

DEBILITATING STRIKE

ROGUE

**Trigger:** Your Strike hits a Flat-footed creature and deals damage.

You apply on 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.

MASTER STRIKE

ROGUE

INCAPACITATION

**Trigger:** Your Strike hits a Flat-footed creature and deals damage.

The target attempts a Fortitude save against 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).

NIMBLE DODGE

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 circumstances bonus to AC against the triggering attack.

TWIN FEINT

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

ROGUE

EMOTION

FEAR

MENTAL

**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.

QUICK DRAW

ROGUE

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

BATTLE ASSESSMENT

ROGUE

SECRET

With careful observation during battle, you can 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 distance between you and the enemy. The enemy is then temporarily immune to your Battle Assessment for 1 day.

The effects of Critical Success to Critical failure for this action can be found in the CRB 184.

POISON WEAPON

ROGUE

MANIPULATE

**Requirements:** You are wielding a piercing or slashing weapon and have a free hand.

You apply a poison to the required weapon. 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

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 ♦

ROGUE

INCAPACITATION

**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.

## SCOUT'S WARNING ♦

ROGUE

**Trigger:** You are about to roll a Perception or Survival check to 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.

## SKIRMISH STRIKE ♦

ROGUE

FLOURISH

Your feet and weapon move in tandem> either Step and the Strike, or Strike and then Step.

## TWIST THE KNIFE ♦

ROGUE

**Requirement:** Your last attack 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 dice.

## DELAY TRAP ↷

ROGUE

**Trigger:** A trap within reach is triggered.

You can jam the workings of a trap to delay its effects. Attempt a Thievery check to Disable 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 of your next turn (your choice)

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

**Failure:** No effect.

**Critical Effect:** You're Flat-footed until the start of your next turn.

## OPPORTUNE BACKSTAB ↷

ROGUE

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

## SIDESTEP ↷

ROGUE

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

You deftly step out of the way of the 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.

## FANTASTIC LEAP ♦♦

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 the 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.

## FELLING SHOT ♦♦

ROGUE

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

**Success:** The target is unaffected.

**Failure:** The targets 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 ➡

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 triggering creature's level is equal to or lower than yours, you disrupt the triggering action. 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 ◆

ROGUE

FLOURISH

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.

## DEFENSIVE ROLL ◆

ROGUE

**Frequency:** Once per 10 minutes.

**Trigger:** A physical attack that 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 ◆

ROGUE

CONCENTRATE

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 this distraction, this action gains either the Auditory or Visual traits.

## SENSE THE UNSEEN ➡

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.

## COGNITIVE LOOPHOLE ➡

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 the 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 ◆◆

ROGUE

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

## PERFECT DISTRACTION ◆

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.

## IMPLAUSIBLE INFILTRATION ◆◆

ROGUE

MAGICAL

MOVE

**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 to the other side. Your movement attempts fail 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 attempt to use this ability to move through a ceiling.

TRICKSTER’S ACE ↗

ROGUE

CONCENTRATE

**Requirements:** You specify a trigger when you make your daily preparations (see requirements).

**Requirements:** When you make your daily preparations, you must specify a trigger for this reaction using the same restrictions as the triggers for a Ready action. You also choose a single spell of 4th level or lower. The spell can’t have a cost, nor can the 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 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. Once the contingency is triggered, the spell is expended until your next daily preparations. (See CRB 189 for more details.)

HIDDEN PARAGON ↗

ROGUE

**Prerequisites:** Legendary in Stealth.

**Frequency:** Once per hour.

**Trigger:** You successfully use Stealth to Hide and become Hidden from all 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.

REACTIVE DISTRACTION ↗

ROGUE

CONCENTRATE

MANIPULATE

**Prerequisites:** Legendary in Deception, Perfect Distraction.

**Trigger:** You would be hit by an attack or targeted by an effect.

**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.