

Rogue Eidolon's Guide to Rogues

I will use the same colour-coding as Treantmonk's very well-written guides to make it easier to read for people who have already read some of his guides. That means:

Red--bad option or nearly useless ability

Orange--OK option, or useful but only in rare circumstances

Green--Strong choice

Blue--Must-have

Introduction

I wrote this guide because someone was looking for a Rogue guide and there wasn't one. Building a Rogue who will make your other party members happy because she can fulfill her "role" of finding and disabling traps is easy. Building a Rogue that can kick major ass? It's harder, especially when we get examples like Haley from Order of the Stick. I mean, a sneaky guerrilla-tactics archer seems like a cool idea for a Rogue, but it's very hard to pull off. Even if the Rogue PC can blend into the shadows to ambush again and again, the other PCs probably can't, so it doesn't play well with others. And unless you can pull off consecutive ambushes, you just won't get many ranged sneak attacks. With your low BAB and lacking Weapon Training and other goodies, if you're not going to be getting Sneak Attacks, just play a Fighter with maybe a dip in Rogue for some skill points and then roleplay being very Roguish.

So from the start, I strongly recommend forgetting about archery unless you're very set on it. And in case you are, I've thrown in a few tricks that can let you get away with being a Rogue archer.

The Builds

Two-Weapon Fighting:

This is the standard Rogue build. The reason that Rogues are undisputed masters of Two-Weapon Fighting is because the balance of Two-Weapon versus Two-Handed mathematically favours Two-Handed vastly unless you can get some kind of large damage bonus to all your attacks. Some kind of large damage bonus? Hello Sneak Attack!

Pros:

Lots of damage

Sneak Attack a strong majority of the time

Dex synergises well with Rogue skills

Cons:

Vulnerable to being crushed since we'll be fighting in melee (Pathfinder helps us here with d8 HD)

Loses out a lot when can't get full attacks

Takes lots of feats to achieve

Brute Rogue:

This is the Rogue who makes the player who has been playing since 1st edition quip "Explain to me again how you can possibly be sneaking with a frickin' Greataxe?!" The Brute Rogue uses a large two-handed weapon and is easily mistaken for some other class, like Barbarian or Fighter.

Pros:

Uses few feats to achieve

Sneak Attack a strong majority of the time

Each attack does massive damage, so good against foes with DR you can't penetrate

Loses out less than the TWF Rogue with the loss of a full attack.

Cons:

Lower Dex means worse at many basic Rogue skills

Fewer attacks means fewer Sneak Attacks

Still vulnerable to being crushed in melee (but see hint below)

Hint:

If you're playing a Brute, it may be a good idea to multiclass into one of those classes people mistake you for. A few levels in Fighter are always helpful, and with your lower Dex, you will enjoy the heavier armour, and Barbarian Rage can help you with damage output and hit points. Fighter actually won't help you with hit points on average unless you're a half-elf because it won't be your favoured class. Having all martial weapons from the dip also lets you save a feat or play a non-half-orc.

Skill Monkey Rogue

This is the Rogue who is more focused on excellence in her signature skills than in any one combat style.

You'll still want to grab the barebones of one of the other builds so you can contribute in combat, or even something with less feat investment like Weapon Finesse -> Dervish Dance. One subcategory of this is the Social Rogue, who has a slightly different investment into Charisma.

Pros:

Master of trapfinding

Superb at other situations involving iconic Rogue skills

Can be fun to roleplay clever use of skills to help the party

Unlike TWF, you won't be hitting for enough damage to draw the ire of intelligent foes, so you'll get crushed less often

Cons:

Depending on the GM, you may have limited success using skills to help the party

Weakest at fighting

Hint:

Ask your GM first to make sure she's on board with using skills in a variety of situations. If she's more into hardcore by-the-book tactical combat, you could run into issues with a Skill Monkey Rogue.

Archery Rogue

If you want to play an Archery Rogue, I highly suggest playing a Fighter with a minor dip in Rogue to give you the Roguish skills you probably want as your class skills--maybe two levels to also grab Evasion.

However, if you are deadset on it, I'll help you with tricks and tips to get Sneak Attacks even at range. And if you actually pull off ranged Sneak Attacks with these tricks, you will become a god among Rogue damage dealers--at least until the monster closes into melee because you had to be within 30 feet...

Pros:

Archery is the best fighting style overall in Pathfinder.

More survivable since you aren't entering melee voluntarily.

Plenty of attacks if you can somehow make them into Sneak Attacks

High Dex helps for Rogue skills

It's very challenging to play well, but it rewards you if you do, which can be fun for certain types of players

Cons:

It's ridiculously hard to sustain Sneak Attacks

If you can't get Sneak Attacks, it's much worse than being an archer Fighter, Paladin, Ranger, etc.

Even if you find a way to get Sneak Attacks, you have to stay within 30 feet.

Hint:

Make sure that your GM and/or party are on board with the tips below before you even finalise your plans to

make an archer Rogue. If not, just play the multiclass I mentioned above.

Ability Scores:

With the changes to Perception skills and Disable Device, Rogue skills in Pathfinder have clumped around Dex and Wis more than ever before, except for Social Rogues, who still use Charisma. Since this is an optimisation guide, the following suggestions for point buy are fully optimised, a la Treantmonk's guides. If I were playing a Rogue myself, I would probably play a more balanced character. These all assume you're getting a floating +2 as from Humans, Half-Elfs, and Half-Orcs (and this usually goes to Dex). If not, they'll change around a bit, but you should be able to keep the stats pretty similar.

TWF--

You want Dex > Con > Wis as your three high stats. You don't really need Charisma, and it's nice not to get a penalty from Str. You probably won't need all 8 skill points to be viable, so an 8 Int is acceptable.

You may wonder--why isn't this a Strength-based TWF build? They do a lot more damage per hit, and they can get more use out of Two-Weapon Slice and Two-Weapon Rend. The problem is that you're a Rogue, so you're not going to be able to hit with a Strength-based build since you'll have to have 15 Dex to start and then 17 Dex in time for Improved Two-Weapon Fighting. I'm working under the standard assumption that you can't qualify for feats with enhancement bonus items, and even if you could, would you really want your build to unravel when your item gets Dispelled? If we force ourselves to start with a Dex of at least 15 (promising to put our first two stat raises into Dex to get Improved TWF), our Strength will not be high enough to hit the enemies (especially on the iteratives), and remember the first rule of Rogues: You need to hit as many times as possible to rack up those Sneak Attacks. If you're rolling and you roll very well, or if you start with over 20 Point Buy, you can pull the Str-based TWF build off--it looks much like the Brute except its damage output is significantly higher if you get those kind of rolls or Point Buy.

Here are some examples--feel free to build in higher Int than this, and to lower the Con if you aren't as much a fan, but I do recommend at least 14 Con and at least 12 Wis for a TWF Rogue more-or-less no matter what.

10 Point Buy (does anyone really play this?):

Str 10 (0) Dex 17 (7) Con 15 (7) Int 8 (-2) Wis 12 (2) Cha 7 (-4)

level 4 increase in Dex for sure, then level 8 Con, the rest Dex

15 Point Buy (standard fantasy):

Str 10 (0) Dex 18 (10) Con 15 (7) Int 10 (0) Wis 12 (2) Cha 7 (-4)

level 4 increase in Con, then Dex all the way

20 Point Buy (average rolled, or PFS):

Str 10 (0) Dex 19 (13) Con 16 (10) Int 8 (-2) Wis 13 (3) Cha 7 (-4)

level 4 increase in Dex, 8 might go to Wis, then Dex all the way

25 Point Buy (high powered):

Str 10 (0) Dex 19 (13) Con 17 (13) Int 8 (-2) Wis 14 (5) Cha 7 (-4)

level 4 increase in Dex, 8 to Con, the rest Dex

Brute--

You want Str > Con > Wis as your three high stats if you are planning on multiclassing for heavier armour proficiencies, and otherwise put in Dex above Wis. You don't really need Charisma unless you want to Intimidate, which is better left for someone else to do so you can pick off the stragglers. Dex is still useful even with heavier armour. You probably won't need all 8 skill points to be viable, so an 8 Int is acceptable.

Here are some examples, assuming you get heavier armour proficiency and thus don't need much Dex.

These assume a floating +2 that went into Str.

10 Point Buy:

Str 17 (7) Dex 12 (2) Con 14 (5) Int 8 (-2) Wis 12 (2) Cha 7 (-4)

all increases in Str

15 Point Buy:

Str 18 (10) Dex 13 (3) Con 14 (5) Int 8 (-2) Wis 13 (3) Cha 7 (-4)

Either increase Str all the way or stop off in Dex, Wis, or both

20 Point Buy:

Str 19 (13) Dex 13 (3) Con 15 (7) Int 8 (-2) Wis 13 (3) Cha 7 (-4)

level 4 increase in Con, then Dex all the way

25 Point Buy:

Str 19 (13) Dex 13 (3) Con 16 (10) Int 8 (-2) Wis 14 (5) Cha 7 (-4)

level 4 increase in Str, then either grab Dex or stay on Str all the way

Skill Monkey--

You still want some Dex, though not as much as the TWF Rogue, but now you're not expecting to need as much Con, and you can shove those points into Int for more skills and Wis for skill bonuses and Will saves.

If you're a social Rogue, you'll want a higher Cha than in these examples, at least 12.

Here are some examples--

10 Point Buy:

Str 10 (0) Dex 16 (5) Con 12 (2) Int 12 (2) Wis 14 (5) Cha 7 (-4)

Switch Int and Wis to suit your taste, raises also to suit your taste

15 Point Buy:

Str 10 (0) Dex 17 (7) Con 12 (2) Int 14 (5) Wis 14 (5) Cha 7 (-4)

1st raise in Dex, the rest anywhere

20 Point Buy:

Str 10 (0) Dex 18 (10) Con 12 (2) Int 14 (5) Wis 15 (7) Cha 7 (-4)

level 4 increase in Wis, the rest anywhere

25 Point Buy:

Str 10 (0) Dex 19 (13) Con 14 (5) Int 14 (5) Wis 15 (7) Cha 7 (-4)

level 4 increase in Dex, the rest anywhere

Archery--

Dex is vastly the king for an archery rogue. Con can be lower than TWF, but remember that you're still pretty close to the melee if you're managing Sneak Attacks, so don't leave Con in the lurch.

Here are some examples. If you want more skills, you can certainly take significantly more than the 7 Int in the examples below and have a fine archery Rogue--

10 Point Buy:

Str 10 (0) Dex 18 (10) Con 14 (5) Int 7 (-4) Wis 13 (3) Cha 7 (-4)

Potentially put the level 4 in Wis, but certainly all others to Dex

15 Point Buy:

Str 10 (0) Dex 19 (13) Con 14 (5) Int 7 (-2) Wis 14 (5) Cha 7 (-4)

everything in Dex

20 Point Buy:

Str 10 (0) Dex 19 (13) Con 16 (10) Int 7 (-4) Wis 14 (5) Cha 7 (-4)

everything in Dex

25 Point Buy:

Str 10 (0) Dex 19 (13) Con 16 (10) Int 7 (-4) Wis 16 (10) Cha 7 (-4)

everything in Dex

Races

Rogue is rare among the core classes in that almost every core race has something going for them as a Rogue. Below are my analyses:

Human: Human is by far the best choice for the feat-starved TWF build, and since TWF is the most common damage build, Human wins out as the best race overall for Rogue. The extra skill points don't hurt, since a lot of my sample builds for combat Rogues tank Int.

Half-Elf: The Skill Monkey Rogue par excellence, Half-Elf brings a variety of features to the table that are exactly what you want--Perception bonus, free Skill Focus, and Low-Light Vision, not to mention saves vs Enchantment to overcome a big Rogue weakness. For Brute Rogues who take a few multiclass levels, Half-Elf can also provide you the favoured class bonus.

Halfling: A solid choice for most types of Rogue due to the bonuses of being size Small, the save bonus, and the Perception and Acrobatics bonuses. Pathfinder has made the size Small penalty to combat maneuvers less onerous than in 3.5, but you still have the issue of low move speed, which is bad for a scouting character. This can be overcome using magic, but it denies halfling the blue rating, and the -2 Str +2 Cha isn't great either except for Social Rogues.

Elf: Most of its features that would be useful to a Rogue are the same as the half-elf, so let's look at the differences that make it green rather than blue. It's a solid choice for Skill Monkey, since Int and Dex both help. It's great for the archer with the free Longbow proficiency. However, the penalty to Con is a big pain. Still a solid choice.

Dwarf: Dwarf is a very interesting choice for Rogue. It obviously helps in stonework areas, and the save bonus is never bad. Darkvision is a big plus as well, and Wis and Con are good stats for a Rogue, which help make up for this being the only race other than Gnome that can't get a +2 to Dex. The movement speed is an issue, however, as for Halflings, and you're unlikely to be wearing heavy armour. Still a strong contender.

Half-Orc: Half-Orcs are an extremely solid brute, and Darkvision is very nice, but they are pretty much just worse than Human and Half-Elf at all the rest. Still, this is obviously on par with Half-Elf for Brute Rogues, and it isn't too much worse than the others at everything else.

Gnome: Gnome has the least favourable stat bonuses of any race in the core rules. Honestly this could have made it into orange if not for the fact that the halfling is pretty much better in all ways here for a Rogue (much as Gnome eclipses Halfling in many other classes), with the exception of the Gnome's Low-Light Vision. It probably would have been better if the two size small classes didn't both have -2 Str +2 Cha.

Favored Class Bonus

Skill points seem tempting for the Skill Monkey especially--it can be okay to take them for Skill Monkey, though I still recommend Hit Points because you took a lower Con in that build. With any other build definitely **take Hit Points at every level**.

Skills

Unless you're the Skill Monkey, I suggested a lowish Int, so you'll probably only get about 7 or 8 points to choose from, and there's at least four that you really really should have maxed, leaving room for plenty of dipping into Rogue's excellent skill selection with your remaining 3 or 4 points per level (more if you took high Int).

Acrobatics: Now that it includes Tumbling, Jumping, and Balancing, how can you not take this skill? Helps you get into flanks and through tricky areas. A must-have.

Perception: The most useful skill in the game--it's almost unfair how good this skill is. And your party will expect you to find traps, so you'd better have this maxed. This is a solid chunk of the reason you picked up as high a Wisdom as you did if you followed my advice on stats.

Stealth: The most iconic skill of the Rogue, and an indispensable skill in almost any game for scouting, ambushing, escaping, and various other uses. Take Stealth unless you're the brutiest of brutes, and even then, consider it.

Disable Device: If you for some reason don't [i]want[/i] to take this skill, you'd better take it anyway. As the Rogue, your party will probably lynch you if you don't have it available, since you will be expected to deal with traps.

Sleight of Hand: This lets you perform a lot of very Roguish tricks, like picking people's pockets. However, whether or not you can use Sleight of Hand a good amount depends a lot on the GM's style and the other players, since the other players are pretty much never able to take part directly in whatever hijinks your Sleight of Hand is used for, and at some tables, this is considered a faux pas. Also, in some scenarios, you are just killing pretty much everything you encounter anyway, so it doesn't matter as much if you can do something sneaky that they don't notice.

Escape Artist: The Rogue is surely the character on the front line with the lowest CMD, and your CMB is going to be even more atrocious unless you're a Brute. Escape Artist can help you out with Grapples, but you have to max it out, and you can eventually use Freedom of Movement to alleviate this concern.

Knowledge [Local]: A very flavourful knowledge for the Rogue to have, since she's likely to know all the dark secrets of the important NPCs in her local town. Unsurprisingly, this is more useful in urban campaigns or campaigns that are roleplaying and intrigue heavy than in wilderness or dungeon crawl scenarios. Also, some GMs give the players a lot more out of knowledge skills than others, so be careful.

Use Magic Device : Your Charisma won't be great if you're using my example builds, but it's still a legitimate backup in case the healers collapse and no one else can use the wand. Getting to a point eventually where you're likely to make the DC 20 for wands isn't too hard, even with 7 Charisma. Another big use is to fire off self-only spells from scrolls. Obviously, for a social rogue, the utility of this skill is even higher.

Sense Motive: Get some additional use out of your Wisdom in social situations with Sense Motive. This is a strong blue in campaigns with a large amount of social encounters and roleplaying, and so it's obviously a must-have for Social Rogues.

Bluff: A very nice skill for social situations, and an absolute must-have for Social Rogues. The Feint use of Bluff is a trap, so don't grab it for that purpose.

Diplomacy: While if you aren't a social rogue, there's a good chance that another character might want to be the face, Diplomacy is now used for gathering information, which is very flavourful for Rogues. It's a must-have for Social Rogues, who [i]will[/i] be the party face. If you want a combat-heavy build and are eyeing all these green Charisma-based skills, don't despair. You can easily become great at these skills if you lower a few other stats to get 10 Charisma and then pick up a Circlet of Persuasion for a bargain price (you have no use for the more expensive real Charisma items).

Linguistics: A cute little skill and one that I like a lot for my own characters, but it might not be useful in many games depending on how the GM likes to run it and what scenario you're playing. If the GM has pretty much everything you encounter know Common/Taldan or if you have lots of magic to translate things, Linguistics is less useful. The forgery ability can always be lots of fun for the Rogue, but again, depending on the scenario, it can be useless.

Knowledge [Dungeoneering] Not as fitting for most Rogues as Local, this can still be a solid choice for Lara Croft style tomb raiders who are savvy to the traps and treasures of the dungeon. It is also more useful in dungeon crawls or aberration-heavy campaigns (or the mythical ooze-based campaigns).

Disguise: This can be very useful if the GM rolls with ideas involving the Rogue disguising as an enemy to infiltrate the ranks. The problem is that this usually leaves other players in the lurch for long periods of time, so it's not likely to fly very often. If you take Disguise, get a Hat of Disguise ASAP.

Appraise: It fits well to have the Rogue know the most valuable objects so she can choose what to steal if she can't pilfer everything, but many GMs may simply tell you the value of items, and even if not, it's easy enough to pay an NPC hireling to appraise things. Still, it's probably worth 1 point so you can make a guess.

Intimidate: Intimidates are probably best left to the Barbarian who adds his Strength and Charisma to it and gets Rage powers to supplement it. If this is you because you're a Brute multiclassed into Barbarian, this skill is a strong green rather than orange.

Climb: You're never going to be great at climbing unless you're a Brute, but it's probably worth at least 1 point so you can shimmy up ropes well. High levels will obsolete it anyway.

Swim: Critical in campaigns with lots of water, or for a pirate Rogue (yep, I know real pirates often couldn't swim). Otherwise, your armour is light, so you should be okay anyway, particularly if you take 1 rank. Brute Rogues who multiclass will want to grab a rank or two to counteract their heavier armours.

Craft, Perform, Profession: I really like Crafts and Professions for flavour on my characters, and so if I was making a Rogue for a game, I'd likely have at least one of these. However, considering how terrible the profits are from these skills compared to the somewhat-broken magic item crafting system in Pathfinder, they have no place in an optimisation guide.

Class Features

Sneak Attack: This class ability alone is what carries the damage-dealing Rogue builds. And you're getting a significantly lower to-hit than all the other damage builds, so you know it better be worth something, right? The extra damage is extremely useful, and it applies to many more monster types than in 3.X. It single-handedly (pun not intended, sorry about that) provides the damage to make two-weapon fighting mathematically viable. This feature will be defining your tactics--which for most builds is: Get into a flank, then full attack. It's the difficulty of ranged Sneak Attacking that makes the Archery Rogue so tough to play.

Trapfinding: Trapfinding is no longer the "I win" card over all other classes that it was in 3.X, thus eliminating the near-necessity of a Rogue in trap-heavy adventures. However, the bonus from this ability adds up, and it still leaves the Rogue as the undisputed master of traps.

Evasion: Since you will have great Dex unless you're a brute, and your only strong save is Reflex, you'll often be making your save, making Evasion very useful to you at avoiding AoE damage. Considering that you'll often be flanking, even small AoEs can easily target you and your flank partner if the enemy has a spell available that your flank target can ignore, so this is quite useful to have.

Rogue Talents: These are excellent additions to your arsenal--they have their own section below.

Trap Sense: Ideally, if you've done things right, you won't be hit by traps. That said, this can eventually amount to quite a large bonus at higher levels.

Uncanny Dodge: Unless you're a Brute, you lose most of your AC when flat-footed, so Uncanny Dodge is a lifesaver in those situations.

Improved Uncanny Dodge: The main use here is to protect you from enemy Rogues, but eliminating the flanking bonus is nice too.

Advanced Talents: These are very nice, and are discussed with the rest of the talents in the section below.

Master's Strike: If you even get this at all, the game is pretty much over. If you do expect to make level 20, though, this ability could make it to green if the save DC were Dex based. With the Int-based save, it basically just means that your first sneak attack has a 5% chance to kill its target, which isn't terrible, but is very swingy.

Talents

Finesse Rogue: This is pretty much a must-have for every Rogue type, even Archer (in case you are ever forced into melee). The only reason you wouldn't take this as your first talent is if you couldn't wait and took Weapon Finesse at level 1 (which is a legitimate possibility) or if you are an archer (in which case it can wait). If you're wondering why this talent exists since Combat Trick can give you any combat feat, remember that you can only take each talent once.

Combat Trick: Critical for pretty much any build, but most so for TWF and Archery Rogues, which need the most feats.

Weapon Training: Rogues have a low attack bonus, so every little bit helps. This isn't *quite* as crucial as the other two, and some Skill Monkey builds will ignore it for the green talents below.

Resiliency: This will save your life over and over again. Grab this the moment you don't have another talent that demands your attention.

Trap Spotter: This is an incredibly good talent if you like to play a fast-paced game and rush through dungeons with buffs up, and it's still good for a more methodical team because it gives you one more chance to spot the traps. I guess if you take 20 on every square it's useless though. Get this if you're a Skill Monkey.

Fast Stealth: Very useful for a sneaky scout, Fast Stealth can also help negate your slowness if you chose a 20 move speed race. However, it's usually overshadowed by the four blue talents, and Trap Spotter is probably more useful as well.

Surprise Attack: Sneak Attacks are king for the Rogue, but notice that to use this talent, you have to 1) act on the surprise round and 2) either go last on initiative or else only want to hit a target who went before you. Archers, who are starved for Sneak Attacks and may get their only chance on the surprise round, find this talent somewhat more useful than others.

Slow Reactions: For some party setups, you can pull off some really nice combos with this ability to help your fighters get in close to a foe with reach. However, since most opponents don't have Combat Reflexes, it's usually better to save the talent and just let the tank draw an AoO and have everyone else run in. This would still barely make the cut for green if it weren't for the fact that you can't use this with Bleeding Attack, Crippling Strike, and Dispelling Attack.

Bleeding Attack: Enemies are unlikely to actually bother to remove the bleeding, so this is probably giving you reliable damage over time. The problem is, that damage is piddlingly low. I suppose if you're fighting something with - Intelligence, you could smack it with this and then leave and wait for it to die, since it has unlimited duration. It may not seem this way at first, but this does much less damage than Weapon Training, even if they don't remove the bleed. To add insult to the bleeding injury, it won't stack with Crippling Strike and Dispelling Attack.

Stand Up: Is this a subtle jab at the Rogue's low CMD? Perhaps. But if your GM likes to trip you a lot or you are about to attack the Crimson Dog Kennels of the Dire Wolf Totem Barbarian Monk of Tripping, this will allow you to make your full attack without the -4 to hit and AC. It would be nice if it cancelled the AoO though.

Rogue Crawl: If you're an archery Rogue, I suppose you could make this into a bit of a combo with Stand Up above and purposefully drop to make yourself harder to hit with ranged attacks, but then you've just eaten up two of your talent slots. The combo is also useful if you get tripped all the time, since you can 5 foot step before standing up to avoid the AoO, though now you don't get a full attack. Stand Up is the better of these to have on its own, and the average character will probably only ever use this to avoid AoOs from standing up from trip by taking advantage of the 5-foot step ability.

Quick Disable: I mean, I guess I can see games where this could be useful--like with an Ocean's 11 type group. Lots of time pressure to disarm the traps on the safe. But in the Paizo adventure paths I've run and

played, you should have enough Disable Device to get most traps in a single try anyway with your Trapfinding ability, and if it's taking a while to disarm, you'll have worse things on your mind than just the extra time, since you may have set off the trap! They could have at least let this apply to locks as well, since people often take 20 on those.

Ledge Walker: OK, this seems like an NPC-only talent to me. Give this to some NPCs who live in an area with narrow ledges? Instant awesome encounter against the PCs. But honestly, how many times does this come up in a game? And at high levels, pretty much never. If you happen to know somehow that you're playing the Wheel of Time Fires of Heaven Elayne game and your character is going to need to be a tightrope walker or something, go for it. Especially if you're going to be attacked by Rogues on that tightrope

Minor Magic: Dispelling Attack is cool. Want to spend three talents for it? Then take this talent. Otherwise, trust your teammates. They have these cantrips at will, they're your friends, and they have your back. You don't need this at all.

Major Magic: This is a must-have if you already took Minor Magic because you've already decided that you wanted Dispelling Attack. Also, you can actually use this ability to get some rather useful self-only spells, though a UMD check (or a friendly Alchemist PC if you have APG) could give you that capability as well.

Advanced Talents

By level 20, you can actually have almost all of these, but let's look to see which you should get first--obviously you could also just take some of the lower level talents instead, but it's usually not worth it. All of the talents are rated here compared to each other and not the lower level talents, so the Orange talents here are much better than the Orange talents in the other list.

Opportunist: Unless you are an archer, in which case this is a worthless talent, you are flanking. Hence, you have an ally next to the enemy. If that ally isn't terrible, that means this talent gives you a free attack every round at your highest bonus. Nice!

Crippling Strike: Of the four talents that don't stack with each other, this is almost certainly the one that you will want, as 2 Strength damage is no slouch. You're either lowering your enemy's damage output substantially each time you hit or else you can put spellcasters in danger of being immobile at 0 Strength. Dispelling Attack can be situationally much better, but its prereqs are just too much. And even if you had Dispelling Attack, you'd probably still want Crippling Strike.

Defensive Roll: This ability was better back when the wording also allowed it to help you against spells that made attack rolls against you, but against enemies who like to crush the puny little mortal doing so much damage, it can be a lifesaver. The only problem is that it might not be enough! Best used to negate unexpected crits into regular attacks.

Feat: The TWF and Archery Rogues are so feat-starved that this is still a legitimate option here. Use it to pick up a yummy high-prereq feat for your chosen style.

Dispelling Attack: This is situationally much better than Crippling Strike, and you can always take both and use this when relevant. However, the prereqs are so stiff that I still rate this at green, rather than blue.

Skill Mastery: This is blue for a Skill Monkey, and there are a reasonable number of uses for it in many campaigns. You're probably going to take this eventually when you start running down the list.

Improved Evasion: Rating this Orange may be unpopular, as I've seen a lot of players, particularly more cautious players, go gaga over Improved Evasion and choose this as their first Rogue special at level 10 in 3.5. However, it is my belief that if the Rogue is consistently failing her Reflex saves in an encounter at level 10+, the encounter is going to be ridiculous anyway--trust your Ref save bonus and high Dex to save you, unless you're a Brute. Then consider this more.

Slippery Mind: Rogues are admittedly weak at Will saves, and some of my players seem to like this more than a feat. Why is this orange and feat is green? Here's my rationale. First of all, feat is more versatile, but

let's say you're deadset on being better at Will saves. Feat could get you Improved Iron Will, which rerolls one failed Will save per day. Since Slippery Mind only applies to Enchantments, and it forces you to fall under the effect of the Enchantment for at least one round, it can be used on only a subset of all possible Will saves--you probably won't make more than one of these a day anyway. Hence, I prefer Improved Iron Will. This certainly isn't bad, though, and pick this up sooner if you know you'll be running into lots of Enchantment in your adventure.

Feats

The Skill Monkey will loosely follow one of the below guides with some skill-based feats added in as appropriate, so it doesn't receive its own guide for feats. If you're interested in the Dervish Dance build I mentioned above, you just dump Strength to 7 and grab Dervish Dance and its prereqs. I'll list the feats that I can rate for everyone first

Everyone:

Dodge: A solid feat for almost everyone. If you've read this guide and you're building your character and at any level you think--"Hey! I've got all the blue ones, what now?", that is a level to legitimately consider Dodge. Not getting smashed is good.

Combat Reflexes: Anyone except an archer should get this feat eventually after they take the blue feats from their combat style. More AoOs means more attacks at your highest bonus, and you know you'll be getting at least the one from Opportunist.

Improved Initiative: This feat is good for anyone and excellent for a Rogue, and it gets better the fewer enemies you face (since this raises the chances that it will provide you a sneak attack at the beginning of the fight from flat-footed enemies when you otherwise would not have one). It is even more important for Archers, who rely on flat-footed status--for them, it's a must-have.

Defensive Combat Training: You're up in their face unless you're an archer, so it's always good to make it harder for the enemy to stop that rain of Sneak Attacks with a combat manoeuvre. And this even takes away most of the edge cases for those awful trip-defense Rogue talents--ha! Take that Stand Up!

Great Fortitude, Iron Will, and the Greater: These are big weaknesses of the Rogue, since failed Fort and Will saves often come attached to terrible consequences. I've tried to help you avoid having low Con and Wisdom already, but these are very helpful. The only problem is that if you're TWF or Archery, you're probably feat-starved. Brutes can multiclass to help Fort, and they have room in their feat selection to grab the Iron Will chain quickly.

Toughness: Rogues can always use more HP to avoid being crushed to death by their enemies. Toughness provides exactly that. It is slightly less useful for Archery Rogues, but it's still solid.

Lightning Reflexes and Greater: It may seem tempting to think about how 'my Rogue's reflexes are *this* awesome!!!', but in reality, any of these builds except the brute should be making their Reflex saves almost all of the time. If you have a particularly low-Dex brute, though, do consider this to get use out of Evasion, and consider Improved Evasion more strongly as well.

Mobility: You should probably just trust in your Acrobatics, but this provides good insurance for the times when you will inevitably fail, considering just how many times you'll be moving into a flank. Still, there are usually better feats than this.

Fleet: Potentially useful to get a small speed advantage for scouting, particularly if you fight a lot of humanoid opponents who all have exactly 30 foot move. Not as good as other choices, though.

Armor Proficiency, Medium: Useful to be able to wear Mithral Breastplate as a stopgap for Celestial Armour. The Brute can also make good use of this, but see below.

Lunge: Lunge has a few uses in corner cases, particularly where you don't want to get hit and you can build up a reach advantage against your foe. You can actually even build up a combo with Lunge, Stand Up, and Rogue Crawl to full attack someone who just tripped you while standing up without provoking an AoO. But honestly, is it really worth one feat and two talents to do that?

Quick Draw: It's nice to get full attacks whenever you can, but honestly, your first turn of the fight you'll probably have to move anyway to set up a flank.

Armor Proficiency, Heavy: This is only desirable for the Brute, and for her, it's worth it to just multiclass to get this and Medium instantly instead of spending two feats.

Weapon Proficiency: Unless you're a Brute, there's no point in Martial or Exotic weapon proficiency because so much of your damage comes from Sneak Attack that one extra from having a better weapon is nearly irrelevant. The Brute can get a good enough weapon by multiclassing or being a Half-Orc. Even the Archer is probably fine with just using a Shortbow unless they get it for free as an Elf--the shorter range doesn't matter because you'll be within 30 feet, and so it only amounts to 1 damage.

Skill Feats: Trust in your Rogue skill points and Trapfinding feature to be good at your favourite skills--these aren't terrible, but you just don't have enough feats to take these if you want to optimise for damage capacity.

Combat Manoeuvre Feats: Unless you're a brute, you'll have to take Agile Maneuvers, and then you'll still suck because you have medium BAB.

Blind-Fight: You're already screwed if you're attacking something that has concealment because you can't Sneak Attack, so whether or not you hit doesn't matter. Try to get magic items to negate the concealment instead.

Combat Expertise: In theory, getting more AC would be very helpful to a melee Rogue to avoid being smashed to death. However, your to-hit is already going to be low, so this just isn't worth it, especially with the Int requirement.

Improved Feint and Greater Feint: These feats are a trap! For a solo Rogue, you can go from worthless to only mostly worthless with Improved Feint, but if you're a Rogue, you have to learn to trust in your teammates. Greater Feint is actually an amazing feat for an Archery Rogue to convince her Fighter friend to take, but don't count on it.

Critical Focus Chain: Your low BAB is going to make the DCs on any of the saveable effects weak, and it takes forever to qualify, but non-archers will probably be using a weapon with a reasonable crit range, so I guess there's a possibility that taking these would be good. Still, your Sneak Attack isn't getting multiplied, so focusing on crits isn't a good idea for you unless you're a Brute.

Improved Critical: Is similarly useless because it doesn't double Sneak Attack. This is actually somewhat better for Brutes, since they actually have some legitimate damage that doubles on a crit, raising it to Orange level. However, it still isn't worth it compared to many other feats. If you do wind up taking Improved Critical for some reason, the Critical Focus chain becomes more worthwhile.

Spring Attack, Wind Stance, Lightning Stance: Moving significantly curtails your number of Sneak Attacks, and that's bad. Don't take these feats.

Vital Strike: Vital Strike is rarely a worthwhile choice for fighting classes (except the Fighter who has enough choices to consider it as a backup), even when compared to the less-feat-intensive Cleave. For a Rogue, it's especially bad, since you aren't getting any extra Sneak Attack damage. Suck it up and do your best to get a full attack.

Two-Weapon Fighting:

Weapon Finesse: You're going to be better off overall if you get this from the Finesse Rogue talent, but sometimes, particularly with a killer GM, it just can't wait. My personal experience with Paizo modules is that even the killer ones tend to coddle you at the very beginning, so you can probably survive without it, which is

better in the long run.

Two-Weapon Fighting: Remember the mantra--more attacks means more Sneak Attacks. This feat gives you another attacks. However, if you need to roll exactly an 18 to hit, it isn't worth it--just attack with one weapon.

Improved Two-Weapon Fighting: Gives you yet another attack. Having this feat makes it worth it to always attack with two weapons, regardless of what you need to roll to hit.

Weapon Focus: Weapon Focus is very important because you need to hit in order to deliver your ridiculous Sneak Attack damage, and TWF gives you a penalty to your already-low attack bonus. However, you can get this feat with a Rogue Talent, so I would recommend waiting for that if you can.

Greater Two-Weapon Fighting: You're BAB isn't great, so you're going to have trouble hitting with the last attack in many situations. This is a must-take if your party has enough buffing to make a third attack have an acceptable chance to hit (and a Bard on her own is probably enough buffing for this to be true).

Two Weapon Defense: Get Dodge first, then we'll talk. Have Dodge already? OK, let's talk--You could UMD a Shield wand, wear a Ring of Force Shield, or get an Animated Shield. All of these won't stack with this feat. If you can't do any of these for some reason, it's a worthwhile feat.

Double Slice: This feat is made for every Two-Weapon character in the game except you. To make it to par with Weapon Specialisation, you need to have 16 Strength or more. You should get Sneak Attack damage and just accept that you'll do low damage when you don't get Sneak Attack. If you're building the Strength TWF Rogue build because you have unusually high stats, this is a must-have and is thus blue for you.

Two-Weapon Rend: This doesn't add your Sneak Attack or other weapon bonuses, so it isn't very good, and you probably can't pull the Fighter's trick of switching up your targets for multiple Rends per round, since you need to make every attack on a flanked enemy. If you're building the Strength TWF Rogue build because you have unusually high stats, this is green for you.

Brute:

Weapon Focus: Weapon Focus helps you mask your lower BAB than other Brutes and deliver Sneak Attack damage more reliably. You can get it with a Rogue Talent, and its overall better to have done so in order to free up more feat slots

Power Attack: Power Attack, in addition to your Strength, can help you make up for the damage loss over other styles from making fewer attacks. The 1-for-3 trade-off is very good, but you need to be a little less Power Attack happy than other classes because your attacks do more damage to begin with, so losing bonus to-hit costs a little bit more for you.

Cleave: Cleave is nice if you win Initiative and can Sneak Attack two enemies while moving up. It's rare to actually have two viable Cleave targets who you can actually Sneak Attack in any other circumstances, though.

Intimidating Prowess + Dazzling Display + Shatter Defenses: Only take Dazzling Display if you plan on getting Shatter Defenses, and take Intimidating Prowess if you want Dazzling Display.. It's much better if someone other than you gets this, though. Remarkably powerful if you, for whatever reason, also have an Archery Rogue in your party.

Two-Weapon Fighting tree: If you take enough Dex to qualify for these, you'll wind up in trouble unless you rolled very well on stats or used a high Point Buy. If so, a Brute with TWF can do a lot of damage. Take everything except Two-Weapon Defense.

Spring Attack: Spring Attack with a reach weapon can help keep you alive at low levels, since you were only going to get one attack anyway. To really get a huge benefit out of it, however, you need to blitz the Spring Attack feat, grabbing it by level 5 if you can (qualifying by virtue of multiclassing). It will serve you well until about level 8, when you get your first iterative attack, and it can still be a legitimate choice even then if you don't have a way to get Haste by then.

Archery:

Right away, we have to ask ourselves--how in the world are we going to be getting our Sneak Attacks from range? There's a few answers to this question. In 3.5, having enough ranks in Balance, Climb, and the like allowed characters to avoid being flat-footed while performing those sorts of actions. In Pathfinder, even if you have 20 ranks in Acrobatics, you'll always be flat-footed when balancing unless you happen to be a Rogue with that awful Ledge Walker talent, so a legitimate tactic is to make sure that your enemies are always walking in a Grease spell or the like. But sometimes you just can't pull that off. If that is the case, you have few options left.

First, you can try to always be invisible. This often requires relatively high-level spell resources from your party, and the Greater Invisibility will only last for a single fight. Even if you become invisible, you have to be within 30 feet to Sneak Attack, which means you will be within range of True Seeing and Blindsight for a variety of creatures (many enemies have these by the time the Wizard can afford to spam Greater Invisibility on you).

My favourite option depends strongly on your allies, and so it may not work for you. However, when you do awesome things with this strategy, you're going to be making the player of the Fighter or Barbarian feel awesome as well, as their assistance to you will be more obvious than ever, and I really like combos that work like that. This option involves Shatter Defenses. You can get Weapon Focus for free, and you have to take Dazzling Display, which you will never use, but Shatter Defenses will allow you to ruin the day of your enemies if the Barbarian takes the right Barbarian talents or the Fighter takes Dazzling Display as well. You either focus fire on one enemy, getting a number of Sneak Attacks over two rounds equal to your number of shots for the next two rounds minus 1, or if you want to help debuff several enemies for your team (or if you have another archer Rogue for some reason), you can spread out the shots and make a lot of enemies flat-footed to all attacks until the end of your next turn. If the Fighter was using Dazzling Display, she can also Shatter Defenses on the following round if she succeeded by 5 or more against some of the enemies. You can also convince your Fighter friend to take Greater Feint and use it with Vital Strike, but it isn't likely--only the most selfless of players would agree to cripple their own damage just to enable yours. If you can't do one of these tactics, or the guerrilla tactic I mentioned in the opening of constant hit-and-run attacks, you're going to be disappointed playing an Archery Rogue. Play a Ranger instead, or a Fighter with a dip in Rogue.

If you can manage the Shatter Defenses strategy, here's the feats you'll want--if not, don't attempt the Archery Rogue. You have been warned, so take a look--

Weapon Focus: Pick this up via the Rogue talent to free yourself up for Archery feats, since there's a lot of those you want.

Dazzling Display and Shatter Defenses: You will never use Dazzling Display. Ever. But we're assuming that you've coordinated with another player to Dazzling Display so you can Shatter Defenses. And Shatter Defenses is amazing for you.

Point-Blank Shot: Not only is this required for everything except Deadly Aim, it's also extremely good for you. After all, you have to be that close anyway to Sneak Attack, so why not get the bonuses?

Precise Shot: As a Rogue, you need to hit as often as you can, and without Precise Shot, you're going to be stymied by the firing into melee penalty. A must-have.

Rapid Shot: Get this as soon as you can, once you have Precise Shot. Making more attacks is crucial for you to get as much Sneak Attack as possible.

Improved Precise Shot: Concealment means no Sneak Attack, and this feat means yes Sneak Attack.

Improved Initiative: As mentioned earlier, this will help you make Sneak Attacks while waiting for level 9 and Shatter Defenses. Don't be lazy though--use Grease and Greater Invisibility as well on important fights while

you wait.

Weapon Finesse: Useful if forced into melee, and you can get it from a talent too, so it's easy to pick it up.

Deadly Aim: Getting more damage on arrows is useful, and this is a nice option to have around for low-AC targets, but make sure you hit with those Sneak Attacks before worrying about this. If you have a Bard or someone who routinely buffs your to-hit, by all means go nuts!

Manyshot: Who can say no to an extra arrow for the price of a feat? The problem is it doesn't add Sneak Attack, so while it's one of the ultimate archery feats for every other archery class, it's not as great for you.

Far Shot: If this feat doubled the range at which you could Sneak Attack, I'd wholeheartedly recommend it. As is, forget about it.

Shot on the Run: The archer's Spring Attack. Bad for the same reason as Spring Attack. You want a full attack, not one hit.

Pinpoint Targeting: You appear to have multiclassed if you even qualify for this feat, and if you did so to take this feat, I'm sorry but you're going to be disappointed. Yeah, it's going to hit for sure, but one attack at that level is awful, and you can't even move. It's only good on the rounds when it makes the least in-game sense that you would have a pinpoint shot prepared, by which I mean the surprise round.

Equipment:

Armour:

Celestial Armor: The best armour out there for everyone except the Brute.

Mithral Full Plate: The Brute's usual armour of choice.

Mithral Animated Heavy Shield: Hey look, you're not proficient in shields. Guess that means you take the armour check penalty to your attack rolls. Good thing that's a -0. Gives you plenty of AC while making the poor lonely Two-Weapon Defense feat cry tears of bitter jealousy. However, since it was nerfed to only work for four rounds now, it isn't as unstoppable as in 3.5. It loses blue status for this but remains a solid green option.

Enhancements of Note:

Shadow, Improved, and Greater: Makes you even better at sneaking!

Weapons:

Shortsword: The weapon of choice for the TWF Rogue over Rapier because you can wield a pair of them and gain the benefit of Weapon Focus on each hand with only one feat spent.

Enhancements of Note:

Speed: Another Sneak Attack per round is superb--if you have a Haste-happy Wizard in your group, though, pass on this.

Holy: 2d6 extra damage against many enemy types and bypassing DR/Good? Sign me up.

Energy: 1d6 extra damage is nothing to sneeze at, but beware of energy resistance. Make sure you have some way to get actual enhancement bonuses on your swords before adding these, since hitting at this point is crucial.

Composite Longbow (Mighty to your Str bonus): The best weapon for an Archery Rogue, but if you don't get it for free, just take the Shortbow and don't complain about the 1 less damage.

Enhancements of Note--all the same as for Shortsword, but also add:

Seeking: Seeking is an amazing enhancement. Even after you have Improved Precise Shot, it's still very useful. If you're trying to save on the cost of your bow, though, consider using Seeking Arrows--it'll be clear

when you need to use them (or maybe it will be rather hazy or blurry, but you get my point).

Cold Iron Arrows: These don't cost much more than regular arrows, so might as well use them as default.

Alchemical Silver Arrows: Pretty cheap, but lower damage. Still keep these for bypassing DR.

Adamantine Arrows: These are very expensive, so only keep a few, but it will be worth it when you need them.

Greatsword: The Brute Rogue wants to do damage two-handed, and the Greatsword has the best average damage of two-handed martial weapons. It's a match made in Nirvana, at least if you can get the proficiency for free by multiclassing. Don't take the proficiency feat for this.

Greataxe: This is pretty much worse than the Greatsword, but not by almost anything, so if you get it from being a Half-Orc and you don't want to multiclass, you're in business.

Falchion: You don't care much about crits, since they don't help you as much as other brutish characters. Thus, the lower average damage than the Great-weapons isn't worth the extra crit chance, even though Half-Orcs get this for free. Still, the mathematical effect discouraging Falchion is minor, so take it if you love crits.

Longspear (or Martial Reach Weapon): Since you're making nice juicy sneak attacks, it isn't terrible for you to lose 2.5 average damage by taking the longspear--it just almost cancels one Sneak Attack dice. The added reach can help you survive. If you multiclass, take a better reach weapon--I recommend Glaive because it does the most damage. If you do get a Reach weapon, Combat Reflexes moves up in priority, since you'll be getting more AoOs.

Wands and Scrolls:

You can only use these with UMD, but it's often worth it to grab a healing wand and a few scrolls of self-only spells or other spells that you might use in emergencies. Thanks to the nerf of Animated Shield, **Shield** is a very strong option for a wand.

Rings:

Protection: More AC is good. More AC to apply to Touch and Flat-Footed both? That's gold.

Freedom of Movement: You won't have great CMD unless you spend a feat on it, and your CMD is just too low to actually break a grapple unless you spend lots of skill points in Escape Artist. This ring provides all the answers.

Invisibility: Not as good as you might think--I'd just trust in your Stealth rolls instead. If you're thinking about using it to get Sneak Attacks, remember that it only works for your very first attack, and you can usually find someone who's still flat-footed to use that on.

Wondrous:

Handy Haversack: It's a staple for a reason--carry your stuff and always find the item you want on top!

Cloak of Resistance: Get this up as high as you can to bolster your Fortitude and Will saves. It's relatively cheap, too.

Belt of Physical Stats: Get Dexterity first, Strength first for Brute. I suggest Con second in order to live, but you might be able to get away without it.

Amulet of Natural Armor: More AC? Always useful. Get Ring of Protection first if there's a tie.

Ioun Stone, Dusty Rose Prism: +1 to AC is always good. Get this before upgrading the Amulet of Natural Armor and its friends to +2.

Stone of Good Luck: It's a bit expensive, but it gives +1 to all your saves and skills and stacks with pretty much everything. If you ever start considering upping your +2 Wis headband to +4, I recommend waiting and getting this instead.

Ioun Stone, Pale Green Prism: Stone of Good Luck's more powerful older brother, it's more costly too. If you have a Bard or Bracers of Archery, it's not as impressive, but if not, the 10000 extra is clearly worth it later on when you can afford this for the +1 to hit.

Circlet of Persuasion: If you want to use Cha-based Rogue skills, this is the item for you. It cheaply mimics having 6 higher Charisma.

Boots of Striding and Springing: Movement speed is very useful for a Rogue who acts as a scout. Get this unless you need Boots of Speed more.

Boots of Speed: Probably a better idea than a Speed weapon if you don't have a Wizard to Haste you, since it won't make your weapon's cost shoot up for other abilities. The limited rounds per day are its only weakness.

Goggles of Night: Switch these on when you need to see in the dark, unless you have Darkvision already. As the Rogue, being forced to carry a light can really give you away, so this is an important item for you.

Eyes of the Eagle: Useful for finding traps, avoiding ambushes, and detecting invisible creatures. Why would supersight lenses do the last? Because Pathfinder's Perception rules are a bit of a mess. Just roll with it.

Ioun Stone, Dark Blue Rhomboid: Gaining Alertness gives you eventually +6 to Perception and Sense Motive, which is even better than Eyes of the Eagle, though it costs 4x as much, in part due to being slotless. And of course, its untyped, so it stacks with everything.

Carpet of Flying and its flying friends: Get Carpet of Flying, Wings of Flying, etc eventually so you can actually beat flying archers, particularly if you aren't an archer.

Bracers of Archery: This is very important to archers and nearly useless to everyone else--note that it doesn't stack with Bard's Inspire Courage, making it next to worthless if you have a Bard.

Headband of Mental Stats: This just isn't a very efficient way to get the Will save and Perception bonuses you probably want from the Wis boost. The Int choice is pretty good if it gets you a useful skill. Avoid Cha like the plague though--far better to just grab a Circlet of Persuasion.

Boots of Levitation / Slippers of Spider Climbing: Good for lower levels before you can afford to fly.

In Conclusion

So what have we seen? Rogues are going to have trouble hitting compared to Fighters, so they need to constantly be on guard to make sure they have enough accuracy behind their attacks to deliver their powerful Sneak Attacks. They either need to flank, if they're melee, or be very creative if not, since they need to deliver Sneak Attack whenever possible (consider how much effort you would be willing to go through to negate DR 10 from an opponent. Sneak Attack of only 3d6 is worth that much effort). When played to their full potential and dealing massive damage, they tend to draw the enemy's ire, so especially if they're going to be in the front line fighting, they need to keep up Con to help their hit points survivable. Con also helps them avoid death from failed Fortitude saves, and Wisdom does the same for Will saves while buffing up crucial skills like Perception.

But Why Not Play a Fighter?

I try to ask this question with all non-spellcasters, since Pathfinder did an awesome job of giving us Fighters

as a powerful baseline. Fighters will not do as much damage per hit as a Rogue using the equivalent build, but the Fighter's greater accuracy means you would be hitting more often and probably for higher average damage. The Fighter's Armor Training means you would have had a higher AC to boot. And the Fighter's strong Fortitude save means less chance to be screwed over by those Fort-based save-or-sucks.

However, Rogues have a lot going for them:

- 1) Skills: The Rogue has the skills to scout ahead, find traps, detect ambushes, and whatever else works best in your campaign. The sheer number of additional skill points you get over the Fighter is dizzying.
- 2) Evasion and Ref saves: For a lone character, Fort and Will are likely to carry the most rolls that really screw you over if you fail. But there's nothing quite so scary for TPK potential as the damage on a series of AoE Reflex saves against the entire party. Unless you are blessed with a positive-channeling Cleric, the Rogue helps make this disaster scenario a little more rosy by staying unscathed throughout the experience.
- 3) Damage per hit: Sometimes the enemy has a peculiarly low AC and extremely high health. In these times, the Rogue can truly shine, cutting a devastating swathe through enemies only topped by pre-errata Paladins smiting Demons.
- 4) Crippling Strike: There's no save and no way to resist this ability. It shares that in common with the 3/day 1d6 Con damage from Rapier of Puncturing, which even Treantmonk has called broken. True, it targets Strength and not Con, which does make a big difference, but even a 20th-level Wizard who dumped Strength will probably be rendered immobile by this after your first full attack, and -1 to hit and damage per successful blow against big scary monsters is quite impressive.

Please let me know if you enjoyed this guide. It's feedback from people who find it helpful that helps encourage me to keep writing stuff.

Cheers and good gaming!

~RE