# ROGUE
## UNCHAINED

Rogue Level [ ]

## ROGUE

| Rogue Level | | |
|---|---|---|
| 1 | ☐ | Trapfinding<br>Sneak Attack<br>Finesse Training |
| 2 | ☐ | Evasion |
| 3 | ☐ | Danger Sense |
| 4 | ☐ | Debilitating Injury<br>Uncanny Dodge |
| 5 | ☐ | Rogue's Edge |
| 8 | ☐ | Improved Uncanny Dodge |
| 10 | ☐ | Advanced Talents |
| 20 | ☐ | Master Strike |

## TRAPS

Locate Traps [ ] = Perception _____ + ( Rogue Level _____ ÷ 2 )

Disable Traps [ ] = Disable Device _____ + ( Rogue Level _____ ÷ 2 )

### DANGER SENSE BONUS

Level 3

+ [ ] = ( Rogue Level _____ ÷ 3 ) + Misc _____

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

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

[ ] d6 = ( Rogue Level _____ ÷ 2 ) + Misc _____

**(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.

### DEBILITATING INJURY

Level 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.

## ROGUE TALENTS

### TALENTS KNOWN

[ ] = ( Rogue Level _____ ÷ 2 ) + Misc _____ (Round down)

From level 10, a Rogue can take Advanced Talents

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

## ROGUE'S EDGE

Gain skill unlock powers appropriate to your ranks in:

Level
5 _____

10 _____

15 _____

20 _____

## MASTER STRIKE

A successful sneak attack can also deliver one of:
• Sleep for 1d4 hours • Paralyzed for 2d6 rounds • Slain

### MASTER STRIKE FORTITUDE DC

Level 20

[ ] = 10 + ( Rogue Level _____ ÷ 2 ) + **DEX**

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