

# ROGUE

Rogue  
Level

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**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## TRAPS

TRAP SENSE

Rogue  
Level

Misc

Level

REFLEX BONUS

**3**

$$+ \text{ } = \left( \text{ } \div 3 \right) + \text{ }$$

## SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
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Misc

$$\text{d6} = \left( \text{ } \div 2 \right) + \text{ } \quad (\text{Round up})$$

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.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
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$$\text{ } = 10 + \left( \text{ } \div 2 \right) + \text{INT}$$

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  
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Misc

From level 10, a Rogue  
can take Advanced Talents

$$\text{ } = \left( \text{ } \div 2 \right) + \text{ } \quad (\text{Round down})$$

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**