

ROGUE

Rogue
Level

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1 ☐ { Trapfinding
Sneak Attack

2 ☐ Eludere

4 ☐ Schivare Prodigioso

8 ☐ Schivare Prodigioso Migliorato

10 ☐ Advanced Talents

20 ☐ Master Strike

TRAPS

Percezione
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Locate Traps = + (÷ 2)

Disable
Device
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Disable Traps = + (÷ 2)

TRAP SENSE REFLEX BONUS

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Altro

+ = (÷ 3) +

SNEAK ATTACK

SNEAK DAMAGE BONUS

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Altro

d6 = (÷ 2) +

(Arrotond.per eccesso)

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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= 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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= (÷ 2) + (Arrotondato per difetto)

From level 10, a Rogue
can take Advanced Talents

1

2

3

4

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