

ROGUE

(ROGUE)

Rogue
Level

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1 ☐ { Trapfinding
Sneak Attack

2 ☐ Evasion

3 ☐ Driver's Fortitude

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

HARD DRIVE

When driving a vehicle pulled by animals or magical beasts:

- DC of all drive checks reduced by 2
- Base speed increases 10ft
- Acceleration increases 5ft

SNEAK ATTACK

**SNEAK DAMAGE
BONUS**

Rogue
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Misc

$$\boxed{\text{d6}} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc} \quad (\text{Round up})$$

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.

DRIVER'S FORTITUDE

Level **3** If drop below 0hp while driving, a DC15 Fortitude save allows you to remain in control of the vehicle.

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

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

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

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