

FLAT FOOTED-FOR THAT DELICIOUS SNEAK ATTACK DAMAGE- NOTES ON HOW TO MAKE MY ENEMIES FLAT FOOTED-

DEFINITIONS:

FLAT FOOTED- a creature is distracted or unable to focus on defense. -2 penalty to its AC. This is also how I get sneak attack damage.

SNEAK ATTACK- when my enemy can't properly defend itself, I like to take advantage to deal extra damage. If I strike a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon attack, I deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse. As my rogue level increases, so does the number of damage dice for my sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

ACTIONS:

SURPRISE ATTACK- Rogue class feat (CRB pg. 178) on the first round of combat, if I rolled stealth or deception for initiative, then all creatures that haven't acted yet are flat-footed to me. For example, if I am using an exploration activity to avoid notice, and initiative is rolled, I roll stealth for initiative. If i'm having a conversation with someone and decide to, say, stab them in the face, I would use deception for initiative. In either of these examples, the target would be flat footed to me as long as they haven't acted by the time it's my turn.

TUMBLE BEHIND- (feat) I stride, then I roll an acrobatics check against reflex DC to tumble through

* success, I move through enemies' space, the space is difficult terrain, and my enemy is flat footed against my next attack. (Stab stab)

GRAPPLE- (CRB pg. 242) athletics check against fortitude dc.

*crit-target is restrained (flat footed and immobilized) until end of my next turn unless I move or my target escapes (unarmed attack modifier against dc of effect) ((my athletics dc = 10+athletics modifier))

*success-target is grabbed until end of my next turn unless I move or target escapes

*fail-I don't grab the target. If i'm attempting to maintain a grab, conditions end

*crit fail-The target breaks free, and target can attempt to grab me as if it succeeded, or knock me prone.

FLANKING- (CRB pg. 476) a target is flat footed if flanked. From center to center of allies' squares, and through opposite corners or sides of the target square. The easiest and most consistent way to make an enemy flat footed, but you need the help of your party.

TRIP- (CRB pg. 283) roll an athletics check against targets reflex dc. In an attempt to trip

- *crit-target lands prone (making them flat footed) and takes 1d6 bludgeoning damage

- *success-creature lands prone

- *crit fail-i land prone (prone- flat footed, -2 to attack rolls, can only crawl and stand, can take greater cover against ranged attacks)

SNEAK- (CRB pg. 252) if I want to sneak around when there are creatures that can see me, I

Can use a combination of hide and sneak to do so.

- *First, I hide behind something (either by taking advantage of cover or having the concealed condition due to fog, a spell, or a similar effect). A successful stealth check makes me hidden, though the creatures still know roughly where I are.

- *Second, now that I'm hidden, I can sneak. That means I can move at half my speed and attempt another stealth check. (Quick sneak feat allows full speed)

If my roll is successful, I'm now undetected. That means the creatures don't know which square i'm in anymore. (And they're flat footed to me) If I am approaching creatures that don't know I am there, I could begin sneaking right away, since they didn't know my location to start with. I can also roll stealth for initiative if I enter a combat while avoiding notice. Some actions can cause me to become observed again, but they're mostly what you'd expect: standing out in the open, attacking someone, making a bunch of noise, and so forth. I only have to end my movement in cover to remain hidden, I do not need to remain in cover the entire movement.

If I strike someone after successfully hiding or sneaking, though, they're flat-footed to that strike. I then become observed. Creatures can try to find me using the seek action, described on Page 471. Invisibility, blinded, and darkness have an effect on sneak too. See the CRB. Then go forth and stab.

UNDETECTED- (CRB pg. 466) while I am undetected, creatures don't know what space I occupy, are flat footed to me, and can't easily target me. Creatures can use the seek action to find me while I'm undetected, using their Perception against my stealth DC, and if successful, it makes me hidden from them instead of undetected by them. If I am undetected by a creature, that doesn't necessarily mean it's unaware of my presence. It might suspect I am in the area, even though it's unable to find my space. If a creature suspects I am around, it can pick a square and attempt an attack. This works like targeting a hidden creature, using a dc11 flat check to target me.

HIDE/HIDDEN- (CRB pg.620) while I am hidden from a creature, that creature knows the space I'm hiding in but can't tell exactly where I am. I become hidden by using stealth to hide. When a creature seeks me using only imprecise senses, I remain hidden rather than observed, as with a precise sense like vision. A creature I'm hidden from is flat footed to me, and must succeed on a dc11 flat check when targeting me. Area effects do not use this check.

FEINT- (CRB pg. 246) I roll a deception check against perception dc of the enemy
If I crit, they're flat footed against attacks until the end of my *next* turn
*success-they're flat footed against my next attack *this* turn
*crit fail-I am flat footed against their attacks until the end of *my* next turn

CREATE A

DIVERSION- (CRB pg. 245) if I distract the target using a deception check against their perception dc, I become hidden to them.

*success- I become hidden to each creature whose perception dc is less than or equal to my result. (The hidden condition allows me to sneak away.) This lasts until the end of my turn or until I do anything except step or use the hide or sneak action of the stealth skill. If I strike a creature, the creature remains flat-footed against that attack, and I then become observed. If I do anything else, I become observed just before I act unless the gm determines otherwise. The feat Lengthy Diversion lets me remain hidden after the end of my turn on a crit.

*failure- I don't divert the attention of any creatures whose perception dc exceeds My result, and those creatures are aware that I was trying to trick them.

PRONE- (CRB pg. 621) if I succeed in tripping an enemy, they fall prone. This makes the enemy flat footed, and they take a -2 to attack rolls while prone. They also gain a +4 to ac from ranged attacks while prone, so make sure you're not ruining another player's shot.

OTHER OPTIONS- Currently, there are a huge amount of other options for making my foes flat footed, or that benefit from the flat footed condition; they include dozens of feats, items and actions like spells.

Some options for the rogue include: bottled lighting, though that can be a bit flashy, spells or items causing the confused condition, the paralyzed condition, or the unconscious condition.

CONDITIONS-

UNNOTICED- My target has no idea I'm there. This makes me also undetected, and hidden.

UNDETECTED- If I'm undetected, I'm also hidden, and allows me to sneak, hide, and attack, but I become observed if I do so.

HIDDEN- Allows me to sneak, and also attack, but I become observed if I do so.

OBSERVED- Allows me to attempt to hide, attempt to sneak, feint, create a diversion, tumble behind, grapple, flank, trip

***CONCEALED-** While concealed, I am difficult to see. I can still be observed, but I am tougher to target. Dc5 flat check to target me.

If I'M UNNOTICED, I'M ALSO UNDETECTED AND HIDDEN.-MY ENEMY KNOWS NOT WHERE I AM.

If I'M UNDETECTED, I'M ALSO HIDDEN-My ENEMY IS FLAT FOOTED TO ME, AND MY ENEMY NEEDS TO USE THE SEEK ACTION, A PERCEPTION CHECK AGAINST MY STEALTH DC, TO FIND ME. IF THEY'RE SUCCESSFUL, I AM THEN HIDDEN TO THEM, AND THEY CAN USE A DC 11 FLAT CHECK TO TARGET ME. IF THEY CRITICALLY SUCCEED ON THE SEEK CHECK, I AM OBSERVED STRAIGHT FROM UNDETECTED, AND THEY CAN TARGET ME AS NORMAL.

If I'M HIDDEN, MY ENEMY NEEDS A DC11 FLAT CHECK TO TARGET ME. IF THEY FAIL, THEY DON'T AFFECT ME, AND THEY LOSE THE ACTION. THEY ARE ALSO FLAT FOOTED TO ME.

If I'M CONCEALED, DC5 FLAT CHECK TO TARGET ME-