

# SCOUT

(ROGUE)

Scout  
Level

## SCOUT

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Scout's Charge
8	<input type="checkbox"/>	Skirmisher
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

## TRAPS

Level	TRAP SENSE REFLEX BONUS	Rogue Level	Misc
3	<input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>

## SNEAK ATTACK

SNEAK DAMAGE BONUS	Rogue Level	Misc
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$$\text{d6} = \left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(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.

Level	SCOUT'S CHARGE
4	Deal sneak attack damage when you charge. Enemies with Uncanny Dodge are immune to this.

Level	SKIRMISHER
8	Deal sneak attack damage whenever you move 10 ft. Enemies with Uncanny Dodge are immune to this.

## MASTER STRIKE

Level	A successful sneak attack can also deliver one of:
20	<ul style="list-style-type: none"> <li>Sleep for 1d4 hours</li> <li>Paralyzed for 2d6 rounds</li> <li>Slain</li> </ul>

MASTER STRIKE FORTITUDE DC	Rogue Level
<input type="text"/>	<input type="text"/>

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

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

$$\text{Talents Known} = \left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(Round down)

1

2

3

4

5

6

7

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11

12

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14