

Rogue

8 HP/LEVEL	7 SKILLS
VARIES KOM	VARIES KDM



Level	BAB	Fort*	Ref	Will*
1	+0	2/0	2	2/0
2	+1	3/1	3	3/1
3	+2	4/1	4	4/1
4	+3	4/2	4	4/2
5	+3	5/2	5	5/2
6	+4	6/3	6	6/3
7	+5	6/3	6	6/3
8	+6	7/4	7	7/4
9	+6	8/4	8	8/4
10	+7	8/5	8	8/5
11	+8	9/5	9	9/5
12	+9	10/6	10	10/6
13	+9	10/6	10	10/6
14	+10	11/7	11	11/7
15	+11	11/7	12	11/7
16	+12	12/8	12	12/8
17	+12	13/8	13	13/8
18	+13	14/9	14	14/9
19	+14	14/9	14	14/9
20	+15	15/10	15	15/10

No two rogues are quite the same, and some can show quite incredible variety. Whether by nature or nurture, rogues develop a wide range of talents, though any given rogue has a preference for certain aspects of that spectrum. These unorthodox fighting styles make rogues dangerous and unpredictable opponents, and they often relish in their enemies' confusion. A rogue's vast arsenal of tricks means they can keep their enemies guessing until the final blow. Some rogues like to make elaborate plans, but most play it fast and loose, relying on their famous luck when everything goes sour.

Party Role: Rogues are excellent at dealing lots of damage while remaining mobile. A rogue should always be on the lookout for her next target, and deliver devastating blows where they count most.

Rogues in Your Game: While it might be tempting to make all rogues some kind of thief, they can also serve as excellent scouts, pirates, musketeers, duelists or undercover detectives.

Multiclassing Tips: A rogue can make better use of the monk's incredible mobility than the monk himself, using her abilities to move much more often.

* Rogues may choose either Fortitude or Will as their good save. Reflex is always a good save for Rogues.

Each rogue chooses a single track's worth of offensive class features and a single track's worth of defensive class features. The offensive track is chosen at 1st level and the defensive track at 2nd level; once made, these choices are permanent. Unless stated otherwise, abilities are extraordinary and can be used at will.

While rogues can choose different offensive and defensive tracks, one track is common to all rogues and cannot be traded away via multiclassing (or accessed via multiclassing). This track is the basic set of tricks that all rogues use, called the "Esoterica Radica."

The variety inherent to rogues means that rogues vary in their Key Ability Modifiers. Your choice of offensive track determines your Key Offensive Modifier, and your choice of defensive track determines your Key Defensive Modifier. If you multiclass out of one of these tracks, you may choose an ability modifier for the KOM or KDM as appropriate; of course, the two modifiers must still be linked to different abilities.

Esoterica Radica

Rogues are by nature gamblers, people who bet everything on chances that they can't control. Whether a rogue is crouched in an alcove hoping a guard won't glance in while passing by or setting a fuse with just enough time to sprint through a hallway, dive through a window, and land in a moat, there is always an extra variable that no rogue can control. The abilities of the Esoterica Radica let you stretch your circumstances just far enough to get past that extra variable and make a quick getaway if you still can't win.

1st Circle – Playing it Right: Any rogue learns to use one or two key skills without pausing to think about them. Pick two skills. You can take 10 on both these skills regardless of circumstances.

2nd Circle – When to Hold: When it's time to stand your ground, you trust in your uncanny luck to protect you. Once per encounter per 4 character levels, as an immediate action, you may gain a bonus of 1 +1 per 4 char-

Table 3-5
Rogue
Track
Abilities

Level	Esoterica Radica	Offensive Track	Defensive Track
1	Playing It Right	1	
2			1
3	When to Hold		
4		2	
5			2
6	When to Fold		
7		3	
8			3
9	When to Cheat		
10		4	
11			4
12	When to Run		
13		5	
14			5
15	An Ace to Keep		
16		6	
17			6
18	Gambler's Dao		
19		7	
20			7

Tactician

8 HP/LEVEL	9* SKILLS
INT KOM	CON KDM

Level	BAB	Fort	Ref	Will
1	+0	0	2	2
2	+1	1	3	3
3	+2	1	4	4
4	+3	2	4	4
5	+3	2	5	5
6	+4	3	6	6
7	+5	3	6	6
8	+6	4	7	7
9	+6	4	8	8
10	+7	5	8	8
11	+8	5	9	9
12	+9	6	10	10
13	+9	6	10	10
14	+10	7	11	11
15	+11	7	12	12
16	+12	8	12	12
17	+12	8	13	13
18	+13	9	14	14
19	+14	9	14	14
20	+15	10	15	15



An organized platoon of warriors will always triumph over a rowdy band of brutes, and it is the tactician's duty to make sure that his comrades are the former rather than the latter. Tacticians rarely hold their own in a duel, but their talents lie elsewhere – in finding the enemy's weak point and enabling their allies to strike it as effectively as possible. To this end, tacticians train in a diverse range of skills, from powerful magic that can turn the tide of a battle to unorthodox tactics that give them and their allies an edge in combat. Nearly all tacticians are intellectual and studious, as a keen intellect is key to the profession, but they also know the value of staying as fit as their sword-wielding allies.

Party Role: A tactician is a support character. While his low hit points make him unsuitable for fighting personally, his abilities greatly help frontliners such as barbarians or paladins.

Tacticians in Your Game: Tacticians are suitable for leadership roles such as army officers, bandit chiefs or rebellion leaders, and their focus on magic and knowledge makes them ideal wizards or scholars.

Multiclassing Tips: Tactician spells synergize well with the paladin's bastion track. Tacticians can take the shaman's spellcasting track for even more magical power, or exchange their own spells for the mechanist savant's excellent defensive capabilities.

*A tactician is trained in any three skills of his choice, plus the six Knowledge skills (see Chapter 5)

Tactical Insight

You spend your time reading obscure field manuals and tomes. As a result, you and your allies are well prepared for nearly any fight you face. As a move action, you can attempt a Knowledge check of the relevant type against your enemy (Arcana against a dragon, for example). If there are several enemies of the same category, the ability affects all of them; enemies covered by different Knowledge skills require different Knowledge checks (requiring another move action). The DC of the check is equal to 10 + the level of the highest-level enemy (minimum 11). If you succeed on the check, you and allies who can see or hear you gain the benefits of one of the abilities that you know from the list below. You cannot make more than one Knowledge check of the same kind in an encounter, but hostile creatures that join an encounter in progress are affected by any Knowledge check that covers their creature type.

Any allies that have a mental or telepathic link to you (such as from the *world-mind* spell) do not need to see or hear you to benefit from your tactical insights.

1st Circle – Combative Precognition^{EX}: You and your allies may gain either a +3 bonus to attack rolls or a +3 deflection bonus to Armor Class against enemies affected by your Knowledge check. You choose which bonus to apply when activating your Tactical Insight ability.

2nd Circle – Psychological Warfare^{EX}: You and your allies may gain a +2 bonus to Bluff, Diplomacy, Intimidate, and Perception rolls against enemies affected by your Knowledge check, even outside of combat.

3rd Circle – Precognitive Resistance^{EX}: You and your allies may gain a +2 bonus to saving throws against effects or abilities used by enemies affected by your Knowledge check.

4th Circle – Extra Insight^{EX}: When you use Tactical Insight to make a Knowledge check for a given type of creature, you can activate two Tactical Insight abilities you know instead of only one.

Level	Tactical Insight	Bag of Tricks	Spell Circle	Spells per Scene by Circle							
				1	2	3	4	5	6	7	
1	Combative Precognition		1	2	—	—	—	—	—	—	—
2		Surgical Precision		3	—	—	—	—	—	—	—
3			2	3	2	—	—	—	—	—	—
4	Psychological Warfare			4	3	—	—	—	—	—	—
5		Early Warning		4	3	—	—	—	—	—	—
6			3	5	4	2	—	—	—	—	—
7	Precognitive Resistance			5	4	3	—	—	—	—	—
8		Dimensional Swap		5	5	3	—	—	—	—	—
9			4	5	5	4	2	—	—	—	—
10	Extra Insight			5	5	4	3	—	—	—	—
11		The Enemy You Know		5	5	5	3	—	—	—	—
12			5	5	5	5	4	2	—	—	—
13	Exploit Weakness			5	5	5	4	3	—	—	—
14		Dweomerbreaker		5	5	5	5	3	—	—	—
15			6	5	5	5	5	4	2	—	—
16	Countermeasures			5	5	5	5	4	3	—	—
17		Saw That Coming		5	5	5	5	5	3	—	—
18			7	5	5	5	5	5	4	2	—
19	Dread Secret			5	5	5	5	5	4	3	—
20		Checkmate		5	5	5	5	5	5	3	—

Table 3-8
Tactician
Track
Abilities

Mechanist Savant

The Mechanist Savant track answers a really elemental question. What is life like for someone who works with runes, tiny bits of clockwork, and a paintbrush until four AM? How does it change when a rampaging barbarian rolls into their workshop, calms down, demands tea and painting lessons, and then whisks her off on a life of adventure? It also answers a more interesting mechanical question: How do you write a good track that is defensively oriented without using magic or muscles?

You may select Charisma, Wisdom, or Intelligence as your Key Ability, which will be referred to as such throughout the track.

Restriction: Unlike most tracks, Mechanist Savant is only available to characters through the Guild Initiation feat. Almost all guilds have Mechanist Savants working for them in some form, and the GM is free to play this up as much or as little as they want.

1st Circle – Front-Line Assemblage^{SU}: You gain the ability to project a protective aura, called the Assemblage, with a radius of 10 ft. per character level. This aura is active at all times. The Assemblage provides several benefits that advance as you progress through this track. Each Circle expands what it does in some way or another, but it begins as a simple pool of shared hit points, accessible to allies within a 10ft per character level you possess. At the beginning of each encounter, your assemblage pool starts with a number of points equal to three times your Key Ability modifier. It bears mention that multiple allied Mechanist Savants that are physically present during an encounter share and contribute to a single pool. These points can be used to soak up damage that would be dealt to allies at a 1:1 ratio. Specifically, any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each encounter, the pool empties.

2nd Circle – The Littlest Automatons^{SU}: You gain the ability to extend your Assemblage by summoning tiny automatons. You may place an automaton anywhere within [Medium] Range as a move action, conjuring the tiny black prism into existence with a gesture and placing it at an intersection. Each automaton is a

stationary entity with no combat relevant statistics, and does not take up any meaningful space on the battlefield. Initially, you are limited to one automaton, but you can raise an additional automaton at 6th, 12th, and 18th. As long as an automaton is within your Assemblage, it is considered active, and radiates a 25 ft wide aura that acts as an extension of your Assemblage. While automatons have a variety of functions as the track progresses, the Mechanist Savant can only raise Generator automatons at first. At the end of your turn, each active Generator automaton adds points equal to your Key Ability modifier to the Assemblage pool, and one additional point for each other active generator up to five. They serve as the primary source of your defensive power, ensuring that your ability to mitigate damage is not reduced below meaningful levels. However, if six generators are active, any additional generators project their Assemblage aura but do not generate points for the Assemblage pool.

3rd Circle – Trust in Steam^{SU}: Your automatons grant you a mechanical detection network. As a swift action, you can image the entire area within your assemblage as per the [Tremorsense] vision mode, revealing the location of all creatures and objects in the area. As with [Tremorsense], this allows you to make a special Perception check to detect any creatures in your assemblage who are using the Stealth skill (DC 10 + creature's Stealth modifier).

4th Circle – The Consuming Spark^{SU}: Your automatons take on a slightly more sinister design, without entirely compromising their sleek and almost charming aesthetic. When you raise an automaton, you may designate it as a Hunger automaton instead of a Generator automaton. Instead of adding directly to the Assemblage pool, Hunger automatons deal damage to your opponents at the end of your turn if the automaton is within your Assemblage. All opponents within 25 ft of the Hunger automaton take twice your Key Ability modifier in damage, as a ruby pulse of crawling runes roils out of the tiny floating effigy. In any round where the automaton does damage, you add points equal to your Key Ability modifier to the Assemblage Pool at the end of the round.

5th Circle – Giants in Iron^{SU}: Your automatons take on the form of stylized figures, with smooth curves and strange

ability. While the process of gaining wings or having them implanted is likely supernatural, the ability to fly is extraordinary.

Weaponized

Prerequisites: 6th Level

Benefit: Instead of rolling dice for base weapon damage, use your KOM if it is +1 or greater. This does not affect bonus damage dice such as the Sneak Attack ability of the assassin track.

You Will Falter

Your menacing demeanor prevents enemies from effectively recovering from injuries.

Prerequisites: 3rd level

Special: This feat may be taken twice.

Benefit: Effects that would cause an opponent within 60 ft to recover at least 2 HP instead cause that opponent to recover one less point. This affects fast healing. This effect will stack with up to five other instances of You Will Falter, but the minimum healed by any reduced ability is one.

You Will Fail

Prerequisites: 9th level, You Will Falter

Special: This feat may be taken twice.

Benefit: Effects that would cause an opponent within 30 ft to recover at least 2 HP instead cause that opponent to recover one less point per level you possess. This does not affect fast healing, unlike You Will Falter. This effect will stack with You Will Falter and one other instance of You Will Fail, but the minimum healed by any reduced ability is one.

[Iconic] Feats

Players may only have one feat with the [Iconic] tag, and that feat cannot be exchanged or replaced by any means except direct GM permission. NPCs with [Iconic] feats should be relatively rare. [Iconic] feats may not be appropriate for all campaigns, so consult with your GM.

Blacksmith [Iconic]

Your skill at crafting arms and armour is unmatched.

Benefit: Your armor's item bonus to AC is increased by +1. Your shield's deflection bonus to AC is increased by

+1. Your weapon's item bonus to hit is increased by +1. At sixth level, your constitution is increased by 2. At twelfth level, your constitution is increased by 2.

A Light Against Shadow [Iconic]

Your soul illuminates even the darkest of places.

Benefit: You shed a sacred radiance that illuminates 5 feet per character level, with no shadowy illumination. You may deactivate or reactivate this aura as a free action. Three times per encounter, you may intensify the light to searing levels as a standard action, reducing the maximum HP of all enemies in the radiance by 2 per character level and must make a fortitude save or be [Blind] for one round. The DC is 10 + ½ character level + your Wisdom modifier.

Big Damn Hero [Iconic]

You can carry on despite even the most debilitating of effects. This helps if villagers have already started burning your party's psychic monk.

Benefit: Once per encounter, you may ignore [Binding] effects as well as the following conditions: [Stun], [Entangle], [Fear] and [Confused]. This temporary reprieve lasts for one round. The duration of any ignored effects continues to tick down while they are being ignored.

I Am Not Left-Handed [Iconic]

Your relentless fighting style is famous. Or would be, if you ever had to use it.

Benefit: Each round of combat in which you make at least one attack roll that is not an intentional miss, you gain one focus point. You may spend it, or any other focus points you may have, to reduce an opponent's AC by one per focus point spent. This does not require an action. At 10th level, you may opt to instead reduce the AC of all creatures in a 60ft radius. You are affected by this ability. Focus points and their effects expire at the end of each encounter.

Justice, Blind [Iconic]

You rely on senses other than sight to compensate for your blindness.

Benefit: Whether by choice or by fate, you are [Blind]. This does not have any of the normal effects on your ranged attacks, including the 50% blind-fire [Miss chance]. You still need to know the correct square to

Legendary Characters

What is Legendary?

Legendary is a mechanism for depicting characters who are truly larger than life. These characters have more in common with Achilles, John Carter, or even Elric than they do with Odysseus, Sherlock Holmes, or the Musketeers. Fights against Legendary foes are enough to merit ballads in their own right, and often enter into the greater mythology of the world.

In general, Legendary characters can be considered two levels higher for the purposes of calculating encounters, but this is not a perfect analogy. Simply put, Legendary characters are not suitable for use as common monsters or mewling recruits; they require a little bit more planning and thought. Legendary is also a mechanic for defining player characters, but it is critical that if one player's character is Legendary, all the player characters should be.

There are four tiers, and at each tier you acquire a single ability. There are no dependencies between choices, so feel free to mix and match to build the larger-than-life megalomaniac you've always wanted.

Champion	1st level and up
Fated	5th level and up
Immortal	10th level and up
Legend	15th level and up

Champion

This is the first step towards a more profound destiny, the first display of greatness through some particularly adroit skill or powerful trait. For many characters, the ability granted at this tier is their most defining mechanical aspect.

Woldhewn: You take half damage from any elemental source.

Indestructible: You take half damage from any non-elemental source.

Collateral Damage: The size of any area of effect you generate is doubled.

Mr. Atlas: You get a +10 bonus to Acrobatics and Athletics.

Suave: You are as cool as a cucumber, though somewhat more deadly. You enter each social encounter with a free token on one opposing party.

Magic Bullet: You may ignore line of sight and line of effect for a single ranged attack once per encounter. Any penalties (such as [Miss chance]) that would be accrued for blind-firing are also ignored.

Origin Story: You must take the full buy-in option to qualify for this ability (see Chapter 10). Once per Quest at the start of an encounter or between encounters, you may reveal the current version of your origin story. When you do so, you may pick a different track for your full buy-in track.