

CHARLATAN

Charlatan
Level

(ROGUE)

CHARLATAN

Rogue
Level

1

☐

{ Natural Born Liar
Sneak Attack

2

☐

Evasion

3

☐

Grand Hoax

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

NATURAL BORN LIAR

When you successfully Bluff someone, they take -2 to oppose your Bluff checks for 24 hours. This does not stack with itself.

SNEAK ATTACK

SNEAK DAMAGE
BONUS

Rogue
Level

Misc

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.

GRAND HOAX

Use a Bluff check to spread rumors. The rumors normally take a week to propagate.

Level

RUMOURS
PER WEEK

3

$$\text{CHA} = \text{CHA} + \text{Level}$$

(As the Rumourmonger feat)

MASTER STRIKE

A successful sneak attack can also deliver one of:

Level

20

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

MASTER STRIKE
FORTITUDE DC

Rogue
Level

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

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

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)

1

2

3

4

5

6

7

8

9

10

11

12

13

14