

## SCOUT

(ROGUE)

Scout  
Level

## Таланты жулика

Талантов  
известноУровень  
Жулика

Прочее

С 10го уровня Жулик  
может брать Продвинутые Таланты

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Округлять к меньшему})$$

## SCOUT

Уровень  
Жулика

1

☐{ Trapfinding  
Sneak Attack

2

☐

Уклонение

4

☐

Scout's Charge

8

☐

Skirmisher

10

☐

Продвинутые Таланты

20

☐

Master Strike

## TRAPS

Восприятие

Уровень  
Жулика

Locate Traps

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

Disable  
DeviceУровень  
Жулика

Disable Traps

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

## TRAP SENSE

REFLEX BONUS

Уровень  
Жулика

Прочее

$$\text{Уровень } 3 \quad + \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

## ПОДЛАЯ АТАКА

Подлый урон,  
BONUSУровень  
Жулика

Прочее

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

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.

## SCOUT'S CHARGE

Уровень

4

Deal sneak attack damage when you charge.

Enemies with Uncanny Dodge are immune to this.

## SKIRMISHER

Уровень

8

Deal sneak attack damage whenever you move 10 ft.

Enemies with Uncanny Dodge are immune to this.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

Уровень • Sleep for 1d4 hours

20 • Paralysed for 2d6 rounds

• Slain

MASTER STRIKE  
FORTITUDE DCУровень  
Жулика

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

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

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