

# TRAPSMITH

(ROGUE)

Trapsmith  
Level

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

## TRAPSMITH

Rogue  
Level

1



Trapfinding  
Sneak Attack

2

Evasion

4

Careful Disarm

8

Trapmaster

10

Advanced Talents

20

Master Strike

## TRAPS

TRAP SENSE

Rogue

Misc

Level

REFLEX BONUS

Level

3

+

=

(

÷

3

)

+

Level

4

Apply this bonus × 2 to avoid a trap you sprang while attempting to disable it.

Level

4

Failing to disarm a trap does not spring the trap unless you fail by 10 or more.

TRAP MASTER

Level

8

On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.

If it's a magical trap that only lets certain people through, you can change who it will allow.

## SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
Level

Misc

d6

=

(

÷

2

)

+

(Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

Level

20

- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

=

10

+

(

÷

2

)

+

INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.