

Forger's List of Awesome Stuff for Rogues

Check out [Forger's Database](#) for more lists, guides, and helpful info

Hello, My name is Forger. Welcome to another list.

The following is a list of every feat, item, trait, and other notable thing I am aware of that is meant for the rogue (or ninja) or makes the rogue(or Ninja) more amazing. This list does not include 3rd party, but does include some 3.5 material, and does not include racial favored class bonuses or racial traits or Rogue talents or class features.

All entries are hyperlinked, I will attempt to keep these links up to date. Please always refer to the link proper or the original sourcebook, do not use this list for rules text. Summaries are listed for quick reference and convenience purposes and will not cover all necessary information.

Items, Feats, Traits, and other things which affect specific archetypes but not the standard rogue may not be accounted for by this list. Ninja is largely accounted for.

This list is intended as a catalogue of all things Rogue related that could not otherwise be found in a single easy to locate spot. It is not intended as a guide or suggestion (even if suggestions can be found). It is simply a one stop shopping spot for almost everything related to the rogue.

Assistance and Suggestions regarding current or additional entries are welcome via IM, PM, or forum posts on the forum you were linked from.

Feats

[Accomplished Sneak Attacker](#) - for your multi-class rogue, this feat increases their sneak attack die by one. It doesn't work on a rogue who has sneak attack equal to at least half their HD

[Extra Rogue Talent](#) - get another rogue talent

[Expert Sniper](#) - reduced penalty to stealth for sniping

[Master Sniper](#) - Get two attacks while sniping as full round action, make stealth check to remain hidden as part of the same action, -2 on all atks made as part of this action

[Bookish Rogue](#) - change your spell-like abilities

[Flensing strike](#) - use a combo of bleed and sneak attack to strip away natural armor bonuses and make target sickened.

[Talented Magician](#) - Extra daily use of minor/major magic rogue talents

[True Deception](#) - get bonuses to pretending to be a specific individual

[Acute Shot](#) - with magical atk bonuses, subtract range penalties from dmg instead of atk, and use limited number of sneak attack die if attack would qualify.

[Knockout artist](#) - situational dmg bonus on unarmed sneak attacks to deal non-lethal dmg

[Sneaking Precision](#) - apply a crit feat to the second sneak atk in a round as a swift action

[Surprise Maneuver](#) - If you use a combat maneuver when you qualify to sneak attack, you get a bonus on the maneuver equal to the number of sneak attack dice

[Vandal](#) - Goblins only, apply half-sneak attack dmg against unattended objects

[Blinding Sneak Attack](#) - sneak attacks in magical darkness can blind target for one round

[Dastardly Finish](#) - Deliver coup de grace to cowering or stunned target

[Improved Feint](#) - Feint as a move action to make target flat-footed so you can sneak attack it

[Feint, Greater](#) - Feinted opponent loses dex bonus for 1 round

[Seething Hatred](#) - prerequisite for Extreme Prejudice

[Extreme Prejudice](#) - multiclassed rogues with studied target can roll d8s against a specific creature type on sneak attacks

[Hellcat Pounce](#) - whenever you hit an opponent in the surprise round, get a free second attack but they are not flat-footed against it

[Hold the Blade](#) - Disarm foe who strikes for for ac penalty if you flank them or could sneak attack them

[Sap Adept](#) - bonus damage on non-lethal sneak attacks

[Sap Master](#) - Double sneak attack damage on non-lethal

[Shadows of Fear](#) - free flanking against scared foes once/round

[Strangler](#) - sneak attack against grappled foe

[Shadow Strike](#) - Deal precision dmg against targets with concealment (but not total concealment)

[Betrayal Sense](#) - Add trap sense bonus to Perception vs disguise and sense motive vs surprise attacks

[Cunning Initiative](#) - flexible readied actions

[Quiet Death](#) - Quietly ambush foes

[Cooperative Disabling](#) - Ally has chance to cover for your mistake if you fail a disable device check to disable a trap, but with worsened penalty for failure.

[Disable Dweomer](#) - suppress abilities of a magic item with disable device

[Savage Critical](#) - ogres only, use crits or vital strike to deal sneak attack dmg

[Sneaking Critical](#) - Add extra sneak attack die on crits equal to the crit multiplier of weapon

[Merciless Precision](#) - +1d6 sneak attack against targets affected by any of a list of conditions, Kobolds only

The Following four feats grant dexterity to damage with a selected weapon. All but Dervish Dance require weapon focus in the selected weapon. All require Weapon Finesse. They are largely unnecessary for an Unchained Rogue, unless he or she desires to use a scimitar or one handed slashing weapon (in which case they must also find a way to make that weapon qualify for weapon finesse). They are listed as allowance for the likelihood that not all GMs will allow Unchained Rogue at their table.

[Fencing Grace](#) - use dex to determine dmg of a rapier (use for non-unchained rogues) (prereq weapon focus)

[Starry Grace](#) - use dex to determine dmg of a starglance (prereq weapon focus)

[Dervish Dancer](#) - treat scimitar as finessable piercing weapon, add dex to dmg as well (prereq, weapon finesse, Perform Dance 2 ranks)

[Slashing Grace](#) - treat one handed slashing weapons as one handed piercing weapons, use dex mod instead of str mod for dmg, (prereq weapon focus)

Traits

[Blade of the Society](#) - Bonus trait damage on sneak attacks, combat trait (society)

[Briar Bandit \(forest\)](#) - In overgrowth +2 stealth, +1 sneak attack damage

[Trap Finder](#) - (campaign) Use disable device to disable magical traps, as if you had trapfinding. Thus, rogues who lose trapfinding can partially gain back the ability via this trait (if allowed).

The Vessel Between - (regional) gain bonus to attack rolls on attacks that would deal sneak attack damage on hit.

Items -

[Stag's Helm](#) - Allows ranged attacks which consider target flat-footed.

[Sword of Subtlety](#) - Sneak attacks with this weapon gain a +4 bonus to the wielder's atk and dmg rolls - The damage of this weapon is not listed as precision damage, and therefore should multiply on a critical hit. Creatures immune to precision damage can still be sneak attacked, but will take no extra damage from the sneak attack ability, however they would still take extra damage from this weapon's enchantment.

[Amulet of Hidden Strength](#) - gain either a bonus attack at highest attack bonus as a swift action or regain two Ki points as a full round action once per day (may use one or the other, not both).
Reminder - Rogue can gain Ki points through a rogue talent or the Ninja Alternate Class.

[Shozoku of the Night's Wind](#) - Armor and stealth bonuses, use invisibility in dim light or darker once per day. Ninja's with the Vanishing trick get two extra uses of that ability which do not cost Ki, not dependent on light level.

[Headband of Ninjitsu](#) - bonuses to feint and reposition, +2 bonus on sneak attacks, sneak attack creatures with concealment or total concealment, miss chances apply normally

[Vest of the Cockroach](#) - gain or improve resiliency rogue Talent (rogues only)

[Rogue's Vest](#) - Warning, 3.5 item, use at DM's Discretion. Gain +2 stealth, +2 reflex saves, +1d6 sneak attack/skirmish/sudden strike (only if you already have the ability)

[Sniper Goggles \(and Greater\)](#) - Normal - sneak attack at any range, +2 dmg per sneak attack die rolled if within 30ft using ranged sneak attack. Greater - Sneak Attack at any range, +2 sneak attack dmg per sneak attack die at any range (wording implies works with melee)

[Necklace of Ki Serenity](#) - Improved level dependent portions of Ki Powers and Ki pool by +4 levels

[Ki Mat](#) - regain up to one ki point per hour of meditation by succeeding at wisdom checks (wording may require DM ruling to allow)

[Murderer's Blackcloth](#) - rogues with bleeding attack improve bleed damage of Bleeding attack by +1.

[Bracers of Archery, Greater and Lesser](#) - +2 (greater) or +1(lesser) bonus on attack rolls with a bow in which the wearer is already proficient, +1 damage as well(greater), proficiency in any bows not already proficient in.

[Bracers of Falcon's Aim](#) - gain Aspect of the Falcon once a day for 1 minute (pre-errata, gain aspect of the falcon continuously)

[Hat of Disguise](#) - Disguise self at will (normal), Alter Self at will (greater) Hat is always part of disguise if desired.

[Muleback Cords](#) - +8 strength for carry capacity only, so you can finally haul all your gear around

[Handy Haversack](#) - cheaper/better Bag of holding (move action to retrieve any stored item, does not provoke AoO), holds 80 lbs in big pocket, 20 each in the 2 smaller pockets

[Ring of Chameleon Power](#) - Disguise self at will and +10 stealth

[Ring of Maniacal Devices](#) - +5 craft and disable device, may make such checks untrained (useful for rogues who don't want to put ranks in it and prefer to rely on their trapfinding ability bonus)

Spells

[Sense Vitals](#) - Gain 1d6 sneak attack per 3 caster levels for one round/level.

[Hunter's eye](#) - Warning, 3.5 spell, use at DM's discretion. Gain +1d6 sneak attack (even if you don't have sneak attack class feature) per 3 caster levels, 1 round duration.

