

LADINO

UNCHAINED

Nível do Ladino

LADINO

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1 ☐ Trapfinding
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

Nível do Ladino

Percepção

Localizar Armadilhas = + (÷ 2)

Desabilitar Dispositivos

Desabilitar Armadilhas = + (÷ 2)

DANGER SENSE Nível do Ladino

Nível **BONUS**

Outros

3 + = (÷ 3) +

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

ATAQUE FURTIVO

DANO FURTIVO Nível do Ladino

BÔNUS

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.

Nível **DEBILITATING INJURY**

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 Nível do Ladino

Outros

No nível 10, um Ladino pode adquirir Talentos Avançados

= (÷ 2) + (Arredonda para Baixo)

1

2

3

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14

ROGUE'S EDGE

Nível Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

ATAQUE MESTRE

A successful sneak attack can also deliver one of:

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

ATAQUE MESTRE

Nível Fortitude CD

Nível

20

= 10 + (÷ 2) + INT

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