		THUG	Thug Level	ROGUE TALENTS							
		(ROGUE)	Level	TALENTS KNOWN		Rogue Level			Misc		From level 10, a Rogue
Parma		THUG	*		= (		÷ 2	) +			can take Advanced Talents
Rogue Level		Cristania								(Round dow	n)
1		Frightening Sneak Attack									
2		Evasion									
3		Brutal Beating		2							
4		Uncanny Dodge									
8		Improved Uncanny Dodge		3							
10		Advanced Talents									
20		Master Strike		4							
		FRIGHTENING									
On successi	fully i	ntimidating a target, they are s	haken for 1 round	5							
If a target w	ould	ar. be shaken for at least 4 rounds :hem frightened for 1 round.									
Ilistead to II	iake	SNEAK ATTACK	6								
SNEAK DA	AMA	GE Rogue									
BONUS		Level	Misc	7							
	d6	= (÷2 )	+  (Round up)								
		nage can be applied when a tai	8								
		X bonus to AC. s, it only applies within 30 ft.									
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.				9							
Tt callifot be	11011	BRUTAL BEATING									
On s	ucce	ssfully dealing sneak attack da	ımage,	10							
Level SIC	o Ide KEN		rget sickened.								
3 DUI	RAT		. )	11							
		rds = ( ÷	2 )								
A ou	0000	MASTER STRIKE	vor one of:	12							
Level • SI	eep f	or 1d4 hours	rei one or:								
20 · Pa		ed for 2d6 rounds		12							
MASTER FORTITU		3		13							
FUKIIIU	υĽ I		2 ) + INT	14							
Master strile	0.00	not be used again on the same	/								
		r they pass the Fortitude save		~			_	_			