LADINO
UNCHAINED

Nível do Ladino ☐

LADINO

Nível do Ladino

1	☐	Encontrar Armadilhas Ataque furtivo Finesse Training
2	☐	Evasão
3	☐	Danger Sense
4	☐	Debilitating Injury Esquiva Sobrenatural
5	☐	Rogue's Edge
8	☐	Esquiva Sobrenatural Aprimorada
10	☐	Talentos Avançados
20	☐	Ataque Mestre

ARMADILHAS

Nível do Ladino

Percepção

Localizar Armadilhas ▢ = _____ + (_____ ÷ **2**)

Desabilitar Dispositivo / Nível do Ladino

Desabilitar Armadilhas ▢ = _____ + (_____ ÷ **2**)

DANGER SENSE Nível do Ladino
BONUS

Nível **3**

▢ + ▢ = (_____ ÷ **3**) + _____ Outros

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

ATAQUE FURTIVO

DANO FURTIVO Nível do Ladino
BÔNUS

▢ d6 = (_____ ÷ **2**) + _____ Outros

(Arredonda para Cima)

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.

Nível **4** **DEBILITATING INJURY**
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 LADINO

TALENTOS Nível do Ladino Outros
CONHECIDOS

No nível 10, um Ladino
pode adquirir Talentos Avançados

▢ = (_____ ÷ **2**) + _____ (Arredonda para Baixo)

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

ROGUE'S EDGE

Nível **5** Gain skill unlock powers appropriate to your ranks in:

5 _____

10 _____

15 _____

20 _____

ATAQUE MESTRE

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

ATAQUE MESTRE Nível do Ladino
Fortitude CD

Nível **20**

▢ = 10 + (_____ ÷ **2**) + DES

Ataque mestre não pode ser usado novamente no mesmo alvo em
24h, passando ou não no teste de Fortitude.