

BANDIT

(ROGUE)

Bandit
Level

BANDIT

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Ambush
8	<input type="checkbox"/>	Fearsome Strike
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

TRAPS

Locate Traps = $\frac{\text{Perception}}{\text{Rogue Level}} + \left(\frac{\text{Rogue Level}}{2} \right)$

Disable Traps = $\frac{\text{Disable Device}}{\text{Rogue Level}} + \left(\frac{\text{Rogue Level}}{2} \right)$

TRAP SENSE
REFLEX BONUS
Level 3 + $\frac{\text{Rogue Level}}{3} + \text{Misc}$

SNEAK ATTACK

SNEAK DAMAGE
BONUS
 d6 = $\frac{\text{Rogue Level}}{2} + \text{Misc}$
(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
CHA
FRIGHTENED DURATION
CHA rds

MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level 20 • Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE
FORTITUDE DC
 = $10 + \frac{\text{Rogue Level}}{2} + \text{INT}$

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

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

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