

Interaction

Assume Quirk

You can perfectly imitate a small habit or idiosyncrasy of a person you impersonate in order to throw off suspicion.

Requirements Disguise 5+ Ranks

Benefit When impersonating a particular individual, you can eliminate the normal Spot bonus granted to a viewer familiar with that individual (PH 73). This requires no special action, but you can maintain the deception for only 1 hour per day.

Group Fake-Out

You lean left, go right, and leave a whole group of enemies holding the bag

Requirements Bluff 8+ Ranks

Benefit You can use Bluff to feint in combat (PH 68) against more than one opponent. Make one Bluff check opposed by separate Sense Motive checks for each opponent. For each extra opponent, Bluff takes -2 penalty.

Never Outnumbered

You can demoralize multiple enemies

Requirements Intimidate 8+ Ranks

Benefit When you use Intimidate to demoralize an opponent (PH 76), you can affect all enemies within 10 feet. Each enemy rolls a separate modified level check to oppose.

Second Impression

You can convince someone of your false identity even after your disguise fails

Requirements Bluff 5+ Ranks; Disguise 5+ Ranks

Benefit See text

Social Recovery

You can talk your way out of a problem you talked yourself into

Requirements Bluff 8+ Ranks; Diplomacy 5+ Ranks

Benefit If you fail a Diplomacy check, you can spend 1 full round making a rushed Bluff check (-10 penalty) to substitute

Timely Misdirection

You can divert an opponent's attention to avoid its attacks

Requirements Bluff 8+ Ranks

Benefit If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

Manipulation

Clever Improviser

Tools? Why would you need tools? It's just a combination lock with a poison needle trap, after all.

Requirements Disable Device 5+ Ranks; Open Lock 5+ Ranks

Benefit When making a Disable Device or Open Lock check without Thieves' Tools, you ignore the usual -2 penalty. You can use this any number of times per day until you fail a Disable Device or Open Locks check without tools. Must rest 8 hours before can use again

Conceal Spellcasting

You can cast spells without others noticing

Requirements Concentration 1+ Rank; Sleight of Hand 5+ Ranks; Spellcraft 1+ Rank

Benefit You can cast a spell without revealing that you are doing so. Make a Sleight of Hand check as part of the action used to cast the spell, opposed by the Spot checks of onlookers. If successful, the observer can't tell you are casting; no AoO and no Counter

Easy Escape

You can slip free from the grasp of a larger enemy with ease

Requirements Medium or smaller size; Escape Artist 8+ Ranks

Benefit If your opponent is larger than Medium, you gain a circumstance bonus on your Escape Artist check to escape a grapple or pin. Large +4, Huge +8, Gargantuan +12, or Colossal +16

False Theurgy

You can deceive an opponent's Spellcraft check to identify the spell you are casting

Requirements Bluff or Sleight of Hand 8+ Ranks; Spellcraft 8+ Ranks

Benefit As a Swift action when casting a spell, you can adjust the spell's verbal and somatic components to mimic those of another spell of your choice from the same level. Any creature identifying the spell you are casting believes it to be the other. See text

Healing Hands

You can bring someone back from the brink of death

Requirements Heal 5+ Ranks

Benefit If you succeed on a Heal check made to stabilize a dying character, that character also heals 1d6 points of damage

Hidden Blade

You can quickly draw a hidden weapon to make a deadly strike

Requirements Sleight of Hand 5+ Ranks; Quick Draw

Benefit After you have used Sleight of Hand to successfully conceal a weapon (PH 81), you can draw that weapon as a move action instead of a standard action. An opponent that was unaware is treated as flat-footed against the first attack you make that turn

Mosquito's Bite

You can deliver a vicious strike without your target feeling a thing

Requirements Sleight of Hand 12+ Ranks

Benefit If you use a light weapon to hit a flat-footed opponent, you can choose to have the opponent not realize that it has been hit until the start of your next turn. Instead, that opponent reacts as if you had attacked and missed.
See Text

Opening Tap

No time to waste on tools - a sharp tap should pop that lock

Requirements Open lock 12+ Ranks

Benefit As a swift action, you can make an Open Lock check with a -10 penalty by tapping a lock with a hard, blunt object such as the pommel of a weapon. You don't take any additional penalty for making the check without thieves' tools.
Use until you fail.

Quick Escape

In the blink of an eye, you can escape nearly any tight spot

Requirements Escape Artist 12+ Ranks

Benefit See text

Shrouded Dance

You can seem to be where you are not

Requirements Hide 8+ Ranks; Perform (dance) 5+ Ranks

Benefit As a move action, you can attempt a DC20 Hide check. If you succeed, you have concealment until the start of your next turn

Sudden Draw

You can quickly draw a hidden weapon to make a deadly strike

Requirements Sleight of Hand 8+ Ranks; Quick Draw

Benefit If an opponent provokes an AoO from you and you have a weapon you concealed with Sleight of Hand, you can use that weapon for the AoO. The opponent is considered flat-footed. See text.

Whip Climber

You can use a whip as a grappling hook

Requirements Use Rope 5+ Ranks; proficiency with the whip

Benefit You can use a whip as a makeshift grappling hook. Make Climb checks using the whip as if it were a normal rope. Requires Use Rope check to secure, but takes only a move action.

Mental

Clarity of Vision

You can briefly see invisible opponents

Requirements Spot 12+ Ranks

Benefit As a Swift action, you can attempt a DC 20 Spot check. If successful, you can focus your vision so clearly that you can pinpoint the location of invisible creatures within 30 feet. This clarity lasts until the end of your turn.

Collector of Stories

You've heard so many tales of legendary monsters that you remember all sorts of gory details

Requirements Knowledge (any) 5+ ranks

Benefit When you attempt a trained Knowledge check to identify a creature or to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

Listen to This

You can perfectly repeat what you hear

Requirements Listen 5+ Ranks

Benefit Whenever you make a successful Listen check to hear a noise, you can describe that sound any time up to 1 hour later with such clarity that any individuals hearing the description are treated as if they had heard the sound themselves.

Magical Appraisal

You can judge the usefulness of magic items

Requirements Appraise 5+ Ranks; Knowledge (Arcana) 5+ Ranks; Spellcraft 12+ Ranks

Benefit If you succeed by 5 or more on Spellcraft to determine the school of magic on an item, you can learn extra info as if you had used identify.
This trick can be used once per day

Point it Out

You can show others what you see

Requirements Spot 8+ Ranks

Benefit When you make a successful Spot check, you can spend an Immediate action to to grant a single ally within 30 ft who can see and hear you a free Spot check to see the same thing with +2 Circumstance bonus

Spot the Weak Point

Your keen eyes allow you to place attacks where they will do the most good

Requirements Spot 12+ Ranks

Benefit As a standard action, you can attempt a Spot check to find a weakness in your opponent's defenses. The DC of this check equals the opponent's AC. If the check succeeds, your next attack against that opponent is considered Touch.

Swift Concentration

You can maintain your mental focus while attending to another task

Requirements Concentration 12+ Ranks

Benefit You can maintain concentration on a spell or similar effect as a swift action.

Movement

Acrobatic Backstab

You dart past your opponent's attacks, ending up perfectly positioned for a devastating counterattack.

Requirements Tumble 12+ Ranks

Benefit If you succeed on a Tumble check to move through an enemy's space without AoO, treat that enemy as flat-footed against the next melee attack you make on it this turn. Enemy must be standing on ground or floor to use this trick.

Back On Your Feet

You can hop back up to your feet instantly if you fall.

Requirements Tumble 12+ Ranks

Benefit If you fall prone for any reason, you can stand up as an Immediate action without provoking AoO.

Corner Perch

You can brace yourself against walls to leave your hands free

Requirements Climb 8+ Ranks

Benefit If you succeed on a Climb check using a chimney or corner(PH 69), you can suspend yourself momentarily. Until end of your next turn, you can use your hands for any other purpose (including attacking) without falling. See text for more.

Dismount Attack

You can leap out of the saddle onto a foe

Requirements Ride 5+ Ranks

Benefit If your mount has moved at least 10 feet this round and you succeed on a fast dismount (PH 80), you can use a standard action to attack an adjacent opponent as if you had charged that opponent.

Escape Attack

You can follow a successful escape with a swift attack

Requirements Escape Artist 8+ Ranks

Benefit When you escape a grapple, you can make a single melee attack with a light weapon as a Swift action against the opponent that was grappling you. The opponent is considered flat-footed against this attack. You must have the weapon in hand at turn start.

Extreme Leap

Your extraordinary leaping ability carries you over great distances

Requirements Jump 5+ Ranks

Benefit If you make a horizontal jump of at least 10 feet during your turn, you can spend a Swift action to move an additional 10 feet that turn

Leaping Climber

There's no better way to start a tough climb than by leaping up the wall

Requirements Climb 5+ Ranks; Jump 5+ Ranks

Benefit If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round. Treat the Jump check as being made with a running start even if you didn't move at least 20 feet.

Nimble Charge

You can run across treacherous surfaces with ease

Requirements Balance 5+ Ranks

Benefit You can run or charge across a difficult surface without needing to make a Balance check (PH 67).

Nimble Stand

You can rely on your acrobatic talent to stand up from prone safely

Requirements Tumble 8+ Ranks

Benefit You can stand up from prone without provoking attacks of opportunity

Quick Swimmer

You can push yourself to swim faster

Requirements Swim 5+ Ranks

Benefit If you succeed on a Swim check to move at least 10 feet, you can move an extra 10 feet as part of that action.

Slipping Past

You can slip through a tight space without breaking stride

Requirements Escape Artist 5+ Ranks; Tumble 5+ Ranks

Benefit As a Swift action, ignore additional movement cost and penalty on attack rolls and to AC when squeezing through a narrow space (PH 148) until the start of your next turn

Speedy Ascent

You can produce a burst of speed when climbing

Requirements Climb 5+ Ranks

Benefit If you succeed on a Climb check to move at least 10 feet, you can move an extra 10 feet as part of that action.

Tumbling Crawl

You can safely roll away from danger

Requirements Tumble 5+ Ranks

Benefit By succeeding on a DC 15 Tumble check, you can crawl 5 feet as a move action without provoking attacks of opportunity. Crawling normally provokes attacks of opportunity from any attackers who threaten you at any point during your crawl (PH 142).

Twisted Charge

You can charge in a crooked line

Requirements Balance 5+ Ranks; Tumble 5+ Ranks

Benefit When you charge, you can make one turn of up to 90 degrees during your movement. Can't move more than your speed as part of this charge. All other restrictions apply and must have Line of Sight to enemy at start of your turn

Up the Hill

You can move quickly up a slope

Requirements Balance 5+ Ranks; Jump 5+ Ranks

Benefit You can move up a steep slope or stairs at your normal speed instead of half-speed. This effect lasts 1 round.

Walk the Walls

You can run straight up a wall for a few seconds

Requirements Climb 12+ Ranks; Tumble 5+ Ranks

Benefit You can move up a wall without making a Climb check. Each 5 ft vertical movement costs 4 squares of movement, and you must begin and end on a horizontal surface

Wall Jumper

There's no better way to end a touch climb than by leaping from the wall

Requirements Climb 5+ Ranks; Jump 5+ Ranks

Benefit If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from the wall as if you had a running start.