	THUG	Thug Level	ROGUE TALENTS						
	(ROGUE)	Level	TALENTS KNOWN	Rogue Level		Misc		evel 10, a Rogue	
×	THUG	*		= (÷ 2) +	ŀ		te Advanced Talents	
Rogue Level					'		(Round down)		
1 -	Frightening Sneak Attack		_1						
2 🗆	Evasion								
3 🗆	Brutal Beating		2						
4 🗆	Uncanny Dodge								
8 🗆	Improved Uncanny Dodge		3						
10 🗆	Advanced Talents								
20 🗆	Master Strike		4						
×	FRIGHTENING	, 1	· ·						
On successfully longer than nor	r intimidating a target, they are	shaken for 1 round	5						
If a target would	d be shaken for at least 4 round them frightened for 1 round.	ds, you can choose							
The state of the s	SNEAK ATTACK	6							
SNEAK DAM	AGE Rogue	Misc							
BONUS	Level		7						
d6	<u> </u>								
(Round up) Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.			8						
On ranged attacks, it only applies within 30 ft. It is not multiplied by critical hits.		9							
It cannot be non-lethal unless using a non-lethal weapon. BRUTAL BEATING			,						
	essfully dealing sneak attack d		10						
forgo 10 Level SICKE	d6 of the damage to make the t	arget sickened.	10						
3 DURA		,							
	rds = (÷	2)	11						
``	MASTER STRIKE	E							
	ssful sneak attack can also del	liver one of:	12						
0.000	for 1d4 hours zed for 2d6 rounds								
• Slain			13						
MASTER STI FORTITUDE									
	= 10 + (÷ 2) + INT	14						
	annot be used again on the samer they pass the Fortitude save								
	are pass the rotatione save	-							