

ANCESTRIES

DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

ELF



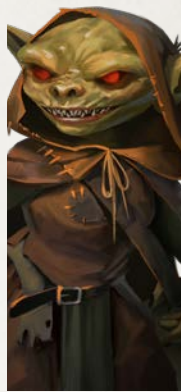
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

GNOME



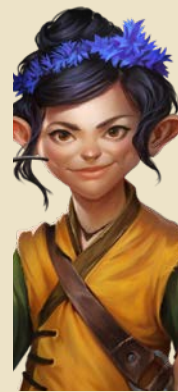
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

GOBLIN



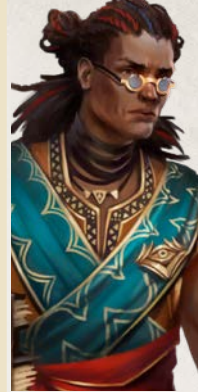
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

HUMAN



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution,
Wisdom, free

Dexterity,
Intelligence, free

Constitution,
Charisma, free

Dexterity,
Charisma, free

Dexterity,
Wisdom, free

Two free ability
boosts

ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence

Strength

Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

* A character receives an ability boost to their class's key ability score.

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CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.



ROGUE

You are skilled and opportunistic. Using your sharp wits and quick reactions, you take advantage of your opponents' missteps and strike where it hurts most. You play a dangerous game, seeking thrills and testing your skills, and likely don't care much for any laws that happen to get in your way. While the path of every rogue is unique and riddled with danger, the one thing you all share in common is the breadth and depth of your skills.

KEY ABILITY

DEXTERITY OR OTHER

At 1st level, your class gives you an ability boost to Dexterity or an option from rogue's racket.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You move about stealthily so you can catch foes unawares. You're a precision instrument, more useful against a tough boss or distant spellcaster than against rank-and-file soldiers.

DURING SOCIAL ENCOUNTERS...

Your skills give you multiple tools to influence your opposition. Pulling cons and ferreting out information are second nature to you.

WHILE EXPLORING...

You sneak to get the drop on foes and scout for danger or traps. You're a great asset, since you can disable traps, solve puzzles, and anticipate dangers.

IN DOWNTIME...

You might pick pockets or trade in illegal goods. You can also become part of a thieves' guild, or even found one of your own.

YOU MIGHT...

- Hone your skills through intense practice, both on your own and out in the world.
- Know where to attain illicit goods.
- Skirt or break the law because you think it's meaningless or have your own code.

OTHERS PROBABLY...

- Find you charming or fascinating, even if they think they know better than to trust you.
- Come to you when they need someone who is willing to take risks or use questionable methods.
- Suspect you're motivated primarily by greed.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Stealth

Trained in one or more skills determined by your rogue's racket

Trained in a number of additional skills equal to 7 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in the rapier, sap, shortbow, and shortsword

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in rogue class DC

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TABLE 3-15: ROGUE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, rogue's racket, sneak attack 1d6, surprise attack, rogue feat, skill feat
2	Rogue feat, skill feat, skill increase
3	Deny advantage, general feat, skill feat, skill increase
4	Rogue feat, skill feat, skill increase
5	Ability boosts, ancestry feat, skill feat, skill increase, sneak attack 2d6, weapon tricks
6	Rogue feat, skill feat, skill increase
7	Evasion, general feat, skill feat, skill increase, vigilant senses, weapon specialization
8	Rogue feat, skill feat, skill increase
9	Ancestry feat, debilitating strike, great fortitude, skill feat, skill increase
10	Ability boosts, rogue feat, skill feat, skill increase
11	General feat, rogue expertise, skill feat, skill increase, sneak attack 3d6
12	Rogue feat, skill feat, skill increase
13	Ancestry feat, improved evasion, incredible senses, light armor expertise, master tricks, skill feat, skill increase
14	Rogue feat, skill feat, skill increase
15	Ability boosts, double debilitation, general feat, greater weapon specialization, skill feat, skill increase
16	Rogue feat, skill feat, skill increase
17	Ancestry feat, skill feat, skill increase, slippery mind, sneak attack 4d6
18	Rogue feat, skill feat, skill increase
19	General feat, light armor mastery, master strike, skill feat, skill increase
20	Ability boosts, rogue feat, skill feat, skill increase

CLASS FEATURES

You gain these abilities as a rogue. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ROGUE'S RACKET

As you started on the path of the rogue, you began to develop your own style to pursue your illicit activities. Your racket shapes your rogue techniques and the way you approach a job, while building your reputation in the

criminal underworld for a certain type of work. A client with deep pockets might even hire a team of rogues for a particular heist, each specializing in a different racket, in order to cover all the bases. Choose a rogue's racket. The rackets presented in this book are as follows.

RUFFIAN

You prefer to strong-arm or intimidate others rather than rely on finesse or fancy tricks. You might be an enforcer for organized crime, a highway bandit, or a noble who bullies others with threats of your family's power. Or, you might use your skills on the up and up, in a private security detail or as a guard in a city with the right temperament.

You use whatever tools you have at hand to get the job done. You can deal sneak attack damage with any simple weapon, in addition to the weapons listed in the sneak attack class feature. When you critically succeed at an attack roll using a simple weapon and the target has the flat-footed condition (unable to focus on defending itself), you also apply the critical specialization effect for the weapon you're wielding (page 283). You don't gain these benefits if the weapon has a damage die larger than d8 (after applying any abilities that alter its damage die size).

You're trained in Intimidation and medium armor. You can choose Strength as your key ability score. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

SCOUNDREL

You use fast-talking, flattery, and a silver tongue to avoid danger and escape tricky situations. You might be a grifter or con artist, traveling from place to place with a new story or scheme. Your racket is also ideal for certain reputable professions, like barrister, diplomat, or politician.

When you successfully Feint (page 246), the target is flat-footed against melee attacks you attempt against it until the end of your next turn. On a critical success, the target is flat-footed against all melee attacks until the end of your next turn, not just yours.

You're trained in Deception and Diplomacy. You can choose Charisma as your key ability score.

THIEF

Nothing beats the thrill of taking something that belongs to someone else, especially if you can do so completely unnoticed. You might be a pickpocket working the streets, a cat burglar sneaking through windows and escaping via rooftops, or a safecracker breaking into carefully guarded vaults. You might even work as a consultant, testing clients' defenses by trying to steal something precious.

When a fight breaks out, you prefer swift, lightweight weapons, and you strike where it hurts. When you attack with a finesse melee weapon, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

You are trained in Thievery.

SNEAK ATTACK

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

SURPRISE ATTACK

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

ROGUE FEATS

At 1st level and every even-numbered level, you gain a rogue class feat. These begin on page 183.

SKILL FEATS

You gain skill feats more often than others. At 1st level and every level thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait.

SKILL INCREASES

2ND

You gain more skill increases than members of other classes. At 2nd level and every level thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

DENY ADVANTAGE

3RD

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

KEY TERMS

You'll see the following key terms in many rogue class features.

Debilitation: Debilitations apply conditions and other negative effects to a creature. When the creature is affected by a new debilitation, any previous one it was affected by ends.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.



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ANCESTRY FEATS

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

WEAPON TRICKS

You have become thoroughly familiar with the tools of your trade. You gain expert proficiency in simple weapons as well as the rapier, sap, shortbow, shortsword, and unarmed attacks. When you critically succeed at an attack roll against a flat-footed creature while using an agile or finesse simple weapon or unarmed attack, or when using any of the listed weapons, you apply the critical specialization effect for that weapon or unarmed attack.

EVASION

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

VIGILANT SENSES

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

WEAPON SPECIALIZATION

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

DEBILITATING STRIKE

When taking advantage of an opening, you both hinder and harm your foe. You gain the Debilitating Strike free action.

DEBILITATING STRIKE

ROGUE

Trigger Your Strike hits a flat-footed creature and deals damage. You apply one of the following debilitations, which lasts until the end of your next turn.

- **Debilitation** The target takes a -10-foot status penalty to its Speeds.
- **Debilitation** The target becomes enfeebled 1.

GREAT FORTITUDE

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

ROGUE EXPERTISE

Your techniques are now harder to resist. Your proficiency rank for your rogue class DC increases to expert.

IMPROVED EVASION

You elude danger to a degree that few can match.

5TH

5TH

7TH

7TH

7TH

9TH

9TH

11TH

13TH

Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you roll a failure on a Reflex save against a damaging effect, you take half damage.

INCREDIBLE SENSES

You notice things almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

LIGHT ARMOR EXPERTISE

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

MASTER TRICKS

You've mastered a rogue's fighting moves. Your proficiency ranks increase to master for all simple weapons plus the rapier, sap, shortbow, shortsword, and unarmed attacks.

DOUBLE DEBILITATION

Your opportunistic attacks are particularly detrimental. When you use Debilitating Strike, you can apply two debilitations simultaneously; removing one removes both.

GREATER WEAPON SPECIALIZATION

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

SLIPPERY MIND

You play mental games and employ cognitive tricks to throw off mind-altering effects. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

LIGHT ARMOR MASTERY

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

MASTER STRIKE

You can incapacitate an unwary foe with a single strike. Your proficiency rank for your rogue class DC increases to master. You gain the Master Strike free action.

MASTER STRIKE

INCAPACITATION ROGUE

Trigger Your Strike hits a flat-footed creature and deals damage. The target attempts a Fortitude save at your class DC. It then becomes temporarily immune to your Master Strike for 1 day.

Critical Success The target is unaffected.

Success The target is enfeebled 2 until the end of your next turn.

Failure The target is paralyzed for 4 rounds.

Critical Failure The target is paralyzed for 4 rounds, knocked unconscious for 2 hours, or killed (your choice).

13TH

13TH

13TH

15TH

15TH

17TH

19TH

19TH

ROGUE FEATS

At every level that you gain a rogue feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

NIMBLE DODGE

FEAT 1

ROGUE

Trigger A creature targets you with an attack and you can see the attacker.

Requirements You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

TRAP FINDER

FEAT 1

ROGUE

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

TWIN FEINT

FEAT 1

ROGUE

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

You make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.

YOU'RE NEXT

FEAT 1

EMOTION FEAR MENTAL ROGUE

Prerequisites trained in Intimidation

Trigger You reduce an enemy to 0 Hit Points.

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

2ND LEVEL

BRUTAL BEATING

FEAT 2

ROGUE

Prerequisites ruffian racket

The brutality of your critical hits shakes your foes' confidence. Whenever your Strike is a critical hit and deals damage, the target is frightened 1.

DISTRACTING FEINT

FEAT 2

ROGUE

Prerequisites scoundrel racket

Your Feints are far more distracting than normal, drawing your foes' attention and allowing you and your allies to take greater advantage. While a creature is flat-footed by your Feint, it also takes a -2 circumstance penalty to Perception checks and Reflex saves.

ROGUE FEATS

Use this table to look up rogue feats by name.

Feat	Level
Battle Assessment	4
Blank Slate	16
Blind-Fight	8
Brutal Beating	2
Cloud Step	16
Cognitive Loophole	16
Critical Debilitation	12
Defensive Roll	14
Delay Trap	8
Dispelling Slice	16
Distracting Feint	2
Dread Striker	4
Fantastic Leap	12
Felling Shot	12
Gang Up	6
Hidden Paragon	20
Implausible Infiltration	18
Impossible Striker	20
Improved Poison Weapon	8
Instant Opening	14
Leave an Opening	14
Light Step	6
Magical Trickster	4
Minor Magic	2
Mobility	2
Nimble Dodge	1
Nimble Roll	8
Opportune Backstab	8
Perfect Distraction	16
Poison Weapon	4
Powerful Sneak	18
Precise Debilitations	10
Quick Draw	2
Reactive Distraction	20
Reactive Interference	12
Reactive Pursuit	4
Sabotage	4
Scout's Warning	4
Sense the Unseen	14
Sidestep	8
Skirmish Strike	6
Sly Striker	8
Sneak Savant	10
Spring from the Shadows	12
Tactical Debilitations	10
Trap Finder	1
Trickster's Ace	18
Twin Feint	1
Twist the Knife	6
Unbalancing Blow	2
Vicious Debilitations	10
You're Next	1

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SAMPLE ROGUE



SCOUNDREL

Your attacks are made deadly through distraction.

ABILITY SCORES

Prioritize Dexterity, plus Charisma to improve your feints.

SKILLS

Acrobatics, Athletics, Crafting, Deception, Diplomacy, Intimidation, Occultism, Society, Stealth, Thievery

ROGUE'S RACKET

Scoundrel

STARTING FEAT

You're Next

HIGHER-LEVEL FEATS

Distracting Feint (2nd), Dread Striker (4th), Tactical Debilitations (10th), Perfect Distraction (16th)

MINOR MAGIC

FEAT 2

ROGUE

You've dabbled in minor magical abilities. Choose arcane, divine, occult, or primal magic, and gain two cantrips from the common cantrips available to that tradition. Your key spellcasting ability is Charisma, and you're trained in spell attack rolls and DCs for the tradition of your chosen cantrips.

MOBILITY

FEAT 2

ROGUE

You move in a way that denies your enemies the opportunity to retaliate. When you take a Stride action to move half your Speed or less, that movement does not trigger reactions. You can use Mobility when Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

QUICK DRAW

FEAT 2

ROGUE

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

UNBALANCING BLOW

FEAT 2

ROGUE

Prerequisites thief racket

Interweaving attacks in a graceful flow, you unbalance your foes. Whenever your Strike is a critical hit and deals damage, the target is flat-footed against your attacks until the end of your next turn.

4TH LEVEL

BATTLE ASSESSMENT

FEAT 4

ROGUE

SECRET

With careful observation during battle, you identify an enemy's strengths and weaknesses. The GM rolls a secret Perception check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, and who is engaged in combat. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Battle Assessment for 1 day.

Critical Success The GM chooses two of the following pieces of information about the enemy to tell you: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. If the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you false information (the GM makes up the information).

DREAD STRIKER

FEAT 4

ROGUE

You capitalize on your enemies' fear to slip past their defenses. Any creature that has the frightened condition is also flat-footed against your attacks.

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MAGICAL TRICKSTER

FEAT 4

ROGUE

Whether you're using magic items, wielding innate magic, or dabbling in spellcasting, you can sneak spells past your foes' defenses as easily as any blade. When you succeed at a spell attack roll against a flat-footed foe's AC and the spell deals damage, you can add your sneak attack damage to the damage roll. If your single spell leads to multiple separate damage rolls, apply your sneak attack damage only once per target.

POISON WEAPON ◆

FEAT 4

MANIPULATE ROGUE

Requirements You are wielding a piercing or slashing weapon. You apply a poison to the required weapon; if you have a free hand, you can Interact to draw a poison as part of this action. If your next attack with that weapon before the end of your next turn hits and deals damage, it applies the effects of the poison, provided that poison can be delivered by contact or injury. If you critically fail the attack roll, the poison is wasted as normal.

Special During your daily preparations, you can prepare a number of simple injury poisons equal to your rogue level. These poisons deal 1d4 poison damage. Only you can apply these poisons properly, and they expire the next time you prepare.

REACTIVE PURSUIT ↻

FEAT 4

ROGUE

Trigger An adjacent foe moves away from you, and you can reach at least one space adjacent to the foe with a Stride action.

You keep pace with a retreating foe. You Stride, but you must end your movement adjacent to the triggering enemy. Your move does not trigger reactions from the triggering enemy. You can use Reactive Pursuit to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

SABOTAGE ◆

FEAT 4

INCAPACITATION ROGUE

Requirements You have a free hand.

You subtly damage others' equipment. Choose one item that a creature within your reach wields or carries. The item must have moving parts that you could possibly sabotage (a shortbow could be sabotaged, but a longsword could not). Attempt a Thievery check against the Reflex DC of the creature. Damage dealt by Sabotage can't take the item below its Break Threshold.

Critical Success You deal damage equal to four times your Thievery proficiency bonus.

Success You deal damage equal to double your Thievery proficiency bonus.

Critical Failure Temporarily immune to your Sabotage for 1 day.

SAMPLE ROGUE



THIEF

Furtive and swift, you pick locks, find secret doors and traps, and collect all the best loot.

ABILITY SCORES

Prioritize Dexterity. Constitution improves your health and Wisdom helps you notice traps.

SKILLS

Acrobatics, Arcana, Athletics, Crafting, Deception, Diplomacy, Society, Stealth, Thievery

ROGUE'S RACKET

Thief

STARTING FEAT

Trap Finder

HIGHER-LEVEL FEATS

Quick Draw (2nd), Skirmish Strike (6th), Sneak Savant (10th), Spring from the Shadows (12th), Implausible Infiltration (18th)

SCOUT'S WARNING

FEAT 4

ROGUE

Trigger You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

6TH LEVEL

GANG UP

FEAT 6

ROGUE

You and your allies harry an opponent in concert. Any enemy is flat-footed against your melee attacks due to flanking as long as the enemy is within both your reach and your ally's. Your allies must still flank an enemy for it to be flat-footed to them.

LIGHT STEP

FEAT 6

ROGUE

You aren't bothered by tricky footing. When you Stride or Step, you can ignore difficult terrain.

SKIRMISH STRIKE

FEAT 6

FLOURISH ROGUE

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

TWIST THE KNIFE

FEAT 6

ROGUE

Requirements Your last action was a melee Strike that dealt sneak attack damage to a flat-footed target.

After stabbing your opponent in a weak spot, you tear the wound open. You deal persistent bleed damage to the target equal to your number of sneak attack damage dice.

8TH LEVEL

BLIND-FIGHT

FEAT 8

ROGUE

Prerequisites master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

DELAY TRAP

FEAT 8

ROGUE

Trigger A trap within your reach is triggered.

You can jam the workings of a trap to delay its effects. Attempt a Thievery check to Disable a Device on the trap; the DC to do so is increased by 5, and the effects are as follows.

Critical Success You prevent the trap from being triggered, or you delay the activation until the start or end of your next turn (your choice).

Success You prevent the trap from being triggered, or you delay the activation until the end of your next turn (whichever is worse for you; GM's choice).

Failure No effect.

Critical Failure You're flat-footed until the start of your next turn.

IMPROVED POISON WEAPON **FEAT 8**

ROGUE

Prerequisites Poison Weapon

You deliver poisons in ways that maximize their harmful effects. When you apply a simple poison with Poison Weapon, the poison deals 2d4 poison damage instead of 1d4 poison damage. You don't waste a poison you apply with Poison Weapon on a critically failed attack roll.

NIMBLE ROLL **FEAT 8**

ROGUE

Prerequisites Nimble Dodge

You throw yourself into a roll to escape imminent danger. You can use Nimble Dodge before attempting a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

OPPORTUNE BACKSTAB **FEAT 8**

ROGUE

Trigger A creature within your melee reach is hit by a melee attack from one of your allies.

When your enemy is hit by your ally, you capitalize upon the distraction. Make a Strike against the triggering creature.

SIDESTEP **FEAT 8**

ROGUE

Trigger The attack roll for a Strike targeting you fails or critically fails.

You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature of your choice that is adjacent to you and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

SLY STRIKER **FEAT 8**

ROGUE

Prerequisites sneak attack

Your attacks deal more damage, even against creatures that aren't flat-footed. When you succeed or critically succeed at a Strike against a creature that isn't flat-footed, you also deal 1d6 precision damage. This applies only if you're using a weapon or

unarmed attack you could deal sneak attack damage with. At 14th level, if you would normally deal 3d6 or more sneak attack damage to flat-footed creatures, you deal 2d6 precision damage to creatures that aren't flat-footed.

10TH LEVEL

PRECISE DEBILITATIONS **FEAT 10**

ROGUE

Prerequisites thief racket, Debilitating Strike

You carefully aim and gracefully deliver your debilitatingations. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes an additional 2d6 precision damage from your attacks.
- **Debilitation** The target becomes flat-footed.

SNEAK SAVANT **FEAT 10**

ROGUE

Prerequisite master in Stealth

It is almost impossible to spot you without taking effort to look. When you roll a failure on a Sneak action, you get a success instead. You can still critically fail.

TACTICAL DEBILITATIONS **FEAT 10**

ROGUE

Prerequisites scoundrel racket, Debilitating Strike

You learn new debilitatingations that grant you tactical advantages against your foes. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't use reactions.
- **Debilitation** The target can't flank or contribute to allies' flanking.

VICIOUS DEBILITATIONS **FEAT 10**

ROGUE

Prerequisites ruffian racket, Debilitating Strike

The debilitatingations you dish out seriously impair your foes. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target gains weakness 5 to your choice of bludgeoning, piercing, or slashing damage.
- **Debilitation** The target becomes clumsy 1.

12TH LEVEL

CRITICAL DEBILITATION **FEAT 12**

INCAPACITATION **ROGUE**

Prerequisites Debilitating Strike

Your debilitatingations are especially effective on your most powerful attacks. Whenever you critically succeed at an attack roll against an enemy and use Debilitating Strike, add the following debilitation to the list you can choose from.

- **Debilitation** The target attempts a Fortitude save against your class DC with the following effects.

Critical Success The target is unaffected.

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Success The target is slowed 1 until the end of your next turn.
Failure The target is slowed 2 until the end of your next turn.
Critical Failure The target is paralyzed until the end of your next turn.

FANTASTIC LEAP ◆◆

FEAT 12

ROGUE

You launch yourself through the air at a foe. Attempt a High Jump or Long Jump. If you attempt a High Jump, determine the distance you can travel using the scale of a Long Jump. At the end of your jump, you can make a melee Strike.

After your Strike, you fall to the ground if you're in the air. If the distance of your fall is no more than the height of your jump, you take no damage and land upright.

FELLING SHOT ◆◆

FEAT 12

ROGUE

Your ranged attacks can shoot an unprepared foe right out of the air. Make a Strike with a ranged weapon or a thrown weapon against a flat-footed creature. If the Strike is a success and deals damage, the target must attempt a Reflex save against your class DC with the following effects.

Success The target is unaffected.

Failure The target falls up to 120 feet. If it hits the ground, it takes no damage from the fall.

Critical Failure As failure, and the target can't fly, jump, levitate, or otherwise leave the ground until the end of your next turn.

REACTIVE INTERFERENCE ↻

FEAT 12

ROGUE

Trigger An adjacent enemy begins to use a reaction.

Grabbing a sleeve, swiping with your weapon, or creating another obstruction, you reflexively foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll against its AC. On a success, you disrupt the reaction.

SPRING FROM THE SHADOWS ◆

FEAT 12

FLOURISH ROGUE

Leaping out from hiding, you assail your target when they least expect it. You Stride up to your Speed, but you must end your movement next to an enemy you're hidden from or undetected by. You then Strike that enemy; you remain hidden from or undetected by that creature until after you Strike. You can use Spring from the Shadows while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

14TH LEVEL

DEFENSIVE ROLL ◆

FEAT 14

ROGUE

Frequency once per 10 minutes

Trigger A physical attack would reduce you to 0 Hit Points.

Dropping into a roll to disperse the force of the blow, you can partially evade a lethal attack and stay conscious. You take half damage from the triggering attack.

INSTANT OPENING ◆

FEAT 14

CONCENTRATE ROGUE

You distract your opponent with a few choice words or a rude gesture. Choose a target within 30 feet. It's flat-footed against your attacks until the end of your next turn. Depending on the way you describe your distraction, this action gains either the auditory or visual trait.

LEAVE AN OPENING

FEAT 14

ROGUE

When you hit hard enough, you leave an opening so your ally can jump in on the action. Whenever you critically hit a flat-footed opponent with a melee attack and deal damage, the target triggers an Attack of Opportunity reaction from one ally of your choice who has that reaction, as if the enemy had used a manipulate action.

SENSE THE UNSEEN ↻

FEAT 14

ROGUE

Trigger You fail a check to Seek.

When you look for foes, you catch the slightest of cues. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

16TH LEVEL

BLANK SLATE

FEAT 16

ROGUE

Prerequisites legendary in Deception

Your deceptions confound even the most powerful mortal divinations. Detection, revelation, and scrying effects pass right over you, your possessions, and your auras, detecting nothing unless the detecting effect has a counteract level of 10 or higher. For example, *detect magic* would still detect other magic in the area but not any magic on you, *true seeing* wouldn't reveal you, *locate* or *scrying* wouldn't find you, and so on.

CLOUD STEP

FEAT 16

ROGUE

Prerequisites legendary in Acrobatics

Using fantastic acrobatic skill, you can walk for brief stretches across insubstantial surfaces. When you Stride, you can move across water, air, and solid surfaces that can hold only limited weight as if they were normal ground. If you Stride over a trap with a weight-sensitive pressure plate, you don't trigger it. At the end of your turn, you sink, fall, break fragile surfaces, or trigger traps as normal for your current location.

COGNITIVE LOOPHOLE ↻

FEAT 16

ROGUE

Trigger Your turn ends.

Requirements You are currently affected by a mental effect that you gained by failing, but not critically failing, a saving throw. You can find a loophole in a mental effect to temporarily overcome it. Until the end of your next turn, you ignore a single mental effect that meets the requirement. You can suppress a particular effect using Cognitive Loophole only once.

Special You can use this reaction even if the mental effect is preventing you from using reactions.

DISPELLING SLICE ◆◆

FEAT 16

ROGUE

Your sneak attack slices through the threads binding magic to a target. Make a Strike against a flat-footed creature. If your Strike deals sneak attack damage, you attempt to counteract a single spell active on the target (your choice). Your counteract level is equal to half your level (rounded up), and your counteract check modifier is equal to your class DC - 10.

PERFECT DISTRACTION ◆

FEAT 16

ROGUE

Prerequisites legendary in Deception

You use clever tactics to mislead your foes as you sneak away. You Sneak while leaving a decoy behind. The decoy acts as the spell *mislead*, though you aren't invisible, just undetected. You can continue to concentrate to move your decoy, as with the spell, whether or not you remain hidden throughout the duration. Once you use Perfect Distraction, you need to spend 10 minutes to set up another decoy before you can use it again.

18TH LEVEL

IMPLAUSIBLE INFILTRATION ◆◆

FEAT 18

MAGICAL MOVE ROGUE

Prerequisites legendary in Acrobatics, Quick Squeeze

Requirements You are adjacent to a floor or vertical wall.

You find tiny holes or imperfections that no one else could see and try to somehow fit yourself through them, possibly moving directly through the wall or floor from one side to the other. Your movement attempt fails if the wall or floor is made of something other than wood, plaster, or stone; is thicker than 10 feet; or contains even a thin layer of metal. If you have a climb Speed, you can use this ability to attempt to move through a ceiling.

POWERFUL SNEAK

FEAT 18

ROGUE

You have learned to exploit your enemies' lowered defenses. When you succeed or critically succeed at a Strike using your Strength modifier on the attack roll and you would deal sneak attack damage, you can change the additional damage from sneak attack into ordinary damage of the same type as your Strike, rather than precision damage.

TRICKSTER'S ACE ◆

FEAT 18

CONCENTRATE ROGUE

Trigger You specify the trigger when you make your daily preparations (see Requirements below).

Requirements When you make your daily preparations, you must specify a trigger for this reaction using the same restrictions as the triggers for the Ready action. You also choose a single spell from the arcane, divine, occult, or primal list of 4th level or lower. The spell can't have a cost, nor can its casting time be more than 10 minutes. The spell must be able to target a single creature, and you must be a valid target for it.

Whether from jury-rigged magic items, stolen magical essence, or other means, you have a contingency in your back pocket for desperate situations. When the trigger occurs, you cause the spell to come into effect. The spell targets only you, no matter how many creatures it would affect normally. If you define particularly complicated conditions, as determined by the GM, the trigger might fail. Once the contingency is triggered, the spell is expended until your next daily preparations.

20TH LEVEL

HIDDEN PARAGON ◆

FEAT 20

ROGUE

Prerequisites legendary in Stealth

Frequency once per hour

Trigger You successfully use Stealth to Hide and become hidden from all of your current foes, or use Stealth to Sneak and become undetected to all your current foes.

When you put your mind to slipping out of sight, you disappear completely. You become invisible for 1 minute, even if you use a hostile action. Not even *glitterdust*, see *invisibility*, or similar effects can reveal you, though creatures can still use the Seek action to locate you as normal.

IMPOSSIBLE STRIKER

FEAT 20

ROGUE

Prerequisites Sly Striker

Your attacks are swift and deadly beyond explanation. Nothing can prevent you from making a sneak attack, even if your opponent can see every blow coming. Instead of dealing the damage from Sly Striker, you can deal your full sneak attack damage to a target even if the target isn't flat-footed.

REACTIVE DISTRACTION ◆

FEAT 20

CONCENTRATE MANIPULATE ROGUE

Prerequisites legendary in Deception, Perfect Distraction

Trigger You would be hit by an attack or targeted by an effect, or you are within an effect's area.

Requirements You have Perfect Distraction ready to use.

You reactively switch with your decoy to foil your foe. You use Perfect Distraction, even if you were observed, as long as you end the movement of your Sneak while concealed or in a location with cover or greater cover. Your decoy is targeted by the attack or effect instead of you. In the case of an area effect, if your Sneak doesn't move you out of the area, both you and the decoy are targeted by the effect.

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