

# ROGUE

(ROGUE)

Rogue  
Level

## ROGUE

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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

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

Disable  
Device  
Rogue  
Level

Disable Traps

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

### TRAP SENSE REFLEX BONUS

Level

Rogue  
Level  
Misc

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

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

Rogue  
Level  
Misc

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

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**

• Paralyzed for 2d6 rounds

• Slain

### MASTER STRIKE FORTITUDE DC

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

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

Rogue  
Level

Misc

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

From level 10, a Rogue  
can take Advanced Talents

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**