

ROGUE

Rogue
Level

ROGUE

Rogue
Level

1

☐

{ Trapfinding
Sneak Attack

2

☐

Evasion

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

TRAPS

Perception

Rogue
Level

Locate Traps

=

+

(

$\div 2$

)

+

(Round down)

Disable
Device

Rogue
Level

Disable Traps

=

+

(

$\div 2$

)

+

(Round down)

TRAP SENSE

REFLEX BONUS

Level

Rogue
Level

Misc

3

+

=

(

$\div 3$

)

+

(Round up)

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue
Level

Misc

 d6

=

(

$\div 2$

)

+

(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.

MASTER STRIKE

A successful sneak attack can also deliver one of:

Level

• Sleep for 1d4 hours

20

• Paralysed for 2d6 rounds

• Slain

MASTER STRIKE FORTITUDE DC

Rogue
Level

=

10

+

(

$\div 2$

)

+

INT

(Round up)

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

=

(

$\div 2$

)

+

(Round down)

From level 10, a Rogue can take Advanced Talents

1

2

3

4

5

6

7

8

9

10

11

12

13

14