ROGUE

Rogue Level ☐

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1	☐	{ Trapfinding Sneak Attack
2	☐	Evasion
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

Locate Traps $\boxed{}$ = $\underset{\text{Perception}}{\underline{}}$ + ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 2)

Disable Traps $\boxed{}$ = $\underset{\text{Disable Device}}{\underline{}}$ + ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 2)

TRAP SENSE
REFLEX BONUS

+ $\boxed{}$ = ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 3) + $\underset{\text{Misc}}{\underline{}}$

SNEAK ATTACK

SNEAK DAMAGE
BONUS

$\boxed{\text{d6}}$ = ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 2) + $\underset{\text{Misc}}{\underline{}}$

(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.

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

$\boxed{}$ = 10 + ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 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

$\boxed{}$ = ($\underset{\text{Rogue Level}}{\underline{}}$ ÷ 2) + $\underset{\text{Misc}}{\underline{}}$ (Round down)

From level 10, a Rogue can take Advanced Talents

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