

SCOUT
(ROGUE)

Scout
Level

SCOUT

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Scout's Charge
8	<input type="checkbox"/>	Skirmisher
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

TRAPS

TRAP SENSE

REFLEX BONUS

Level

Rogue
Level

Misc

3

+

= (

÷ 3

) +

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.

SCOUT'S CHARGE

Level

4 Deal sneak attack damage when you charge.
Enemies with Uncanny Dodge are immune to this.

SKIRMISHER

Level

8 Deal sneak attack damage whenever you move 10 ft.
Enemies with Uncanny Dodge are immune to this.

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.

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