	BURGLAR Burglar		ROGUE TALENTS				
	(ROGUE)	Level	TALENTS KNOWN	Rogue Level		Misc	From level 10, a Rogue
1	BURGLAR		11110 0011	] = (	÷2)+		can take Advanced Talents
Rogue Level	C			_ (	. 2 /		(Round down)
1	☐ Trapfinding Sneak Attack		1				
2	□ Evasion						
4	☐ Careful Disarm		2				
8	☐ Distraction						
10	☐ Advanced Talents		3				
20	☐ Master Strike						
X	TRAPS	*	4				
	ing to disable a trap does not s fail by 10 or more.						
TRAP SENSE Rogue Mice			5				
3	FLEX BONUS Level	\					
+	= (	÷3)+	6				
	ly this bonus × 2to avoid a trapmpting to disable it.	p you sprang while					
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SNEAK ATTA	.CK	7				
SNEAK DAMAGE Rogue BONUS Level Misc							
	d6 = ( ÷ 2	.)+	8				
		(Round up)					
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.			9				
On ranged a	attacks, it only applies within 3						
	ltiplied by critical hits. e non-lethal unless using a nor	n-lethal weapon.	10				
Ĭ,	DISTRACTIO						
Level mak	en detected while using Stealth se a Bluff check to convince th	n (but not visible), e target that the noise	11				
	something innocent.  I does not work twice on the sa	ame target.					
×	MASTER STR	IKE ,	12				
	iccessful sneak attack can als eep for 1d4 hours	o deliver one of:					
<b>20</b> • Pa	aralyzed for 2d6 rounds		13				
• Slain  MASTER STRIKE Rogue							
FORTITU	DE DC Level	\	14				
	= 10 + (	÷ 2 ) + INT					
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.							