

ROGUE MARTIAL MASTERY

Class Function

Combat Training: Light Armor, Light Shields

Maneuvers: You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Rogue Class Table.

Techniques: The number of Techniques you know increases as shown in the Techniques Known column of the Rogue Class Table.

Stamina Points: Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Rogue Class Table.

ROGUE STAMINA

Level 1 Feature

You regain **1 SP** when you:

- Hit a Flanked target.
- Hit a target affected by a Condition.
- Once per turn, when you gain the benefits of **Cunning Action**.

DEBILITATING STRIKE

Level 1 Feature

When you make an Attack with a Weapon, you can spend **1 SP** to force the target to make a Physical Save against your Save DC. **Save Failure:** Until the start of your next turn, the target suffers 1 of the following effects of your choice: **Deafened**, **Exposed**, **Hindered**, or **Slowed 2**. A target can't be affected by the same option more than once at a time.

ROGUISH FINESSE

Level 1 Feature

Cunning Action: You gain movement equal to half your Speed when you take the Disengage, Feint, or Hide Actions. You can use this movement immediately before or after you take the Action.

Skill Expertise: Your Skill Mastery Limit increases by 1, up to Grandmaster (+10). A Skill can only benefit from one increase to its Mastery limit.

Multi-Skilled: You gain 1 Skill Point.

CYPHER SPEECH

Level 1 Feature (flavor)

You become Fluent in a Mortal Language of your choice. Additionally, you understand how to speak in code with a specific demographic of your choice (such as upper society, lower society, a faction, etc.). Your coded messages can be concealed in normal conversation and written communications. This allows you to leave simple messages such as "Safety", "Threat", or "Wealth", or mark the location of a cache, a secret passageway, a safehouse, or an area of danger.

CHEAP SHOT

Level 2 Feature

You deal **+1** damage on Martial Attacks against creatures that are **Flanked** or subjected to at least 1 Condition.

*DC Tip: While Unseen, creatures are **Exposed** to you (your Attacks against them have ADV) and **Hindered** against you (they have DisADV on Attacks).*

THOUSAND CUTS

Level 3 Subclass Feature

When a creature fails its Save against your **Debilitating Strike**, it also begins **Bleeding** (even if it's immune to the Condition). **Bleeding** caused in this way:

- Doesn't end when the target regains HP.
- The DC to end the Condition is equal to your Save DC.
- Can stack multiple times, dealing True damage equal to the number of stacks. If a creature succeeds a Medicine Check to remove **Bleeding**, they remove 1 additional stack for every 5 they succeed by.

HUNDRED WAYS TO DIE

Level 3 Subclass Feature (flavor)

You are an expert at studying and identifying weaknesses in bodies and how best to kill creatures. You have ADV on any check made to determine how something died or could die easier. This also extends to poisons, toxins, or identifying other materials used to kill.



RENEGADE DUELIST

Level 3 Subclass Feature

You're skilled at make a mockery of your opponents while taking advantage of their openings. You gain the following benefits:

- **Flourishes:** Your **Cunning Action** now also includes the **Disarm** and **Dodge** Actions.
- **Taunting Shot:** Once on each of your turns, when you make an Attack against a creature with a Condition, you can forgo your **Cheap Shot** damage to force the target to make a Charisma Save.
- **Failure:** The target is **Taunted** until the end of your next turn.
- **Riposte:** When a creature within your Melee Range misses you with an Attack, it provokes an Opportunity Attack from you.

TALL TALES

Level 3 Subclass Feature (flavor)

You know how to play to a crowd; you may spend up to 5 minutes telling a story to a crowd of creatures (that are not immediately hostile to you) and keep their rapt attention the entire time. During this story, creatures within the crowd have DisADV on Awareness Checks.

DC Tip: A creature with DisADV on Awareness would have a -5 penalty to their Passive Awareness.

UNSEEN AMBUSER

Level 3 Subclass Feature

Requires: Debilitating Strike, Level 3
Your mastery over unseen attacks grants you the following benefits:

- **Skulker:** You have ADV on Stealth Checks made in Combat.
- **Backstab:** Enemies you are **Hidden** from have DisADV on their Saves against your **Debilitating Strikes**.

SINISTER SHOT

Level 3 Subclass Feature

Requires: Cheap Shot
Your **Cheap Shot** deals **+1** damage for each additional Condition on the target. Multiple stacks of the same Condition count only once.

*DC Tip: Nested Conditions are not considered separate Conditions on the target. For example, a creature with the **Prone** Condition is not considered **Exposed** or **Hindered** for the purposes of this Feature, unless they are **Exposed** or **Hindered** by other effects.*

