

# SPY (ROGUE)

Spy  
Level

## SPY

Rogue  
Level

**1** ☐ { Skilled Liar  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## SKILLED LIAR

Bluff

Spy  
Level

Deceive

$$\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 2 \right)$$

## POISON USE

Level **3** You are trained in poisons and cannot accidentally poison yourself.

## SNEAK ATTACK

**SNEAK DAMAGE  
BONUS**

Rogue  
Level

Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad \text{(Round up)}$$

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.

## 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  
Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{INT}$$

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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad \text{(Round down)}$$

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**