

# ROGUE

Nivel de  
Pícaro

## ROGUE

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Pícaro

**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasión

**4** ☐ Esquiva Asombrosa

**8** ☐ Esquiva Asombrosa Mejorada

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## TRAPS

Percepción

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Locate Traps

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

Disable  
Device

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Disable Traps

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

**TRAP SENSE  
REFLEX BONUS**

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$$+ \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

## SNEAK ATTACK

**SNEAK DAMAGE  
BONUS**

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

(Redondear arriba)

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

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**

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Misc

From level 10, a Rogue  
can take Advanced Talents

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

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