

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

| Level | TRAP SENSE REFLEX BONUS | Rogue Level | Misc |
|-------|---------------------------------------------|----------------------|----------------------|
| 3 | <input type="text"/> + <input type="text"/> | <input type="text"/> | <input type="text"/> |

SNEAK ATTACK

| SNEAK DAMAGE BONUS | Rogue Level | Misc |
|-----------------------|-------------|------|
|-----------------------|-------------|------|

$$\boxed{\text{d6}} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(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.

| Level | SCOUT'S CHARGE |
|-------|---------------------------------------------------------------------------------------------|
| 4 | Deal sneak attack damage when you charge. Enemies with Uncanny Dodge are immune to this. |

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

MASTER STRIKE

| Level | A successful sneak attack can also deliver one of: |
|-------|------------------------------------------------------------------------------------------------------------------------|
| 20 | <ul style="list-style-type: none"> Sleep for 1d4 hours Paralysed for 2d6 rounds Slain |

| MASTER STRIKE FORTITUDE DC | Rogue Level |
|-------------------------------|----------------------|
| <input type="text"/> | <input type="text"/> |

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

$$\boxed{\text{Talents Known}} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(Round down)

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