ROGUE

Rogue Level [ ]

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Rogue Level		
1	☐	{ Trapfinding / Sneak Attack
2	☐	Evasion
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

TRAP SENSE
REFLEX BONUS

Level 3

[+] $= (\underline{\quad} \div 3) + \underline{\quad}$

Rogue Level   Misc

SNEAK ATTACK

SNEAK DAMAGE
BONUS

[d6] $= (\underline{\quad} \div 2) + \underline{\quad}$

Rogue Level   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.

MASTER STRIKE

A successful sneak attack can also deliver one of:

Level 20
- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE
FORTITUDE DC

[ ] $= 10 + (\underline{\quad} \div 2) +$ INT

Rogue Level

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

[ ] $= (\underline{\quad} \div 2) + \underline{\quad}$

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

(Round down)

1

2

3

4

5

6

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