

# ROUBLARD DECHAINÉ

Niveau  
de Roublard

## TALENTS DE ROUBLARD

### TALENTS CONNUS

Niveau  
de Roublard

Divers

À partir du niveau 10, un Roublard  
peut choisir des talents de maître roublard

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{arrondi à l'inférieur})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14

### ROUBLARD

Niveau  
de Roublard

1

☐

Détection de pièges  
Attaque Sournoise  
Finesse Training

2

☐

Evasion

3

☐

Danger Sense

4

☐

Debilitating Injury  
Esquive instinctive

5

☐

Rogue's Edge

8

☐

Esquive instinctive supérieure

10

☐

Talents de maître roublard

20

☐

Frappe de maître

### PIÈGES

Perception

Niveau  
de Roublard

$$\text{Détection de pièges } \boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$$

Sabotage

Niveau  
de Roublard

$$\text{Désarmer les pièges } \boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$$

### DANGER SENSE

Niveau

BONUS

Niveau  
de Roublard

Divers

3

$$+ \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

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

### ATTAQUE SOURNOISE

#### BONUS DE DÉGÂTS

Niveau  
de Roublard

Divers

$$\boxed{\phantom{000}} \text{ d6} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{arrondi au supérieur})$$

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.

### DEBILITATING INJURY

Niveau

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.

### ROGUE'S EDGE

Niveau

Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

### COUP DE MAÎTRE

A successful sneak attack can also deliver one of:

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

#### COUP DE MAÎTRE

Niveau

FORTITUDE DC

Niveau  
de Roublard

20

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{DEX}$$

Coup de maître ne peut pas être utilisé à nouveau sur la même cible dans les  
24 heures, qu'elle réussisse son jet de vigueur ou non.