	THUG	THUG Thug Level			ROGUE TALENTS			
	(ROGUE)	reset 1	TALENTS KNOWN	Rogue Level	Misc	From level 10, a Rogue		
Rogue	THUG	*		= (÷ 2) +	can take Advanced Talents (Round down)		
Level	Cettosto				·	(Nound down)		
1	Frightening Sneak Attack		1					
2 [□ Evasion							
3	☐ Brutal Beating		2					
4 [□ Uncanny Dodge							
8	☐ Improved Uncanny Dodge		3					
10	☐ Advanced Talents							
20	☐ Master Strike		4					
	FRIGHTENING	-						
On successful	lly intimidating a target, they are	shaken for 1 round	5					
Inger than no If a target wou instead to mal	ormar. uld be shaken for at least 4 round ke them frightened for 1 round.	s, you can choose						
SNEAK ATTACK			6					
SNEAK DAI BONUS								
			7					
d	=(
(Round up) Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC. On regard attacks, it only applies within 20 ft.			8					
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.			9					
Ĭ,	BRUTAL BEATING							
On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened. Level SICKENED Rogue DURATION Level			10					
	rds = (÷	2)	11					
X	MASTER STRIKE	,						
	cessful sneak attack can also deli		12					
Level · Slee	p for 1d4 hours							
20 • Para • Slair	alysed for 2d6 rounds n		13					
MASTER STRIKE Rogue FORTITUDE DC Level								
TORTHOD		2) + INT	14					
Market 1.7			-4					
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.								