

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 = $\frac{\text{Perception}}{\text{Rogue Level}} + \left(\frac{\text{Rogue Level}}{2} \right)$

Disable Traps = $\frac{\text{Disable Device}}{\text{Rogue Level}} + \left(\frac{\text{Rogue Level}}{2} \right)$

Level **DANGER SENSE** **BONUS** = $\left(\frac{\text{Rogue Level}}{3} \right) + \text{Misc}$

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

SNEAK ATTACK

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

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

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ROGUE'S EDGE

Level Gain skill unlock powers appropriate to your ranks in:

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

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