

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

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

Disable
Device
Rogue
Level

Disable Traps

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

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** ☐ + $\left(\div 3 \right) +$

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 = $\left(\div 2 \right) +$

(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
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC ☐ = $10 + \left(\div 2 \right) +$ 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

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

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