

# BANDIT

(ROGUE)

Bandit  
Level

## BANDIT

Rogue  
Level

**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Ambush

**8** ☐ Fearsome Strike

**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

Rogue  
Level

Misc

Level **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.

## AMBUSH

Level **4** On surprise rounds where you are able to act, you can take a move action, a standard action and a swift action.

## FEARSOME STRIKE

On confirming a critical hit and dealing sneak attack damage, you can make a foe frightened.

Level **8** **FRIGHTENED**  
PER DAY

**FRIGHTENED**  
DURATION

CHA

CHA rds

## MASTER STRIKE

A successful sneak attack can also deliver one of:

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

**MASTER STRIKE**  
FORTITUDE DC

Rogue  
Level

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

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

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

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14