D(ROGUE Rogue Level			ROGUE TALENTS					
M	ROGUE	Level	TALENTS KNOWN	Rogue Level		Misc	From level 10 can take Adva	, a Rogue	
Rogue Level] = (÷2)+		(Round down)	inceu raients	
	Trapfinding Sneak Attack		1						
2 □ Ev	asion /								
4 □ Ur	ncanny Dodge		2						
8 🗆 Im	nproved Uncanny Dodge								
10 □ Ad	dvanced Talents		3						
20 🗆 M	aster Strike								
	TRAPS		4						
	Perception	Rogue Level							
Locate Traps	= +	· (÷ 2)	5						
	Disable	Rogue							
	Device	Level	6						
Disable Traps	=+	· (÷ 2)							
TRAP SENS Level REFLEX BO		Misc	7						
3 +	= (÷	3)+							
	SNEAK ATTACK		8						
SNEAK DAMAGE Rogue BONUS Level Misc									
d6 =	(÷2)	+	9						
uo		(Round up)							
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.			10						
On ranged attacks, it									
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.			11						
)× I	MASTER STRIKE								
A successful s Level • Sleep for 1d	sneak attack can also deli 14 hours	iver one of:	12						
20 • Paralysed fo									
MASTER STRIKE FORTITUDE DC	Rogue Level		13						
		+ 2) + INT							
		14							
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.									