

# CHARLATAN

Charlatan  
Level

(ROGUE)

## CHARLATAN

Rogue  
Level

1

☐

{ Natural Born Liar  
Sneak Attack

2

☐

Evasion

3

☐

Grand Hoax

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

## NATURAL BORN LIAR

When you successfully Bluff someone, they take -2 to oppose your Bluff checks for 24 hours. This does not stack with itself.

## SNEAK ATTACK

**SNEAK DAMAGE**  
**BONUS**

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Level

Misc

d6

$$= \left( \frac{\quad}{2} \right) + \quad$$

(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.

## GRAND HOAX

Use a Bluff check to spread rumours. The rumours normally take a week to propagate.

Level

**RUMOURS**  
**PER WEEK**

3

$$\frac{\quad}{\quad} = \text{CHA}$$

(As the Rumourmonger feat)

## MASTER STRIKE

A successful sneak attack can also deliver one of:

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

**MASTER STRIKE**  
**FORTITUDE DC**

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$$= 10 + \left( \frac{\quad}{2} \right) + \text{INT}$$

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**

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

$$= \left( \frac{\quad}{2} \right) + \quad$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14