TALENTS ROQUE SURVIVALIST Roque Level 1 Hardy Sneak Attack 2 Evasion 3 Endure Elements 4 Uncanny Dodge 8 Improved Uncanny Dodge 10 Advanced Talents 20 Master Strike HARDY Can go twice the normal number of days for your race without water before suffring dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SOUND GRound 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 son multiple by ortical hits. It cannot be non-lethal unless using a non-lethal weapon. ENDURE ELEWIENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Endure Elements does not protect you from fire or cold damage.	SURVIVALIST Survivalist Level		ROGUE TALENTS			
Regue Level Hardy Sneak Attack		12			Misc	
Level 1		SURVIVALIST		= (÷ 2) +	
2		Cllordy		`		(Round down)
3	1		1			
4 Uncanny Dodge 8 Improved Uncanny Dodge 3 10 Advanced Talents 20 Master Strike HARDY Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SNEAK ATTACK SNEAK ATTACK SNEAK DAMAGE Rogue Misc Level Misc Gound 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. ENDURE ELEMENT'S Level level equal to your Rogue level. Level level equal to your Rogue level. Level level equal to you Rogue level. Level level equal to you Rogue level. Level level equal to you Rogue level. Level lenents does not protect you from fire or cold damage.	2] Evasion				
8 Improved Uncanny Dodge 3 10 Advanced Talents 4 ENDURE ELEMENTS 5 ENDURE ELEMENTS 5 ENDURE Glements does not protect you from fire or cold damage. 3 Improved Uncanny Dodge 3 Advanced Talents 4 Advanced Talents 5 Advanced Tale	3	☐ Endure Elements	2			
10 Advanced Talents 20 Master Strike HARDY Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SNEAK DAMAGE Rogue BONUS Level (Round up) Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC. Or 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. ENDURE ELEMENTS Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.	4 -	Uncanny Dodge				
HARDY Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SNEAK DAMAGE Rogue Level Misc Go = (÷ 2) + (Round up) Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC. It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. ENDURE ELEMENTS Level Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.	8 [Improved Uncanny Dodge	3			
Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SNEAK DAMAGE BONUS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Endure Elements does not protect you from fire or cold damage.	10	Advanced Talents				
Cast Endure Elements does not protect you from fire or cold damage.	20	☐ Master Strike	4			
water before suffering dehydration, and triple the normal number of days without food before suffering starvation. SNEAK ATTACK SNEAK DAMAGE Rogue Level Misc d6 = (÷ 2) + 7 (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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Endure Elements does not protect you from fire or cold damage.	7	HARDY				
SNEAK ATTACK SNEAK DAMAGE BONUS 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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.			5			
SNEAK DAMAGE BONUS d6 = (÷ 2) + 7 (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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.	of days withou	at food before suffering starvation.				
BONUS Level (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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.			6			
(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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage. In the provided Hermitian of the protect of the provided Hermitian or						
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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.	d	6 = (÷ 2) +	7			
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. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.		(Round up)				
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage. 10			8			
ENDURE ELEMENTS Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.						
Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level. Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage. 10 11			9			
Level 2 level equal to your Rogue level. 3 Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.						
Suffer no harm from being in hot or cold environments. Equipment is likewise protected. Endure Elements does not protect you from fire or cold damage.	level e	ndure Elements as a spell-like ability, with a caster qual to your Rogue level.	10			
damage. 11	Suffer	no harm from being in hot or cold environments. nent is likewise protected.				
		' '	11			
MASTER STRIKE	``	MASTER STRIKE				
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours 12			12.			
20 • Paralyzed for 2d6 rounds • Slain	20 • Para	lyzed for 2d6 rounds				
MASTER STRIKE Rogue 13	MASTER ST	FRIKE Rogue	13			
FORTITUDE DC Level	FORTITUDI					
	Master strike cannot be used again on the same target within		14			
24 hours, whether they pass the Fortitude save or not.	24 hours, whe	ther they pass the Fortitude save or not.				