THUG
(ROGUE)

Thug Level ⬚

THUG

Rogue Level		
1	☐ {	Frightening / Sneak Attack
2	☐	Evasion
3	☐	Brutal Beating
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue Level   Misc

[ ] d6 = (_____ ÷ 2) + _____

(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.

BRUTAL BEATING

Level 3

On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened.

SICKENED DURATION

Rogue Level

[ ] rds = (_____ ÷ 2)

MASTER STRIKE

Level 20

A successful sneak attack can also deliver one of:
- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

Rogue Level

[ ] = 10 + (_____ ÷ 2) + INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

TALENTS KNOWN

Rogue Level   Misc

[ ] = (_____ ÷ 2) + _____ (Round down)

From level 10, a Rogue can take Advanced Talents

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