

LADINO UNCHAINED

Nível de
Ladino

LADINO

Nível de
Ladino

1

☐

Encontrar Armadilhas
Ataque furtivo
Finesse Training

2

☐

Evasão

3

☐

Danger Sense

4

☐

Debilitating Injury
Esquiva Sobrenatural

5

☐

Rogue's Edge

8

☐

Esquiva Sobrenatural Aprimorada

10

☐

Talentos Avançados

20

☐

Ataque Mestre

ARMADILHAS

Percepção

Nível de
Ladino

Localizar Armadilhas = + (÷ 2)

Desabilitar Dispositivo

Nível de
Ladino

Desabilitar Armadilhas = + (÷ 2)

**DANGER SENSE
BÔNUS**

Nível de
Ladino

Outros

Nível

3

+ = (÷ 3) +

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

ATAQUE FURTIVO

**DANO FURTIVO
BÔNUS**

Nível de
Ladino

Outros

d6 = (÷ 2) +
(Arredonda para Cima)

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

Nível

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 LADINO

TALENTOS CONHECIDOS de
CONHECIDOS Ladino

Outros

No nível 10, um Ladino
pode adquirir Talentos Avançados

= (÷ 2) + (Arredonda para Baixo)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROGUE'S EDGE

Nível

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

ATAQUE MESTRE

A successful sneak attack can also deliver one of:

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

ATAQUE MESTRE Fortitude DC de
FORTITUDE DC Ladino

Nível

20

= 10 + (÷ 2) + DES

Ataque mestre não pode ser usado novamente no mesmo alvo em 24h, passando ou não no teste de Fortitude.