

PÍCARO

UNCHAINED

Nivel de
Pícaro

PÍCARO

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Pícaro

1 ☐ Encontrar Trampas
Ataque furtivo
Finesse Training

2 ☐ Evasión

3 ☐ Danger Sense

4 ☐ Debilitating Injury
Esquiva Asombrosa

5 ☐ Rogue's Edge

8 ☐ Esquiva Asombrosa Mejorada

10 ☐ Talentos Avanzados

20 ☐ Golpe maestro

TRAMPAS

Percepción

Nivel de
Pícaro

Encontrar trampas = + $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$

Inutilizar
Mecanismo

Nivel de
Pícaro

Desactivar Trampas = + $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$

DANGER SENSE
BONUS

Nivel de
Pícaro

Misc

3 + = $\left(\frac{\text{Nivel de Pícaro}}{3} \right)$ +

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

ATAQUE FURTIVO

BON DAÑO
FURTIVO

Nivel de
Pícaro

Misc

d6 = $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$ + (Redondear arriba)

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

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 PÍCARO

TALENTOS
CONOCIDOS

Nivel de
Pícaro

Misc

A partir de nivel 10, un Pícaro puede aprender Talentos Avanzados

= $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$ + (Redondear abajo)

1

2

3

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14

ROGUE'S EDGE

Nivel Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

GOLPE MAESTRO

A successful sneak attack can also deliver one of:

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

CD FORTALEZA
GOLPE MAESTRO

Nivel de
Pícaro

20 = 10 + $\left(\frac{\text{Nivel de Pícaro}}{2} \right)$ + **DES**

Golpe maestro no puede ser usado de nuevo en el mismo objetivo en 24 horas, pasen la Salv Fort. o no