

STREET ROGUE

Alignment: Any.

Hit Die: d6.

Class Skills

The Street Rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Table: The Street Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, Street Intimidation
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	
6th	+4	+2	+5	+2	Sneak attack +3d6
7th	+5	+2	+5	+2	
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +4d6
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	
12th	+9/+4	+4	+8	+4	Sneak attack +5d6
13th	+9/+4	+4	+8	+4	special ability
14th	+10/+5	+4	+9	+4	
15th	+11/+6/+1	+5	+9	+5	Sneak attack +7d6
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	
18th	+13/+8/+3	+6	+11	+6	Sneak attack +8d6
19th	+14/+9/+4	+6	+11	+6	Special ability
20th	+15/+10/+5	+6	+12	+6	—

Class Features

All of the following are class features of the Street Rogue.

Weapon and Armor Proficiency: Street Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Street Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a Street Rogue can catch an opponent when he is unable to defend herself effectively from her attack, she can strike a vital spot for extra damage. The Street Rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Street Rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Street Rogue levels thereafter. Should the Street Rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unnamed strike, a Street Rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A Street Rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Street Rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Street Rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Street Intimidation: Once per day per Street Rogue level, a Street Rogue can use his Voice to produce magical effects on those around her (usually including herself, if desired). While these abilities fall under the category of Street Intimidation and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical Voices, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum Street Rogue level and a minimum number of ranks in the Perform skill to qualify; if a Street Rogue does not have the required number of ranks in at least one Perform skill, he does not gain the Street Intimidation ability until he acquires the needed ranks.

Starting a Street Intimidation effect is a standard action. Some Street Intimidation abilities require concentration, which means the Street Rogue must take a standard action each round to maintain the ability. Even while using Street Intimidation that doesn't require concentration, a Street Rogue cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf Street Rogue has a 20% chance to fail when attempting to use Street Intimidation. If he fails, the attempt still counts against his daily limit.

Fascinate (Sp): A Street Rogue with 3 or more ranks in a Perform skill can use his Intimidation or poetics to cause one or more creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to see and hear the Street Rogue, and able to pay attention to her. The Street Rogue must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a Street Rogue attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a Street Rogue makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the Street Rogue cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the Voice, taking no other actions, for as long as the Street Rogue continues to play and concentrate (up to a maximum of 1 round per Street Rogue level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the Street Rogue to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A Street Rogue with 3 or more ranks in a Perform skill can use Voice or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the Street Rogue sing. The effect lasts for as long as the ally hears the Street Rogue sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six Street Rogue levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A Street Rogue of 3rd level or higher with 6 or more ranks in a Perform skill can use his Intimidation or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the Street Rogue. The Street Rogue must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the Street Rogue's Intimidation. Certain uses of this ability are infeasible. The effect lasts as long as the Street Rogue concentrates, up to a maximum of 2 minutes. A Street Rogue can't inspire competence in herself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A Street Rogue of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the Street Rogue's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a Street Rogue's daily limit on Street Intimidation performances. A Will saving throw (DC 10 + 1/2 Street Rogue's level + Street Rogue's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A Street Rogue of 9th level or higher with 12 or more ranks in a Perform skill can use Intimidation or poetics to inspire greatness in herself or a single willing ally within 30 feet, granting her or her extra fighting capability. For every three levels a Street Rogue attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a Street Rogue must sing and an ally must hear her sing. The effect lasts for as long as the ally hears the Street Rogue sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Voice of Freedom (Sp): A Street Rogue of 12th level or higher with 15 or more ranks in a Perform skill can use Intimidation or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's Street Rogue level). Using this ability requires 1 minute of uninterrupted concentration and Intimidation, and it functions on a single target within 30 feet. A Street Rogue can't use Voice of freedom on herself.

Inspire Heroics (Su): A Street Rogue of 15th level or higher with 18 or more ranks in a Perform skill can use Intimidation or poetics to inspire tremendous heroism in herself or a single willing ally within 30 feet. For every three Street Rogue levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a Street Rogue must sing and an ally must hear the Street Rogue sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the Street Rogue sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like suggestion, above, except that a Street Rogue of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Evasion (Ex): At 2nd level and higher, a Street Rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Street Rogue is wearing light armor or no armor. A helpless Street Rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a Street Rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a Street Rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A Street Rogue of 8th level or higher can no longer be flanked. This defense denies another Street Rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more Street Rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum Street Rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a Street Rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A Street Rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The Street Rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the Street Rogue can attempt to roll with the damage. To use this ability, the Street Rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Street Rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the Street Rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless Street Rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the Street Rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Street Rogue's attack of opportunity for that round. Even a Street Rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The Street Rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A Street Rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the Street Rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a Street Rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A Street Rogue may gain a bonus feat in place of a special ability.

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