

# ROGUE

Rogue  
Level

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**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Eludere

**4** ☐ Schivare Prodigioso

**8** ☐ Schivare Prodigioso Migliorato

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## TRAPS

Percezione  
Rogue  
Level

Locate Traps  =  + (  ÷ 2 )

Disable  
Device  
Rogue  
Level

Disable Traps  =  + (  ÷ 2 )

### TRAP SENSE REFLEX BONUS

Rogue  
Level  
Altro

+  = (  ÷ 3 ) +

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

Rogue  
Level  
Altro

d6 = (  ÷ 2 ) +

(Arrotond.per eccesso)

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.

## MASTER STRIKE

From level 20, a successful sneak attack can also deliver one of:

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

### MASTER STRIKE FORTITUDE DC

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= 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

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Altro

= (  ÷ 2 ) +  (Round down)

From level 10, a Rogue can take Advanced Talents

1

2

3

4

5

6

7

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12

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14