

# BANDIT

(ROGUE)

Bandit  
Level

## BANDIT

Rogue  
Level

1

Trapfinding  
Sneak Attack

2

Evasion

4

Ambush

8

Fearsome Strike

10

Advanced Talents

20

Master Strike

## TRAPS

TRAP SENSE

REFLEX BONUS

Rogue  
Level

Misc

Level

3

+

=

÷

3

+

## SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
Level

Misc

d6

=

÷

2

+

(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.

## AMBUSH

Level

4

On surprise rounds where you are able to act, you can take a move action, a standard action and a swift action.

## FEARSOME STRIKE

On confirming a critical hit and dealing sneak attack damage, you can make a foe frightened.

Level

8

FRIGHTENED  
PER DAY

FRIGHTENED  
DURATION

CHA

CHA

rds

## MASTER STRIKE

A successful sneak attack can also deliver one of:

Level

20

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

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

=

10

+

÷

2

+

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

=

÷

2

+

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14