

PÍCARO

UNCHAINED

Nivel de
Pícaro

PÍCARO

Nivel de
Pícaro

1

☐

Encontrar Trampas
Ataque furtivo
Finesse Training

2

☐

Evasión

3

☐

Danger Sense

4

☐

Debilitating Injury
Esquiva Asombrosa

5

☐

Rogue's Edge

8

☐

Esquiva Asombrosa Mejorada

10

☐

Talentos Avanzados

20

☐

Golpe maestro

TRAMPAS

Percepción

Nivel de
Pícaro

Encontrar trampas = + $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$

Inutilizar
Mecanismo

Nivel de
Pícaro

Desactivar Trampas = + $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$

DANGER SENSE
BONUS

Nivel de
Pícaro

Misc

Nivel

3

+ = $\left(\frac{\text{Nivel de Pícaro}}{3} \right) + \text{Misc}$

Bonus to Reflex saves and AC against traps, and to Perception to avoid being surprised by a foe.

ATAQUE FURTIVO

BON DAÑO
FURTIVO

Nivel de
Pícaro

Misc

d6 = $\left(\frac{\text{Nivel de Pícaro}}{2} \right) + \text{Misc}$
(Redondear arriba)

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.

DEBILITATING INJURY

Nivel

4

On a successful sneak attack, apply a penalty for 1 round. Only one such penalty can be applied at a time.

Bewildered

Penalty to AC, and an extra AC penalty against yourself.

4

-2 AC -4 AC against yourself

10

-2 AC -6 AC against yourself

16

-2 AC -8 AC against yourself

Disoriented

Penalty to attack, and an extra penalty against yourself.

4

-2 attack -4 to attack yourself

10

-2 attack -6 to attack yourself

16

-2 attack -8 to attack yourself

Hampered

All target's speeds are reduced to half (min 5ft), and target cannot take 5ft steps.

TALENTOS DE PÍCARO

TALENTOS
CONOCIDOS

Nivel de
Pícaro

Misc

A partir de nivel 10, un Pícaro puede aprender Talentos Avanzados

= $\left(\frac{\text{Nivel de Pícaro}}{2} \right) + \text{Misc}$ (Redondear abajo)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROGUE'S EDGE

Nivel

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

GOLPE MAESTRO

A successful sneak attack can also deliver one of:

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

GOLPE MAESTRO
CD FORTALEZA

Nivel de
Pícaro

Nivel

20

= 10 + $\left(\frac{\text{Nivel de Pícaro}}{2} \right) + \text{DES}$

Golpe maestro no puede ser usado de nuevo en el mismo objetivo en 24 horas, pasen la Salv Fort. o no