

# TRAPSMITH

(ROGUE)

Trapsmith  
Level

## TRAPSMITH

Rogue  
Level

**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Careful Disarm

**8** ☐ Trapmaster

**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

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

Level **4** Failing to disable a trap does not spring the trap unless you fail by 10 or more.

Level **3** **TRAP SENSE REFLEX BONUS** ☐ +  $\left( \phantom{000} \div 3 \right) +$

Level **4** Apply this bonus  $\times 2$  to avoid a trap you sprang while attempting to disable it.

### TRAP MASTER

Level **8** On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.  
If it's a magical trap that only lets certain people through, you can change who it will allow.

## SNEAK ATTACK

**SNEAK DAMAGE BONUS** ☐ d6 =  $\left( \phantom{000} \div 2 \right) +$

(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.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level **20** • Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

**MASTER STRIKE FORTITUDE DC** ☐ =  $10 + \left( \phantom{000} \div 2 \right) +$  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

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14