

# SCOUT

(ROGUE)

Scout  
Level

## SCOUT

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Scout's Charge
8	<input type="checkbox"/>	Skirmisher
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

## TRAPS

Locate Traps

	Perception	Rogue Level
<input type="text"/>	=	$\left( \frac{\text{Perception}}{2} \right) +$

Disable Traps

	Disable Device	Rogue Level
<input type="text"/>	=	$\left( \frac{\text{Disable Device}}{2} \right) +$

TRAP SENSE REFLEX BONUS

	Rogue Level	Misc
$+ \text{  }$	=	$\left( \frac{\text{Rogue Level}}{3} \right) +$

## SNEAK ATTACK

SNEAK DAMAGE BONUS

	Rogue Level	Misc
$\text{d6} \times \text{  } =$	$\left( \frac{\text{Rogue Level}}{2} \right) +$	

(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.

## SCOUT'S CHARGE

From level 4, deal sneak attack damage when you charge.

Enemies with Uncanny Dodge are immune to this.

## SKIRMISHER

From level 8, deal sneak attack damage whenever you move 10 ft.

Enemies with Uncanny Dodge are immune to this.

## 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

	Rogue Level
$\text{  } =$	$10 + \left( \frac{\text{Rogue Level}}{2} \right) + \text{INT}$

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

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

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