaster in the service of a powerful family or nation. If you operate outside the law, you might be an aspiring crime lord or information broker, excellent at directing others toward suitable jobs.

If you successfully identify a creature using Recall Knowledge, that creature is flat-footed against your attacks until the start of your next turn; if you critically succeed, it's flat-footed against your attacks for 1 minute.

You're trained in Society and one of the following skills of your choice: Arcana, Nature, Occultism, or Religion. You can choose Intelligence as your key ability score.

ROGUE FEATS

1ST LEVEL

OVEREXTENDING FEINT

FEAT 1

ROGUE

Prerequisites trained in Deception

When you trick a foe, instead of catching them off guard, you goad them into overextending their next attack. On a successful Feint, you can use the following success and critical success effects instead of any other effects that would occur when you Feint. You can choose a different effect each time you Feint against a given foe.

Critical Success The target takes a -2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a -2 circumstance penalty to its next attack roll against you before the end of its next turn.

PLANT EVIDENCE

FEAT 1

ROGUE

Prerequisites Pickpocket

You can put a single item you're holding of light or negligible Bulk onto a person without them noticing by succeeding at a Thievery check against their Perception DC. If you have the ruffian racket, you can do this as a free action when you successfully Shove a target.

TUMBLE BEHIND

FEAT 1

ROGUE

You tumble under and behind your foe to catch them off guard. When you successfully Tumble Through, the foe whose space you passed through is flat-footed against the next attack you make before the end of your turn.

2ND LEVEL

CLEVER GAMBIT

FEAT 2

ROGUE

Prerequisites mastermind racket

Trigger Your Strike critically hits and deals damage to a creature you've identified with Recall Knowledge.

Your battle tactics are aided by your assessment of your foes' capabilities, allowing you to instantly adjust your movements to maximum advantage. You Step or Stride; this movement doesn't trigger reactions from the triggering creature.

STRONG ARM

FEAT 2

ROGUE

When you Strike with a thrown weapon, the weapon's range increment increases 10 feet.

UNDERHANDED ASSAULT

FEAT 2

ROGUE

Prerequisites trained in Stealth

You capitalize on the distraction provided by an ally. You Sneak up to a foe adjacent to one of your allies. You can roll against

the foe you're Sneaking up on, even if it's currently observing you, as though you were hidden. You take a -2 penalty on your Stealth check. If your Stealth check against the chosen foe succeeds, you can make a melee Strike against that foe at the end of your Sneak.

4TH LEVEL

HEAD STOMP ◆

FEAT 4

ROGUE

Make an unarmed melee attack against a prone target. On a hit, the target becomes flat-footed to all attacks until the end of your next turn.

MUG ◆◆

FEAT 4

ROGUE

You make a quick attack and rob your foe in the process. Make a melee Strike against an adjacent foe. If you hit and deal sneak attack damage, you can also attempt to Steal from the target, even if the target is in combat.

PREDICTABLE! ◆

FEAT 4

ROGUE

By observing an opponent, you can get a sense of their next move and prepare to counter or resist it. Choose one target and attempt a Perception check to Sense Motive against the foe's Deception DC or a hard DC of the foe's level, whichever is higher.

Critical Success You precisely discern the target's strategy, gaining a +2 circumstance bonus to AC against the creature until the start of your next turn and a +2 circumstance bonus to your next saving throw against the creature before the start of your next turn.

Success You deduce the gist of the target's strategy; as critical success, except the circumstance bonus is only +1.

Failure You fail to discern the target's strategy and gain no benefit.

Critical Failure You misinterpret the target's strategy and take a -1 circumstance penalty to AC against the creature until the start of your next turn, and a -1 circumstance penalty to your next saving throw against the creature before the start of your next turn.

THE HARDER THEY FALL

FEAT 4

ROGUE

You make your foes fall painfully when you trip them. When you successfully Trip a flat-footed foe, your target takes 1d6 bludgeoning damage. On a critical success, the target takes 1d6 bludgeoning damage plus your sneak attack damage.

TWIN DISTRACTION

FEAT 4

ROGUE

Prerequisites Twin Feint

Requirements You are wielding two melee weapons, each in a different hand.

Your movements with two weapons are so swift and

disorienting that they befuddle your opponent. When using Twin Feint, if both your Strikes deal damage to a targeted creature, the target must succeed at a Will saving throw against your class DC or become stupefied 1 until the end of your next turn.

6TH LEVEL

ANALYZE WEAKNESS ◆

FEAT 6

ROGUE

Prerequisites sneak attack 2d6

Requirements You must have identified a creature with Recall Knowledge.

Your knowledge of a creature's physiology and understanding of tactics helps you attack with pinpoint accuracy. You carefully study a creature that you've identified to scope out particularly weak points in its positioning or physical form. The next time you deal sneak attack damage to the chosen creature with a Strike before the end of your turn, add an additional 2d6 precision damage. At 11th and 17th levels, if your additional damage from sneak attack increases, increase the additional damage from Analyze Weakness to 3d6 at 11th level and 4d6 at 17th level.

ANTICIPATE AMBUSH

FEAT 6

EXPLORATION ROGUE

Prerequisites expert in Stealth

Using your extensive knowledge of ambush tactics, you keep watch for any hidden creatures or dangerous sites, moving at half your travel speed. If you're Anticipating an Ambush at the start of an encounter, you roll a Perception check for initiative, and all enemies rolling Stealth for initiative take a -2 circumstance penalty to their Stealth checks.

FAR THROW

FEAT 6

ROGUE

When you Strike with a thrown weapon, you take only a -1 penalty for each additional range increment between you and the target, rather than a -2 penalty.

SHOVE DOWN ◆

FEAT 6

ROGUE

Prerequisites trained in Athletics

Requirements Your last action was a successful Shove.

You leverage your weight to topple foes that you move. You attempt to Trip the target, even if the target is no longer in your reach.

WATCH YOUR BACK ◆

FEAT 6

EMOTION FEAR MENTAL ROGUE

Prerequisites trained in Intimidation

You menace the target, stoking their fears and drawing their attention. Attempt an Intimidation check against the Will DC of a target within 30 feet. If you succeed, for 1 minute, that target gains a +2 status bonus to Perception checks against you, but they take a -2 status penalty to Will saves against fear effects.

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8TH LEVEL

BULLSEYE ◆

FEAT 8

ROGUE

You carefully take aim before making your attack in order to avoid your foe's concealment and cover. On your next Strike with a thrown weapon before the end of your turn, you gain a +1 circumstance bonus to your attack roll and ignore your target's concealed condition, as well as the target's lesser cover or standard cover; if the target had greater cover, they instead have only standard cover against the Strike.

INSPIRED STRATAGEM ↻

FEAT 8

FORTUNE LINGUISTIC ROGUE

Trigger One of the required allies is about to attempt an attack roll or skill check.

Requirements You spent 10 minutes during your daily preparations reviewing stratagems for the day's adventures with up to four allies.

You quickly advise your ally, using your earlier planning to make sure luck can't throw a wrench in the cogs of your schemes. The ally rolls the triggering check twice and takes the better of the two results. That ally then becomes temporarily immune to your Inspired Stratagem until your next daily preparations.

LOANER SPELL

FEAT 8

ROGUE

Prerequisites trained in Arcana, Nature, Occultism, or Religion During your daily preparations, you can gain the assistance of an allied prepared spellcaster to prepare one spell for the day. The spell can be up to 3rd level. Your ally must be able to prepare and cast it, and the spell must have a Targets entry or an area. Your ally loses a spell slot of the corresponding spell level, and you gain the ability to cast the prepared spell once that day. When you Cast the Spell, use your class DC for any saving throws required by the spell, and your class DC - 10 as a spell attack roll modifier.

PREDICTIVE PURCHASE

FEAT 8

ROGUE

You somehow manage to have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats (page 208). When using Prescient Planner, you can draw the item from your backpack (or a similar container) as a 2-action activity, instead of taking 1 minute to do so.

RICOCHET STANCE ◆

FEAT 8

ROGUE STANCE

You adopt a stance (page 150) to rebound your thrown weapons toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have

a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

TACTICAL ENTRY ◆

FEAT 8

ROGUE

Prerequisites master in Stealth

Requirements You rolled Stealth for initiative in this encounter, and neither you nor any enemies have acted yet in this encounter.

You Stride. This movement doesn't trigger any reactions.

10TH LEVEL

ELDRITCH DEBILITATIONS

FEAT 10

ROGUE

Prerequisites eldritch trickster racket, Debilitating Strike

You know how to apply debilitating conditions that are particularly troublesome for spellcasters. Add the following debilitating conditions to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target is stupefied 1.
- **Debilitation** The target can't Step.

METHODICAL DEBILITATIONS

FEAT 10

ROGUE

Prerequisites mastermind racket, Debilitating Strike

You strategically craft your debilitating conditions to lessen or negate an enemy's tactical advantages. Add the following debilitating conditions to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't flank other creatures, and it can't provide flanking for its allies.
- **Debilitation** The target doesn't gain a circumstance bonus to AC from Raising a Shield, lesser cover, or standard cover; it gains only a +2 circumstance bonus to AC from greater cover or Taking Cover.

12TH LEVEL

BLOODY DEBILITATION

FEAT 12

ROGUE

Prerequisites trained in Medicine, Debilitating Strike

Your attacks slice arteries and veins. Add the following debilitating condition to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes 3d6 persistent bleed damage.

PREPARATION ◆

FEAT 12

FLOURISH ROGUE

You survey the battlefield, calculating the possibilities. You gain one additional reaction, which you can use before the beginning of your next turn for any rogue reaction.

RICOCHET FEINT

FEAT 12

ROGUE

Prerequisites Ricochet Stance

While in Ricochet Stance, you can bounce a thrown weapon off a foe to distract them. You can attempt a Feint against a creature within the first range increment of a thrown weapon you are wielding, rather than only creatures within your melee reach.

14TH LEVEL

STAY DOWN!

FEAT 14

ROGUE

Prerequisites master in Athletics

Trigger A prone foe within your reach Stands.

You have ways of keeping your foes down. Attempt an Athletics check against the triggering foe's Fortitude DC. On a success, they don't stand up and remain prone. On a critical success, they can't Stand until their next turn.

16TH LEVEL

SWIFT ELUSION

FEAT 16

ROGUE

Prerequisites legendary in Acrobatics

Trigger A foe ends its movement adjacent to you.

Attempt an Acrobatics check against the foe's Reflex DC. If you succeed, either Stride to a different space adjacent to the foe or move the foe to a different space adjacent to you.

RECONSTRUCT THE SCENE

FEAT 16

CONCENTRATE ROGUE

You spend 1 minute surveying a small location (such as a single room) to get an impression of events that occurred there in the last day. This involves moving about the area and studying footprints, the placement of objects, spilled drinks or blood, and so forth. You get an indistinct mental impression of significant events that happened there. This gives you clues and details of the past, including the overall events and their time frame, but it's not a perfect record. This also isn't enough to identify who was involved in these events if you weren't already aware the person was there. As determined by the GM, you also pick out various seemingly small details that could serve as important clues, like a memorable weapon someone used for a murder or the type of cloak someone wore when passing through.

STEAL SPELL

FEAT 16

MAGICAL ROGUE

Prerequisites Legendary Thief, Loaner Spell

When you use Legendary Thief to steal the impossible, you can steal a prepared spell or spontaneous spell from a foe. The spell is randomly selected from the highest-level spells the foe knows that have a target or area, to a maximum of 8th-level spells; the target loses the appropriate spell slot as if they had cast it themselves. You can Cast the Spell once within the next 1d4 rounds, after which the fleeting magic fades; this otherwise works the same as casting a Loaner Spell.

18TH LEVEL

IMPLAUSIBLE PURCHASE

FEAT 18

ROGUE

Prerequisites Predictive Purchase

Even when impossible, you always have exactly what you need. You can use Prescient Planner even if you have already used it after purchasing goods, and you can Interact to draw the item as a single action instead of a 2-action activity. In addition, five times per day, you can use Prescient Planner to pull out a common consumable item up to 6 levels lower than your level.



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