# ROGUE
## UNCHAINED

Rogue Level ☐

## ROGUE TALENTS

**TALENTS KNOWN**

☐ = ( _____ ÷ 2 ) + _____

Rogue Level     Misc

From level 10, a Rogue can take Advanced Talents

(Round down)

1 _____  _____

2 _____  _____

3 _____  _____

4 _____  _____

5 _____  _____

6 _____  _____

7 _____  _____

8 _____  _____

9 _____  _____

10 _____  _____

11 _____  _____

12 _____  _____

13 _____  _____

14 _____  _____

## ROGUE

| Rogue Level | | |
|---|---|---|
| 1 | ☐ | Trapfinding / Sneak Attack / Finesse Training |
| 2 | ☐ | Evasion |
| 3 | ☐ | Danger Sense |
| 4 | ☐ | Debilitating Injury / Uncanny Dodge |
| 5 | ☐ | Rogue's Edge |
| 8 | ☐ | Improved Uncanny Dodge |
| 10 | ☐ | Advanced Talents |
| 20 | ☐ | Master Strike |

## TRAPS

**Locate Traps**  ☐ = _____ + ( _____ ÷ 2 )

Perception     Rogue Level

**Disable Traps**  ☐ = _____ + ( _____ ÷ 2 )

Disable Device     Rogue Level

**DANGER SENSE BONUS**

Level 3

+ ☐ = ( _____ ÷ 3 ) + _____

Rogue Level     Misc

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

## SNEAK ATTACK

**SNEAK DAMAGE BONUS**

☐ d6 = ( _____ ÷ 2 ) + _____

Rogue Level     Misc

**(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.

**DEBILITATING INJURY**

Level 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.

## ROGUE'S EDGE

Level

Gain skill unlock powers appropriate to your ranks in:

5 _____

10 _____

15 _____

20 _____

## MASTER STRIKE

A successful sneak attack can also deliver one of:

· Sleep for 1d4 hours   · Paralysed for 2d6 rounds   · Slain

**MASTER STRIKE FORTITUDE DC**

Level 20

☐ = 10 + ( _____ ÷ 2 ) + DEX

Rogue Level

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