SCOUT Scout Level	ROGUE TALENTS			LENTS
(ROGUE)	TALENTS KNOWN	Rogue Level	Misc	From level 10, a Rogue
SCOUT		= (÷ 2) +	can take Advanced Talents
Rogue Level		- \		(Round down)
1 Trapfinding Sneak Attack	1			
2				
4 □ Scout's Charge	2			
8 🗆 Skirmisher				
10 Advanced Talents	3			
20				
TRAPS	4			
Rogue Perception Level				
Locate Traps = +(÷2)	5			
Disable Rogue Device Level	6			
Disable Traps = +(÷2)				
TRAP SENSE Roque	7			
Level REFLEX BONUS Level				
* = (÷3) +	8			
SNEAK ATTACK				
SNEAK DAMAGE Rogue BONUS Level Misc	9			
d6 = (÷2)+				
(Round up)	10			
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.	11			
It cannot be non-lethal unless using a non-lethal weapon.				
Level SCOUT'S CHARGE				
Deal sneak attack damage when you charge. Enemies with Uncanny Dodge are immune to this.	12			
SKIRMISHER Level				
8 Deal sneak attack damage whenever you move 10 ft. Enemies with Uncanny Dodge are immune to this.	13			
MASTER STRIKE				
A successful sneak attack can also deliver one of:	14			
Level • Sleep for 1d4 hours • Paralysed for 2d6 rounds	~			
• Slain MASTER STRIKE Rogue				
FORTITUDE DC Level				
= 10 + (÷ 2) + INT				
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.				

ROGUE TALENTS

Scout