

# ROGUE UNCHAINED

Rogue  
Level

## ROGUE

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack Finesse Training
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Danger Sense
4	<input type="checkbox"/>	Debilitating Injury Uncanny Dodge
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

## TRAPS

Locate Traps  =  + (  ÷ 2 )

Disable Traps  =  + (  ÷ 2 )

**DANGER SENSE**  
Level **BONUS** 3 +  = (  ÷ 3 ) +

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 ) +  (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 TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

## 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 • Paralyzed for 2d6 rounds • Slain

Level

**MASTER STRIKE**  
**FORTITUDE DC**

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20

= 10 + (  ÷ 2 ) + **DEX**

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