	ROGUE	Rogue Level	ROGUE TALENTS				
	(ROGUE)		TALENTS KNOWN	Rogue Level	Misc		Fram level 10 a Dague
	ROGUE	*	11140 4414		. 2) +		From level 10, a Rogue can take Advanced Talents
Rogue Level	Trapfinding			·		(Round down)	
1	Sneak Attack		1				
2	Evasion						
4	4 □ Uncanny Dodge		2				
8	8 🗆 Improved Uncanny Dodge						
10	Advanced Talents		3				
20	☐ Master Strike						
*	TRAPS	*	4				
	Perception	Rogue Level					
Locate Traps	= +	· (÷ 2)	5				
	Disable	Rogue					
	Device	Level	6				
Disable Traps = + (÷ 2)							
TRAP SENSE Rogue Level REFLEX BONUS Level Misc		Misc	7				
3 +	= (÷	3)+					
SNEAK ATTACK			8				
SNEAK DAMAGE Rogue BONUS Level Misc							
		+	9				
d	6 = (÷ 2)	(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.			10				
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.		11					
*	MASTER STRIKE	E					
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours		12					
• Paralysed for 2d6 rounds • Slain							
MASTER STRIKE Rogue		13					
FORTITUD	E DC Level)					
		÷ 2) + INT	14				
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.			~				