

# Thief

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, thieves bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered thieves, as well as countless other professions that rely upon wits, prowess, or luck. Although many thieves favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called thieves.

**Role:** Thieves excel at moving about unseen and catching foes unaware, and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing between different thieves. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:**  $4d6 \times 10$  gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

## Class Skills

The thief's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+0	Finesse Training, Mark, Trapfinding, Sneak Attack (+1d6), Limit Breaks
2 <sup>nd</sup>	+1	+0	+3	+0	Thief talent, Evasion
3 <sup>rd</sup>	+2	+1	+3	+1	Danger Sense (+1), Finesse Training, Measure the Mark, Sneak Attack (+2d6)
4 <sup>th</sup>	+3	+1	+4	+1	Debilitating Injury, Thief talent, Uncanny Dodge
5 <sup>th</sup>	+3	+1	+4	+1	Improved Theft (+2), Sneak Attack (+3d6), Thief's Edge
6 <sup>th</sup>	+4	+2	+5	+2	Danger Sense (+2). Thief talent
7 <sup>th</sup>	+5	+2	+5	+2	Skilled Liar, Sneak Attack (+4d6)
8 <sup>th</sup>	+6/+1	+2	+6	+2	Thief talent, Improved Uncanny Dodge
9 <sup>th</sup>	+6/+1	+3	+6	+3	Danger Sense (+3), Improved Theft (+4), Distraction, Sneak Attack (+5d6)
10 <sup>th</sup>	+7/+2	+3	+7	+3	Thief advance talent, Mug, Thief's Edge
11 <sup>th</sup>	+8/+3	+3	+7	+3	Finesse Training, Sneak Attack (+6d6)
12 <sup>th</sup>	+9/+4	+4	+8	+4	Danger Sense (+4), Thief advance talent

13 <sup>th</sup>	+9/+4	+4	+8	+4	Improved Theft (+6), Skirmisher, Sneak Attack (+7d6)
14 <sup>th</sup>	+10/+5	+4	+9	+4	Thief advance talent
15 <sup>th</sup>	+11/+6/+1	+5	+9	+5	Danger Sense (+5), Theft Mastery, Sneak Attack (+8d6), Thief's Edge
16 <sup>th</sup>	+12/+7/+2	+5	+10	+5	Thief advance talent
17 <sup>th</sup>	+12/+7/+2	+5	+10	+5	Improved Theft (+8), Hide in Plain Sight, Sneak Attack (+9d6)
18 <sup>th</sup>	+13/+8/+3	+6	+11	+6	Danger Sense (+6), Thief advance talent
19 <sup>th</sup>	+14/+9/+4	+6	+11	+6	Finesse Training, Shadow Step, Sneak Attack (+10d6)
20 <sup>th</sup>	+15/+10/+5	+6	+12	+6	Thief advance talent, Master Strike, Thief's Edge

## Class Features

All of the following are class features of the thief.

**Weapon and Armor Proficiency:** Thieves are proficient with all simple weapons, plus the chakram, hand crossbow, rapier, sap, shortbow, and shortsword. Thieves are proficient with light armor, but not with any type of shields.

**Limit Breaks (Su):** At 1st level, the thief receives the Limit Breaks (Perfect Dodge and Shroud in Darkness).

*Perfect Dodge (Su):* This Limit Break makes the thief extremely agile. Any melee or ranged attack roll and any combat maneuver roll automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. This lasts for a duration of 1 round + 1 round per four thief levels after 1st. This limit break requires only a swift action.

*Shroud in Darkness (Su):* This Limit Break makes the thief invisible for a duration of 1 round + 1 round per four thief levels after 1st. While invisible, the thief can make attacks as normal and remain invisible. The thief also receives a +1d6 sneak attack bonus + an additional 1d6 per four thief levels after 1st while under this Limit Break. This limit break requires only a swift action.

**Sneak Attack (Ex):** If a thief can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The thief's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the thief flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 thief levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit. With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a thief 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. The thief 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 thief cannot sneak attack while striking a creature with total concealment.

**Trapfinding (Ex):** A thief adds half her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A thief can use Disable Device to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A thief who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

**Finesse Training (Ex):** At 1st level, a thief gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any

effect would prevent the thief from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The thief can select a second weapon at 11th level and a third at 19th level.

**Mark (Ex):** At 1st level, a thief gains the ability to measure a creature's capabilities with a look, sizing him up as a potential target for cons, robbery, or combat. The thief must spend a full-round action observing a target, and must succeed at a Perception check against a DC of 10 + the target's character level or HD. If she succeeds, the thief learns the target's class, level, and ability modifiers. If the target is in disguise and its Disguise check exceeds 10 + its character level, the Perception DC is instead equal to the Disguise check. Failure at this check means the thief is not able to accurately gauge her target, while failure by 5 or more leads to false information.

Observing someone in this manner also designates that person as the thief's mark, granting the thief a number of bonuses against them. A thief gains a +2 bonus to Perception, Bluff, Sleight of Hand, and Steal combat maneuver checks made against her mark. A thief also gains a +2 bonus to attack and damage rolls made against her mark. These bonuses increase to +3 at 7th level, +4 at 13th level, and +5 at 19th level.

A thief must keep her attention focused on her mark, and suffers a -2 penalty to her AC except against attacks made by her mark, and also suffers a -4 penalty to Perception checks made against anyone but her mark. Once a thief has designated a mark, she must maintain that creature as her mark each round with a free action.

**Evasion (Ex):** At 2nd level, a thief 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 thief is wearing light armor, or no armor. A helpless thief (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

**Thief Talents:** As a thief gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a thief gains one thief talent. She gains an additional thief talent for every 2 levels of thief attained after 2nd level. A thief cannot select an individual talent more than once. Talents marked with an asterisk add effects to a thief's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

*Acrobatic Assist (Ex):* A thief can expend an attack of opportunity to perform an aid another action to assist an adjacent ally's Acrobatics check, so long as he makes the check as part of movement that passes through the thief's space or an adjacent space. Additionally, whenever the thief uses the aid another action to assist an ally in making an Acrobatics check and she succeeds, her ally gains a +1 dodge bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area, until the end of his turn.

*Acrobatic Charge (Ex):* A thief with this talent may make an Acrobatics check to move through a threatened area or an opponent's square as part of a charge. He may also change direction once during a charge.

*Agonizing Attack\* (Ex):* When a thief with this talent deals sneak attack damage, all damage from the attack is considered continuous damage for the purposes of any concentration checks made by the damaged creature prior to the beginning of the thief's next turn. This talent does not stack with itself, a creature damaged by multiple agonizing strikes in a round only needs to make a single concentration check against the continuous damage from the sneak attack that dealt the most damage. **Prerequisite:** The thief must be at least 6th level before selecting this talent.

*Ambush Assailant (Ex):* If a thief attacks after successfully using Stealth against a creature, that creature is denied its Dexterity bonus to AC against all attacks the thief makes until the beginning of the target's next turn. Creatures with uncanny dodge are immune to this ability. **Prerequisites:** The thief must be at least 8th level before selecting this talent.

*Ambusher (Ex)*: A thief instantly leaps into action. When the thief acts in the surprise round, she can take a move action, a standard action, and a swift action. During a surprise round, opponents are always considered flat-footed to the thief, even if they have already acted. Foes with uncanny dodge are immune to the second part of this ability.

*Armor Expertise (Ex)*: A thief with this talent gains Medium Armor Proficiency as a bonus feat. In addition, she also reduces the armor check penalty of any light or medium armor she wears by 1 (to a minimum of 0) and offsets the speed reduction for wearing medium armor by 5 feet. At 10th level, the thief can move at her normal speed while wearing medium armor.

*Artful Dodger (Ex)*: A thief with this talent adds her Charisma modifier (if positive) as a bonus to her AC against attacks of opportunity. **Prerequisite:** The thief must be at least 8th level before selecting this talent.

*Assault Leader (Ex)*: Once per day, when the thief misses with a sneak attack on an opponent, she can designate a single ally who is adjacent of the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action.

*Befuddling Strike\* (Ex)*: When the thief deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the thief for 1d4 rounds.

*Black Market Connections (Ex)*: A thief with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table: Settlement Statistics) for the purpose of determining the gil limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the thief can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the thief can also sell stolen items on the black market. If the check fails by 5 or more, the thief does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the thief's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table.

Community Size	DC
Thorp	10
Hamlet	12
Village	15
Small Town	18
Large Town	20
Small City	25
Large City	30
Metropolis	35

*Bleeding Attack\* (Ex)*: A thief with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the thief's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

*Blindsense (Ex)*: A thief with this talent gains blindsense to a range of 30 feet. **Prerequisites:** A thief must have the Blind-Fight feat and be at least 10th level before selecting this talent.

*Bomber (Su)*: A thief with this talent can make a number of bombs per day equal to her Intelligence modifier (minimum 1). These bombs act as chemist's bombs, except they deal damage equal to the damage dealt by the thief's sneak attack (the thief doesn't add her Intelligence modifier to this damage though).

*Bomber's Discovery (Su)*: A thief with this talent gains a chemist's discovery that modifies a bomb.

**Prerequisite:** Bomber thief talent

*Brutal Beating\* (Ex)*: Whenever a thief with this talent deals sneak attack damage, she also makes the target sickened for one round. This talent does not stack with itself. **Prerequisite:** A thief must be at least 4th level before selecting this talent.

*Camouflage (Ex)*: A thief with this talent can craft simple but effective camouflage from the surrounding foliage. The thief needs 1 minute to prepare the camouflage, but once she does, it is effective for the rest of the day or until the thief fails a saving throw against an area-effect spell that deals earth, fire, ice, lightning, water, or wind damage, whichever comes first. The thief gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

*Canny Observer (Ex)*: When a thief with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

*Card Shark (Su)*: The thief gains Deadly Dealer as a bonus feat, even if she does not meet the prerequisites. Thrown cards are treated as darts, but the thief cannot imbue cards with additional power unless she has the Arcane Strike feat. This talent otherwise functions as the Deadly Dealer feat.

*Celerity (Ex)*: A thief reacts immediately to danger. Whenever a thief rolls for initiative, she can roll twice and take either result. At 10th level, she can roll for initiative three times and take any one of the results.

*Certainty (Ex)*: The thief chooses one of the skills she selected with thief's edge. Once per day, the thief can reroll a skill check she just made with the selected skill and take the better result. The skill check cannot take more than 1 round. She can use this reroll with the selected skill one additional time per day at 10th level and every 5 levels thereafter. A thief can select this talent multiple times. Each time, the thief must choose a different skill. A thief must have the thief's edge class feature before selecting this talent.

*Charmer (Ex)*: A thief with this talent can roll twice while making a Diplomacy check and take the better result. She must choose to use this talent before making the Diplomacy check. A thief can use this ability once per creature per day plus one additional time per creature per day for every five thief levels she possesses. A thief can use this ability when making a Diplomacy check against a group of creatures. However, if the thief has already expended all her uses per day of this ability for specific creatures in the group, she rolls the two checks sequentially, using the first result for those specific creatures and using the better result for the rest of the group. **Prerequisites:** The thief must be at least 6th level before selecting this talent.

*Chink in the Armor (Ex)*: When a thief with this talent makes a successful sunder combat maneuver against an opponent, any successful attacks that she makes against that opponent until the start of her next turn deal sneak attack damage as if the opponent was flat-footed against her attack.

*Cloying Shades (Su)*: When a thief with this talent uses dimension door as a spell or spell-like ability, including the abundant step or shadow jump class feature, then all creatures adjacent to the thief at the start and end of her teleportation are entangled by grasping shadows for 1 round (although the creatures are not anchored in place). A successful Reflex saving throw negates this effect. The DC of this saving throw is equal to 10 + 1/2 the thief's level + the thief's Intelligence or Charisma modifier (whichever is higher). **Prerequisite:** The thief must have *dimension door* as a spell or spell-like ability before choosing this talent.

*Coax Information (Ex):* A thief with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her. When the duration of the attitude shift ends, that opponents' attitude toward the thief returns to its previous level, rather than dropping one level.

*Combat Ruse:* A thief who selects this talent gains Improved Feint as a bonus feat. She doesn't need to meet the prerequisites for this feat.

*Combat Swipe:* A thief with this talent gains Improved Steal as a bonus feat. At 6th level, she is treated as if she met all the prerequisites for Greater Steal (although she must take the feat as normal).

*Combat Trickery:* A thief who selects this talent gains Improved Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat.

*Consummate Avoidance (Ex):* When a thief with this talent is targeted by a melee or ranged attack, she can spend an immediate action to make an Acrobatics check. She can use the result as her AC or touch AC against that attack, but she must be aware of the attack and not denied her Dexterity bonus to AC.

**Prerequisites:** The thief must be at least 10th level before selecting this talent.

*Convincing Lie (Ex):* When a thief with this talent lies, she creates fabrications so convincing that others treat them as truth. When a thief with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the thief's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the thief's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to half of the thief's level + her Charisma modifier.

*Cunning Trigger (Ex):* A thief with this talent can use a swift action to set off any trap within 30 feet that she constructed or has studied and successfully bypassed. As a full-round action, the thief can also set a simple trap with a CR no greater than her thief level -2 (minimum 1). To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The types of traps that can be constructed in this way are subject to GM discretion.

*Dampen Presence:* A thief who selects this talent gains Dampen Presence as a bonus feat. The thief does not need to meet the feat's prerequisites. The thief is also considered to have the Skill Focus (Stealth) feat for the purpose of satisfying the prerequisites of any feat that lists Dampen Presence as a prerequisite.

*Deadly Range (Ex):* A thief with this talent increases the range at which she can apply her sneak attack damage by 10 feet. This range increases by 10 feet for every 3 levels the thief possesses. When making ranged sneak attacks, the thief gains a +1 circumstance bonus on each sneak attack damage die.

*Deflect Arrows (Ex):* A thief who selects this talent gains the Deflect Arrows feat as a bonus feat. She doesn't need to meet the prerequisites for this feat. A thief can use this feat without a free hand, as long as she has one hand wearing a buckler or wielding a light or one-handed weapon. **Prerequisite:** A thief must be 4th level before taking this talent.

*Deft Palm (Ex):* A thief with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

*Deft Swipe (Ex):* A thief with this talent can use her Sleight of Hand bonus instead of her CMD when performing a steal combat maneuver. If she gains bonuses on steal combat maneuver checks from feats, spells, magic items, or similar effects, these are added to the Sleight of Hand bonus when using the steal maneuver. Additionally, opponents do not gain a +5 bonus to their CMD when the thief tries to remove items fastened to

them. **Prerequisite:** A thief must have the combat swipe talent or Improved Steal feat before selecting this talent.

*Demand Attention (Ex):* The first time each round that the thief deals sneak attack damage to an opponent, he can forgo sneak attack damage to distract the creature. The target must succeed at a Will save (DC 10 + the number of sneak attack dice sacrificed + his Charisma modifier) or become distracted until the start of his next turn. Distracted opponents are entirely focused on the thief, and pay little attention to their surroundings; they are not considered to be observing other characters within 30 feet, allowing them to attempt Stealth checks to hide. A distracted opponent automatically fails Perception checks against creatures more than 30 feet away.

*Developed Poison Immunity (Ex):* When this talent is taken, select a single animal or plant poison that the thief has been poisoned with but survived. The thief automatically succeeds at all Fortitude saves against exposure to the selected poison.

*Dexterous Extrication (Ex):* As an immediate action, a thief with this talent can attempt an Escape Artist check in place of a Reflex saving throw against any effect that would immobilize her or impose the entangled condition on her. Additionally, when she is the target of a grapple combat maneuver, as an immediate action the thief can attempt an Escape Artist check using the result of the skill check in place of her CMD against that combat maneuver attempt. A thief of less than 10th level can only use this second ability once per opponent per day, but at 10th level this limitation no longer applies.

*Disease Use:* A thief with this talent can apply filth from garbage, a sewer, a city street, a polluted area, or long-unwashed clothing or fur to a weapon as a standard action. Doing so causes the weapon to inflict filth fever on its next strike. The thief does not risk exposure to this disease unless she is damaged by the weapon. After a successful attack with the weapon, the filth is dispersed and must be reapplied.

*Distracting Attack\* (Ex):* A thief with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The thief cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

*Duelist's Precision (Ex):* If a thief makes a melee attack and deals sneak attack damage with a single light or one-handed weapon wielded in one hand and makes no attacks with any other weapon during her action, then she can roll double her normal number of sneak attack dice, choose half those dice, and total the chosen dice as her sneak attack damage for this attack. If a thief uses this on her turn, she must choose to use duelist's precision before making any attacks during her turn and if she does, she can only attack with a single light or one-handed weapon wielded in one hand until the end of her turn. A thief can also use duelist's precision with attacks outside her turn, such as attacks of opportunity, provided the other requirements are met. A thief using this ability who has the powerful sneak class feature deals an additional amount of sneak attack damage equal to half the number of sneak attack damage dice dealt. If the thief also has the deadly sneak class feature, this additional damage increases to the number of sneak attack damage dice dealt.

*Eerie Disappearance (Ex):* As a full-round action, the thief can move up to her speed. If she successfully reaches a location that offers her cover or concealment, any creature observing her must attempt a Perception check opposed by the thief's Stealth check. On a failed check, the observer loses track of the thief and fails to note where she moved to. The thief does not take a penalty on this Stealth check for moving up to her speed. At the end of her movement, the thief can attempt an Intimidate check to demoralize all foes within 60 feet who were aware of her at any point during her movement and are unaware of her current location. She rolls the Intimidate check only once and compares her result to the DC for each opponent. **Prerequisite:** Thief Level 6th

*Eldritch Conduit (Su)*: As a full-round action, a thief with this talent can use two potions, two wands, or two scrolls. Each item is expended or loses a charge as if used normally. The thief chooses to gain the magical effect of one, but calculates its effects using the caster level of the other. The thief must still succeed at a Use Magic Device check to operate scrolls or wands unless some other ability allows him to do so, but makes only one skill check to operate both items.

*Emboldening Strike\* (Ex)*: When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, she gains a +1 circumstance bonus on saving throws for every 2 sneak attack dice rolled (minimum +1) for 1 round.

*Enhanced Delivery\* (Ex)*: Whenever a thief with this talent uses a poisoned weapon to attempt an attack in conjunction with a sneak attack, the DC to resist the poison increases by half her number of sneak attack dice (minimum 1).

*Esoteric Scholar (Ex)*: A thief with this talent adds three Knowledge skills of her choice to her list of class skills and she can make all Knowledge skill checks untrained. At 10th level, she can always choose to take 10 on a Knowledge skill check, even if this is not normally allowed.

*Expert Cipher (Ex)*: A thief with this ability can attempt a Linguistics check to decipher a single page of text as a full-round action instead of taking 1 minute as normal. In addition, when the thief attempts a Use Magic Device check to cast a spell from a scroll, she is treated as though she had the minimum score in the appropriate ability score to cast that spell. Finally, the thief can choose to add her Intelligence modifier to her Use Magic Device skill checks instead of her Charisma modifier.

*Expert Leaper (Ex)*: When making Acrobatics checks to jump, a thief with this talent is always considered to have a running start and adds her thief level to the check result. The thief can always make an Acrobatics check to soften a fall, even if the fall is not deliberate. When softening a fall, a DC 15 Acrobatics check allows the thief to ignore the first 20 feet fallen, instead of the first 10 feet. For every 5 by which the thief exceeds the DC of this check, she can ignore an additional 10 feet of distance fallen. Even if a thief takes damage from a fall, she still lands on her feet if the result of the check to soften the fall equals or exceeds a DC of 15 + the falling damage dealt.

*Extinguishing Strike\* (Ex)*: When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, any non-magical light sources worn or carried by the creature (such as lit torches, lanterns, or sunrods) are automatically extinguished. Once per day, the thief can use this ability to also attempt a dispel check (as per *dispel*) against any magical sources of light a target carries, using her thief level as the caster level.

*Face in the Crowd (Ex)*: A thief with this talent can blend into groups easily. Opposed Perception and Sense Motive checks take a –2 penalty when made against the thief's Bluff, Disguise, Sleight of Hand, or Stealth checks if she's within 30 feet of at least two non-hostile characters of her apparent creature type. This penalty increases to –4 if she's within 30 feet of at least eight such creatures or is currently in a square occupied by a crowd.

*False Attacker (Ex)*: Whenever the thief strikes a foe from hiding, she can attempt a Bluff check as an immediate action (opposed by the target's Sense Motive or Perception check, whichever has a higher bonus) before rolling damage to convince the foe that another creature was the attacker. This Bluff check applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). If the Bluff is successful, and the thief maintains concealment or cover, the thief's stealth does not end.

*False Friend (Ex):* A thief with this talent gains a +4 bonus when making Bluff checks to convince someone she has never met or who doesn't know her well that they are previously acquainted or know each other well.

*Fast Getaway (Ex):* After successfully making a sneak attack or Sleight of Hand check, a thief with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

*Fast Stealth (Ex):* This ability allows a thief to move at full speed using the Stealth skill without penalty.

*Feint from Shadows (Ex):* A thief with this talent can feint in combat using a ranged weapon against a target within 30 feet and cause the opponent to lose his Dexterity modifier against her next melee or ranged attack. The thief must have concealment (but not full concealment) from the target of the feint.

*Firearm Training (Ex):* A thief with this talent gains Exotic Weapon Proficiency (firearms).

*Fleet Footed (Ex):* A thief with this talent receives a +10 feet bonus to her base movement speed. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the thief's speed because of any load carried or armor worn. If the thief gains the fast movement class feature from another class, the bonuses to her speed do not stack.

*Flowing Feint (Ex):* A thief with this talent who uses a standard action to move can combine that move with a feint. If she is able to feint as a move action (such as from having the Improved Feint feat), she can combine a move action to move with her feint. The thief also reduces one of the penalties by 4 when feinting against a non-humanoid creature or when feinting against a creature of animal intelligence. The thief only applies this penalty reduction once when feinting against a creature that is a non-humanoid with animal intelligence. At 10th level, the thief instead reduces both of these penalties by 4.

*Focusing Attack\* (Ex):* When a thief selects this talent, she must choose the confused, shaken, or sickened condition. When the thief has the selected condition and hits a creature with a melee attack that deals sneak attack damage, the thief no longer has that condition. A thief can take this talent up to three times. Each time, she must select a different condition that she is able to remove from herself with a melee attack that deals sneak attack damage. Even if the thief has taken this talent multiple times, she can remove only a single effect on herself with each melee attack that deals sneak attack damage.

*Follow Clues (Ex):* A thief with this talent can use Perception to follow tracks as per the Survival skill.

*Getaway Artist (Ex):* A thief with this talent adds Fly, Handle Animal, and Ride to her list of class skills, and gains a +2 bonus on all driving checks.

*Gloom Magic (Sp):* A thief with this talent gains the ability to cast darkness two times per day as a spell-like ability. The darkness created by this ability does not impair the thief's vision. The caster level for this ability is equal to the thief's level. **Prerequisites:** A thief must have an Intelligence score of at least 12 and the minor magic thief talent before choosing this talent.

*Got Your Back (Ex):* Once per round as an immediate action, the thief may expend an attack of opportunity to attempt an aid another check to improve an ally's attack. The thief and her ally must both be flanking the same opponent. This counts as an attack of opportunity.

*Grit (Ex):* A thief with this talent gains the Amateur Gunslinger feat and one grit feat of her choice. She must fulfill the prerequisites of the grit feat in order to choose it. **Prerequisite:** Firearm training talent

*Ground Fighter (Ex):* A thief with this talent can stand up from prone as a move action or a swift action without provoking an attack of opportunity. She can stand up from prone as a free action but this provokes an attack of opportunity. However, the thief can avoid provoking this attack of opportunity by successfully using the Acrobatics skill as if she were moving through a threatened square at full speed. While prone, a thief with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A thief with this talent can take a 5-foot step while crawling and she reduces the penalties on her attack rolls and to her Armor Class for being prone by 2.

*Guileful Polyglot (Ex):* A thief with this talent who has at least one rank in Linguistics gains four additional languages. A thief with this talent who does not have any ranks in Linguistics gains two additional languages. If the thief later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself.

*Hard to Fool (Ex):* A thief with this talent can roll two dice while making a Sense Motive check, and take the better result.

*Heads Up (Ex):* When the thief makes a Perception check, as an immediate or swift action, she can allow one adjacent ally to act as if they had also made a Perception check with the same result.

*Hidden Flight (Ex):* A thief with this talent may run or charge while stealthing by taking a -10 to her Stealth check. **Prerequisite:** Fast Stealth

*Hold Breath (Ex):* A thief with this talent doubles the amount of time she can hold her breath.

*Honeyed Words (Ex):* Once per day, the thief can roll two dice while making a Bluff check, and take the better result. She must choose to use this talent before making the Bluff check. A thief can use this ability one additional time per day for every five thief levels she possesses.

*Instinctive Awareness (Ex):* A thief intuitively senses impending threats. She can always act in the surprise round, even if unaware of attackers.

*Iron Guts (Ex):* A thief with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the thief to be nauseated, sickened, poisoned or sapped.

*Ki Pool (Ex):* A thief with this talent gains a small ki pool. This ki pool is similar to a monk's ki pool, but the thief's ki pool does not grant any extra attacks. The thief gains a number of ki points equal to her Wisdom modifier (minimum 1). These ki points replenish at the start of each day. If she already has a ki pool, or gains a ki pool later, she gains half her Wisdom bonus (minimum 1) as bonus ki points to her ki pool. She can spend a ki point to gain a +10-foot bonus to movement until the end of her turn.

*Larceny (Ex):* If the thief successfully makes a steal combat maneuver, she steals a random alchemical item appropriate to the enemies' CR. CR 1-5 - Tier 1, CR 6-10 - Tier 2. The thief can only steal one item per enemy. The alchemical item stolen is up to the DM's discretion. For every 5 by which the thief beats the creature's CMD, she treats the CR of the creature as 1 higher, to a maximum of 5 CRs higher. In addition, if the CR of the creature is less than half of her character level, this ability will not work. **Prerequisites:** The thief must have combat swipe talent or improved steal feat to select this talent.

*Last Ditch Effort (Ex):* Once per day, a thief with this ability who accidentally activates a trap while attempting to disarm it may immediately attempt another Disable Device check to disarm it, albeit at a -5 penalty. The result of the second check is taken even if the result is lower.

*Lasting Poison (Ex):* A thief with this talent can apply poison to a weapon in such a way that it is effective for a number of successful attacks equal to her Dexterity modifier (minimum two) instead of one. This poison has a reduced effect, however, and saves made against the poison gain a +2 circumstance bonus. Applying poison in this way is a full-round action, or a standard action if the thief has the *swift poison* thief talent.

*Ledge Walker (Ex):* This ability allows a thief to move along narrow, uneven, or slippery surfaces (such as ice) at full speed using the Acrobatics skill without penalty. In addition, a thief with this talent is not flat-footed when using Acrobatics to move along such surfaces, and retains her Dexterity bonus to AC.

*Lethal Acrobatics (Ex):* When a thief with this talent successfully uses Acrobatics to move through an opponent's square without provoking an attack of opportunity, that opponent is considered flat-footed to the thief's next attack until the end of the thief's turn.

*Magic Adept (Ex):* Once per day, a thief with this talent may reroll a Use Magic Device check. The thief must take the second roll even if it is worse.

*Major Magic (Sp):* A thief with this talent gains the ability to cast a 1st-level spell from the black mage spell list once per day as a spell-like ability for every 2 thief levels she possesses. The thief's caster level for this ability is equal to her thief level. The save DC for this spell is 11 + the thief's Intelligence modifier.

**Prerequisites:** A thief must have the minor magic thief talent and an Intelligence score of at least 11 to select this talent.

*Maneuver Mastery (Ex):* The thief has truly mastered one combat maneuver. A thief selects a maneuver when she gains this talent. Whenever she attempts this maneuver, she uses her thief level in place of her base attack bonus (in addition to any base attack bonus gained from other classes). A thief can select this thief talent more than once. Its effects do not stack. Each time she selects this talent she selects another combat maneuver.

*Masterful Strike (Ex):* A thief with this talent can apply up to two talents to her sneak attack that add effects which are normally limited to one talent per individual sneak attack. These talents are marked with an asterisk (\*). At 10th level, she can apply up to three such talents to each sneak attack.

*Melee Archer (Ex):* A thief with this talent may flank enemies 10 feet away from her while using a ranged weapon, as if the ranged weapon were a reach weapon. If the thief threatens squares with her ranged weapons (i.e., through the Snap Shot feat,) she may also flank enemies inside her threatened area.

*Menacing Demeanor (Ex):* A thief with this talent can roll twice while making an Intimidate check and take the better result. She must choose to use this talent before making the Intimidate check. A thief can use this ability once per creature per day plus one additional time per creature per day for every five thief levels she possesses. A thief can use this ability when making an Intimidate check against a group of creatures. However, if the thief has already expended all her uses per day of this ability for specific creatures in the group then she rolls the two checks sequentially, using the first result for those specific creatures and using the better result for the rest of the group. **Prerequisites:** The thief must be at least 6th level before selecting this talent.

*Mien of Despair (Su):* When a thief with this talent successfully demoralizes an opponent using the Intimidate skill or performs a successful feint against an opponent, the opponent loses any morale bonuses and cannot benefit from any morale bonuses for 1d4+1 rounds.

*Minor Magic (Sp):* A thief with this talent gains the ability to cast a 0-level spell from the black mage spell list. This spell can be cast at will as a spell-like ability. The caster level for this ability is equal to the thief's level. The save DC for this spell is 11 + the thief's Intelligence modifier. **Prerequisite:** A thief must have an Intelligence score of at least 11 to select this talent.

*Multitalented (Ex)*: The thief can use her thief talents more often. Once per day, she can use a thief talent that is normally only usable once per day one additional time. At 10th level and 18th level, she can use this talent one additional time per day (for a maximum total of 3 additional uses of a thief talent that can normally only be used once per day). The uses of this talent do not have to be spent on the same thief talent. This ability cannot be used with an advanced talent.

*Nimble Climber (Ex)*: Whenever the thief fails a Climb check by 5 or more, she can attempt a Reflex save (using the same DC as the Climb check) to catch herself and avoid falling.

*Ninja Trick (Ex)*: A thief with this talent can choose a trick from the ninja trick list. A thief can pick this talent more than once. A thief cannot choose a ninja trick with the same name as a thief talent.

*Obfuscate Story (Ex)*: While another individual attempts to give an account of an event, the thief makes an opposed Diplomacy check to deftly interject comments or statements over the course of the storytelling that cause the individual to muddle his ability to recall accurate or specific details. If the thief succeeds, her target remains unaware that the thief's interjections caused the confusion. However, if she fails, the target is allowed a Sense Motive check (DC equal to the thief's failed Diplomacy check) to figure out that she made deliberate attempts to confuse the story.

*Obscuring Blow\* (Ex)*: Once per day, the thief can forgo her potential to deal sneak attack damage to attempt to cloud an opponent's vision. She must declare the use of obscuring blow before she makes the attack. If the attack hits, it does normal damage but, instead of dealing sneak attack damage (and any effect that triggers when the thief deals sneak attack damage), the target treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls for a number of rounds equal to half the thief's level. A successful Fortitude saving throw reduces this effect to 1 round. The DC of this saving throw is equal to 10 + half of the thief's level + her Intelligence modifier.

*Offensive Defense\* (Ex)*: When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, the thief gains a +1 dodge bonus to AC for each sneak attack die rolled for one round. The thief can only receive this bonus once per round.

*Peerless Maneuver (Ex)*: A thief with this talent can roll two dice while making an Acrobatics check to tumble, and take the better result.

*Philologist (Ex)*: A thief with this talent can reroll any Linguistics skill check made to decipher writing in an unfamiliar language, and never risks drawing a false conclusion from a failed Wisdom check after a failed Linguistics check. A thief with this talent is allowed only one reroll per inscription, message, or text encountered.

*Poison Use (Ex)*: The thief is trained in the use of poison, and can't accidentally poison herself when applying poison to a weapon.

*Positioning Attack (Ex)*: Once per round, when a thief with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

*Powerful Sneak\* (Ex)*: Whenever a thief with this talent takes a full-attack action, she can take a -2 penalty on all attack rolls until the start of her next turn. If she does, she can reroll any sneak attack damage dice that result in 1s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack.

*Quick Disable (Ex):* It takes a thief with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round). When she uses Disable Device to open a lock that would normally take a full-round action to open, she reduces the duration to a standard action.

*Quick Scrounge (Ex):* The thief can search a creature, object, or area in half as much time as normal. If her Perception check would normally require a full-round action or less, it becomes one step shorter along the following progression: full-round action, standard action, move action, swift action, immediate action. This talent has no effect on Perception checks that are attempted as free actions or Perception checks that don't require an action.

*Quick Trapsmith (Ex):* As a full-round action, a thief with this talent can set a simple trap with a CR no greater than half her thief level. To do this, she must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

*Quicker than the Eye (Ex):* A thief with this talent can retrieve non-bulky easy-to-reach items, such as potions, scrolls, or alchemical items, as easily as she can draw a light or one-handed weapon. This allows her to combine drawing such an item with a charge or regular move. If a thief with this talent also has the Two Weapon Fighting feat, then when drawing weapons, she can instead draw one such item and a light or one-handed weapon, or draw two such items. If a thief with this talent also has the Quick Draw feat, she can draw a hidden item or hidden weapon as a swift action and she can draw alchemical items, potions, scrolls, and wands as a free action, allowing her to throw alchemical items at her full rate of attacks. When attempting a Sleight of Hand check as a move action instead of a standard action, the thief reduces the penalty by 10. In all these cases, drawing these items or weapons doesn't provoke an attack of opportunity.

*Rapid Boost (Ex):* Once per day, the thief can roll two dice while attempting a Sleight of Hand check and take the better result. She must choose to use this talent before attempting the Sleight of Hand check. A thief can use this ability one additional time per day for every five thief levels she has.

*Rapid Perception (Su):* A thief with this talent can attempt a Perception check to intentionally search for a specific item or creature as a swift action instead of a move action. If she is intentionally searching for an invisible creature, the creature's bonus on its Stealth check from its invisibility is halved.

*Rapid Swipe:* A thief who selects this talent gains Quick Steal as a bonus feat. She doesn't need to meet the prerequisites for this feat. **Prerequisite:** A thief must have the combat swipe talent or Improved Steal feat and be at least 6th level before selecting this talent.

*Rapid Trickery:* A thief who selects this talent gains Quick Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat. **Prerequisite:** A thief must have the combat trickery talent or Improved Dirty Trick feat and be at least 6th level before selecting this talent.

*Resiliency (Ex):* Once per day, a thief with this ability can gain a number of temporary hit points equal to twice her thief level. Activating this ability is an immediate action that can be performed only when the thief is brought to below 0 hit points. This ability can be used to prevent the thief from dying. These temporary hit points last for 1 minute. If the thief's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

*Rope Master (Ex):* A thief with this ability can move at her normal speed when using rope on a Climb check, can take 10 when using Climb to move over narrow surfaces even when in danger or distracted, and gains a +4 bonus when determining the DC to escape bonds when she ties up a creature.

*Sacrifice Self (Ex)*: A thief who makes a successful Reflex save against an area effect can ignore the benefits of her evasion ability to shield an adjacent ally against the effect, essentially halving the damage that ally would normally take. A thief with improved evasion can attempt a secondary save against her ally's damage. If the save is successful, neither she nor her ally takes any damage. A thief must have evasion in order to select this talent, and she must have improved evasion to benefit from the secondary effect. **Prerequisites**: Evasion, improved evasion

*Scavenger (Ex)*: A thief with this talent can pick up and stow an object as a swift action instead of two separate move actions. She gains a +2 bonus on Sleight of Hand checks to pick the pockets of creatures that are stunned or disabled.

*Set-Up (Ex)*: When a thief successfully hits a target with a sneak attack in melee, she can choose to forgo her additional sneak attack damage to make the target more vulnerable to one of her allies adjacent to it. The first melee attack that ally makes against the target before the beginning of her next turn treats the target as flanked, even if her ally is not flanking the target. This has no effect on creatures she could not flank with that ally, even if the ally was properly positioned.

*Shadow Duplicate (Sp)*: Once per day, as an immediate action, when the thief is hit, the thief can create a single shadow duplicate of herself, as per *mirror image*. The GM randomly determines whether the attack hit the thief or the shadow duplicate. The shadow duplicate lasts for a number of rounds equal to the thief's level, or until the shadow duplicate is dispelled or destroyed. This ability does not stack with the *mirror image* spell. The caster level for this ability is equal to the thief's level. A thief can use this ability one additional time per day for every 5 thief levels she has.

*Shadow's Chill\** (Su): When a thief with this talent hits a creature with a melee weapon that deals sneak attack damage, a number of points of the damage dealt equal to the number of sneak attack dice rolled is ice damage. The remainder of the sneak attack damage and the normal weapon damage are unaffected. **Prerequisite**: The thief must have ice resistance from a racial trait before selecting this talent.

*Shove Aside (Ex)*: When a thief and an adjacent ally are both in the area of an attack that requires a saving throw, she can take a -4 penalty on her saving throw to grant her ally a +4 bonus on his saving throw. She loses the evasion ability against this attack. If she has improved evasion, it is reduced to evasion for this attack instead. **Prerequisite**: Evasion class feature.

*Silencing Attack\** (Ex): When a thief with this talent deals sneak attack damage, the target is rendered mute for 1 round. A successful Fortitude save negates this effect (DC 10 + half of the thief's level + the higher of the thief's Strength or Dexterity modifier). A mute creature cannot speak, use language-dependent effects, use verbal spell components, or use command words. **Prerequisite**: A thief must be at least 6th level before selecting this talent.

*Silver Tongued Scoundrel (Ex)*: If a creature would be rendered hostile due to catching the thief red-handed (Such as when caught trespassing, picking a lock or a pocket, etc), but the thief has not performed violent actions or otherwise threatens violence, the thief can attempt a Diplomacy check to Influence Attitude treating the target as indifferent, rather than hostile, but can only make the target friendly. Success does not mean the creature automatically forgives the thief, but it does give her some breathing room to give a plausible explanation for her activities or at least the opportunity to run. **Prerequisite**: The thief must have 1 rank in Diplomacy before selecting this talent.

*Skirmisher (Ex)*: Whenever a thief with this talent moves at least 10 feet in a round and makes an attack action, she deals sneak attack damage as if the target was denied its Dexterity bonus to AC. If the thief makes more than one attack this turn, this talent applies only to the first attack. Foes with uncanny dodge are immune to this ability. **Prerequisite**: A thief must have the waylaying charge talent before selecting this talent.

*Slow Reactions\** (Ex): Opponents damaged by the thief's sneak attack can't make attacks of opportunity for 1 round.

*Snap Shot* (Ex): A thief with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more thieves possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a thief is prevented from acting in the surprise round, this talent has no effect.

*Sneaky Maneuver\** (Ex): Anytime a thief with this talent could hit an opponent with a melee sneak attack on her turn, she may take a –2 penalty on her attack roll and attempt a dirty trick, disarm, steal, sunder, or trip combat maneuver instead of dealing sneak attack damage. If the attack succeeds, the thief deals weapon damage as normal and then attempts a combat maneuver check as a swift action (the –2 penalty only applies to the initial attack roll, not the combat maneuver check). This combat maneuver still provokes attacks of opportunity unless the thief has a feat or ability that allows her to perform it without provoking attacks of opportunity.

*Sniper's Eye* (Ex): A thief with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

*Steal the Story* (Ex): After muddling another's account using obfuscate story, the thief may make another opposed Diplomacy check to alter the details further in order to discredit, insult, or humiliate the target. If the check succeeds, the target takes a penalty on Diplomacy and Intimidate checks against anyone who heard the altered story. This penalty is equal to the thief's Intelligence, Wisdom, or Charisma bonus (whichever is highest), and lasts until the target is able to repair his reputation or discredit the thief. **Prerequisite:** The thief must have the obfuscate story talent to select this talent.

*Stem the Flow\** (Su): When making a successful sneak attack against a creature with the ability to holy/unholy burst, the thief may forgo 3d6 points of sneak attack damage to instead prevent the target from using holy/unholy burst for a number of rounds equal to half her thief level. **Prerequisite:** The thief must have a Sneak Attack of +3d6 to select this talent.

*Strong Stroke* (Ex): A thief with this talent rolls twice when making Swim checks and takes the better result. If she already rolls twice while making a Swim check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the thief is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Swim checks.

*Superior Senses* (Ex): A thief with this talent has a mastery over her senses, and can detect presences by smell and sound as well as she can with sight. She gains a +10 to her Perception rolls to locate creature who benefit from invisibility.

*Surprise Attack* (Ex): During the surprise round, a thief with this ability always considers opponents flat-footed, even if they have already acted. A thief with this ability adds half her thief level to her sneak attack damage rolls made during the surprise round.

*Swift Poison* (Ex): A thief with this talent can apply poison to a weapon as a move action, instead of a standard action.

*Swift Tracker* (Ex): While following tracks, the thief can move at her normal speed without penalty while using the Survival skill. In addition, the penalty for moving at up to twice her normal speed while following tracks is reduced to –10.

*Throw Off-Balance (Ex):* Once per day, when an adjacent creature attacks and misses a thief with this talent, the thief may force that creature to take a 5-foot step that does not provoke an attack of opportunity, which must end in a safe square adjacent to the thief. That creature becomes flat-footed against one target of the thief's choosing until the beginning of the thief's next turn.

*Trap Spotter (Ex):* Whenever a thief with this talent comes within 10 feet of a trap, she receives an immediate passive Perception skill check equal to 10 + her bonus to Perception skill checks to notice the trap. This check should be made in secret by the GM.

*Trick Shot (Ex):* A thief with this talent may perform the feint combat maneuver with a ranged weapon.

*Underhanded\* (Ex):* A thief with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if she makes a sneak attack during the surprise round using a concealed weapon that her opponent didn't know about, she does not have to roll sneak attack damage, and the sneak attack deals maximum damage. A thief can only use the underhanded talent a number of times per day equal to her Charisma modifier (minimum 1).

*Unseeing Acumen (Ex):* A thief who selects this talent gains Blind-Fight as a bonus feat. Additionally, if a thief with this talent is blind or in darkness, she reduces the penalties on Strength and Dexterity-based skills by 2 and doesn't take a penalty on opposed Perception checks. She still automatically fails checks and activities relying on vision, such as reading or sight-based Perception checks.

*Wall Scramble (Ex):* A thief with this talent rolls twice when making Climb checks and takes the better of the two rolls.

*Waylaying Charge (Ex):* Whenever a thief with this talent makes a charge, her attack deals sneak attack damage as if the target was denied its Dexterity bonus to AC. If the thief makes more than one attack this turn, this talent applies only to the first attack. Foes with uncanny dodge are immune to this ability. **Prerequisite:** The thief must be at least 4th level before selecting this talent.

*Without a Trace (Ex):* When the thief successfully uses evasion or improved evasion to avoid taking damage, she can attempt to hide as an immediate action. The thief attempts a Stealth check with a –20 penalty, but gains a +1 bonus on her check for every die of damage the avoided attack would have dealt. The thief can attempt this check even while being observed, as long as she has cover or concealment or an ability that allows her to use the Stealth skill while being observed without cover or concealment. **Prerequisite:** Evasion class feature.

**Measure the Mark (Ex):** At 3rd level, when a thief makes a Sleight of Hand check to take something from a creature, the target makes its Perception check before the thief makes her Sleight of Hand check, and the thief knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the thief elects not to make the check, she can make a Bluff check, opposed by the target's Sense Motive, to prevent the target from noticing the attempt.

**Danger Sense (Ex):** At 3rd level, a thief gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every three thief levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite. The bonuses gained from this ability stack with those gained from trap sense (from another class).

**Debilitating Injury (Ex):** At 4th level, whenever a thief deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty

caused by a thief talent or other special ability). The thief can choose to apply any one of the following penalties when the damage is dealt.

- *Bewildered*: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the thief. At 10th level and 16th level, the penalty to AC against attacks made by the thief increases by –2 (to a maximum of –8).
- *Disoriented*: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the thief. At 10th level and 16th level, the penalty on attack rolls made against the thief increases by –2 (to a maximum of –8).
- *Hampered*: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

**Uncanny Dodge (Ex):** Starting at 4th level, a thief can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A thief with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a thief already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Improved Theft (Ex):** At 5th level, a thief gains a +2 competence bonus on Steal combat maneuvers and any Sleight of Hand skill checks. She gains an additional +2 bonus for every four levels after 5th.

**Thief's Edge (Ex):** At 5th level, a thief has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. She gains the skill unlock powers for that skill as appropriate for her number of ranks in that skill. At 10th, 15th, and 20th levels, she chooses an additional skill and gains skill unlock powers for that skill as well. Skill unlock information, go here:

<http://www.finalfantasy20.com/ffd20/skill-unlocks.html>

**Skilled Liar (Ex):** At 7th level, whenever a thief uses Bluff to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her thief level (minimum +1).

**Improved Uncanny Dodge (Ex):** A thief of 8th level can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her, unless the attacker has at least four more thief levels than the target does.

**Distraction (Ex):** At 9th level, whenever a thief is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the thief. This ability can only be used once during a given Stealth attempt. If the same creature detects the thief's presence again, the ability has no effect.

**Mug (Ex):** At 10th level, as a standard action, a thief can make an attack and if the attack deals sneak attack damage, the thief can make a free Steal combat maneuver to take an item from the creature during combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a –5 penalty on the Perception check to notice the theft.

**Thief Advanced Talents:** At 10th level and every 2 levels thereafter, a thief can choose one of the following advanced talents in place of a thief talent.

*Adaptive Assailant (Ex):* Once per round, a thief with this talent can declare her space and one adjacent square as the origin of her attacks until her next turn (allowing her to use one or both of these to determine whether she or allies are flanking an opponent). At 15th level, she counts an additional adjacent square for this purpose.

*Another Day (Ex):* Once per day, when the thief would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The thief is staggered for 1 round on her next turn.

*Blindsight (Ex):* A thief with this talent gains blindsight to a range of 60 feet. **Prerequisite:** A thief must have blindsense to a range of at least 30 feet before selecting this talent.

*Center of Combat (Ex):* A thief with this talent gains a +1 dodge bonus to AC for every adjacent opponent beyond the first.

*Confounding Blades (Ex):* When a thief with this talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity for 1d4+1 rounds. **Prerequisite:** A thief must have the slow reactions thief talent to select this advanced talent.

*Crippling Strike\* (Ex):* A thief 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.

*Cutting Edge (Ex):* A thief with this ability immediately selects two additional skills with her thief's edge ability. She can select this advanced talent multiple times.

*Deadly Cocktail (Ex):* A thief with this talent can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This talent is an exception to the rule that injury poisons can only be delivered one dose at a time.

*Deadly Sneak\* (Ex):* When a thief with this talent uses the powerful sneak talent, she rerolls all sneak attack dice that resulted in 1s or 2s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack. **Prerequisite:** A thief must have the powerful sneak talent before selecting this talent.

*Defensive Roll (Ex):* The thief can roll with a potentially lethal blow to take less damage from it than she otherwise would. 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 thief can attempt to roll with the damage. To use this ability, the thief must attempt a Reflex saving throw (DC = damage dealt). If she succeeds, the thief takes only half damage from the blow; if she 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 such damage would not normally allow a character to attempt a Reflex save for half damage, the thief's evasion ability does not apply to the defensive roll.

*Devastating Sneak (Ex):* Whenever a thief with this talent uses the powerful sneak thief talent, she treats all 1s, 2s and 3s on the sneak attack damage dice as 4s. **Prerequisites:** Powerful Sneak, Deadly Sneak.

*Dispelling Attack\* (Su):* An opponent that is dealt sneak attack damage by a thief with this ability is affected by a targeted *dispel* affecting the lowest-level spell effect active on the target. The caster level for this

ability is equal to the thief's level. **Prerequisite:** A thief must have the *major magic* thief talent to select this advanced talent.

*Double Debilitation\** (Ex): Whenever the thief inflicts a penalty against a target using the debilitating injury class feature, she can select two penalties to inflict. The target can never be subject to more than two penalties in this way at one time. If any additional penalties are inflicted, any previous penalties immediately end. Any effect that heals damage to the target negates both of the penalties.

*Entanglement of Blades\** (Ex): When a thief with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the thief's next turn.

*Eviscerating Attack\** (Ex): When a thief with this talent damages an opponent with one of her sneak attacks, the opponent takes 1 point of Strength, Dexterity, or Constitution bleed damage, decided by the thief. At 16th level, this ability bleed damage increases to 2 points. **Prerequisite:** A thief must have the bleeding attack talent before selecting this talent.

*Fast Tumble* (Ex): When a thief with this talent uses Acrobatics to tumble at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

*Feat:* A thief may gain any feat that she qualifies for in place of a thief talent. This talent may be taken more than once. Each time, a different feat must be selected.

*Frugal Trapsmith* (Ex): When a thief with this talent constructs a mechanical trap, she only pays 75% of the normal cost.

*Getaway Master* (Ex): A thief with this talent gains a +10 bonus on all drive checks. Prerequisite: Getaway artist talent

*Grand Larceny* (Ex): If the thief successfully makes a steal combat maneuver, she steals a random alchemical item appropriate to the enemies' CR. CR 6-10 - Tier 2, CR 11-15 - Tier 3, CR 16 or higher - Tier 4. The thief can only steal one item per enemy. The alchemical item stolen is up to the DM's discretion. For every 5 by which the thief beats the creature's CMD, she treats the CR of the creature as 1 higher, to a maximum of 5 CRs higher. In addition, if the CR of the creature is less than half of her character level, this ability will not work. **Prerequisites:** The thief must have combat swipe, superior combat swipe, and larceny talents or improved steal, greater steal combat feats, and larceny talent to select this talent.

*Hamstring Strike\** (Ex): Anytime a thief with this talent successfully hits an opponent with a sneak attack, she may forgo her sneak attack damage to try to hamstring her opponent. If the attack succeeds, the thief deals weapon damage as normal, but instead of the thief dealing sneak attack damage, the target is knocked prone and is unable to take move actions during its next turn. A successful Fortitude save (DC 10 + half of the thief's level + her Dexterity modifier) negates this effect.

*Hard Minded* (Ex): A thief with this talent is hard to fool with mind-affecting effects. At the start of her turn, if she is still subject to any mind-affecting spells or effects, she can make a Will saving throw with a standard DC for the effect's level, and if she succeeds at the check, she is no longer subject to the mind-affecting effect. She can make this saving throw even against mind-affecting effects that normally don't allow a saving throw. In those cases, generate the saving throw as if the spell or effect did allow a saving throw.

*Hunter's Surprise* (Ex): Once per day, a thief with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not behind it or it is not flat-footed.

*Knock-Out Blow (Ex)*: Once per day, the thief can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the thief deals sneak attack damage), the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC of this save is equal to 10 + half of the thief's level + her Intelligence modifier.

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

*Leg Strike (Ex)*: A thief with this talent can hamper a creature's movements with her sneak attacks. An enemy damaged by this thief's sneak attack has their movement speed halved for 1d4 rounds.

*Light Walker (Ex)*: The thief can move at full speed through difficult terrain and can take 5-foot steps into difficult terrain. **Prerequisite**: A thief must have the ledge walker thief talent before choosing light walker.

*Magebane Attack (Ex)*: Through a combination of pain and distraction, a thief with this talent can make it hard for spellcasters she hits to use their magic. For one round after the thief deals sneak attack damage to an enemy, that enemy must make a concentration check or lose any spell or spell-like ability it attempts to cast. The DC of the concentration check is equal to 10 + the spell's level + twice the number of sneak attack dice the thief possesses.

*Master of Disguise (Ex)*: Once per day, a thief with this talent can don a disguise as a standard action. While wearing that disguise, she gains a +10 bonus on all Disguise checks.

*Master Sniper (Ex)*: As a full-round action, a thief with this talent may double the sniping penalty to her Stealth check to make a full attack and hide afterward, instead of only making a single attack. All her attacks gain the benefits of being hidden, not just the first. **Prerequisite**: Stealthy Sniper talent.

*Multitalented, Greater (Ex)*: A thief with this talent can use the multitalented thief talent to gain additional uses of advanced talents. **Prerequisite**: A thief must have the multitalented talent to select this talent.

*Opportunist (Ex)*: The thief 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 an attack of opportunity for that round and can't be used more than once per round.

*Quick Poison (Ex)*: A thief with this talent may apply poison to a weapon as a swift action. **Prerequisite**: Swift Poison talent.

*Quick Shot (Ex)*: Whenever the thief rolls initiative, she can also make a single attack with a ranged weapon as a swift action. She can use this ability only if she has a weapon in hand and it is loaded (if applicable). If more than one thief has this talent, their initiative check results determine the order in which they make their attacks. After these attacks are resolved, the round proceeds as normal.

*Reckless Charge (Ex)*: A thief with this talent can choose to gain an additional +2 bonus to attack and damage when making a charge attack. This bonus stacks with any other bonuses gained from charging into combat. When using this talent, the thief loses any AC bonuses gained from Dexterity for the round.

*Redirect Attack (Ex)*: Once per day, when a thief with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee

reach of the attack that hit the thief, and the creature that made the attack against the thief must make a new attack roll against the new target.

*Rumormonger (Ex):* A thief with this talent can attempt to spread a rumor through a small town or larger settlement by making a Bluff check. She can do so a number of times per week equal to her Charisma modifier (minimum 0). The DC is based on the size of the settlement, and it takes a week for the rumor to propagate through the settlement. If the check succeeds, the rumor is practically accepted as fact within the community; succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days. A failed check means the rumor failed to gain traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold. Community size: Small town (DC 18), Large town (DC 20, Small city (DC 25), Large city (DC 30), Metropolis (DC 35).

*Skill Mastery:* The thief becomes so confident 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 thief may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

*Stealthy Sniper (Ex):* When a thief with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

*Superior Combat Ruse:* A thief who selects this talent gains Greater Feint as a bonus feat. She doesn't need to meet the prerequisites for this feat. **Prerequisite:** A thief must have the combat ruse talent or Improved Feint feat before selecting this talent.

*Superior Combat Swipe:* A thief who selects this talent gains Greater Steal as a bonus feat. **Prerequisite:** A thief must have the combat swipe talent or Improved Steal feat before selecting this talent.

*Superior Combat Trickery:* A thief who selects this talent gains Greater Dirty Trick as a bonus feat. She doesn't need to meet the prerequisites for this feat. **Prerequisite:** A thief must have the combat trickery talent or Improved Dirty Trick feat before selecting this talent.

*Tactical Master (Ex):* A thief with this talent may use Assault Leader an additional 1 time per day for every 5 Thief levels she possesses. Assault Leader may not be used more than once per round. **Prerequisite:** Assault Leader talent.

*Thoughtful Reexamination (Ex):* Once per day, a thief with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

*Unlock Ki (Ex):* A thief with this advanced talent increases the number of points in the ki pool that she gains from the ki pool thief talent to be equal to half her thief level + her highest mental ability score modifier (Intelligence, Wisdom, or Charisma). In addition, she can spend 2 points from her ki pool as a swift action to gain the skill unlocks for one skill of her choice as appropriate for her number of ranks in that skill. This benefit lasts for 1 minute. **Prerequisite:** Ki pool.

*Unwitting Ally (Ex):* A thief with this talent can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the thief's next turn. The opponent must be able to hear and see the thief, and the thief must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the thief cannot use this trick again on the same opponent for the next 24 hours. If the thief

fails the check by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

*Weapon Snatcher (Ex):* A thief with this talent can make a Sleight of Hand check in place of a disarm check when attempting to disarm an opponent. If she gains bonuses on disarm combat maneuver checks from feats, spells, magic items, or similar effects, these are added to the Sleight of Hand bonus when using the disarm combat maneuver.

**Skirmisher (Ex):** At 13th level, whenever a thief moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the thief makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

**Theft Mastery (Ex):** At 15th level, the thief can take 10 on Sleight of Hand skill checks even if stress and distractions would normally prevent her from doing so.

**Hide in Plain Sight (Ex):** At 17th level, the thief can use the Stealth skill even while being observed.

**Shadow Step (Su):** At 19th level, as a move action, the thief can step into the shadows and appear out of a shadow within 30 feet.

**Master Strike (Ex):** Upon reaching 20th level, a thief becomes incredibly deadly when dealing sneak attack damage. Each time the thief deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + half of the thief's level + her Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that thief's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.