

# THUG

(ROGUE)

Thug  
Level

## THUG

Rogue Level		
1	<input type="checkbox"/>	<div><div></div>Frightening Sneak Attack</div>
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Brutal Beating
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

## FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

## SNEAK ATTACK

**SNEAK DAMAGE BONUS**

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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.

## BRUTAL BEATING

On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened.

Level **3** **SICKENED DURATION**

Rogue  
Level

rds

= (

÷ 2

)

## 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**

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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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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