	ROGUE Rogue			ROGUE TALENTS									
		JNCHA		L	evel	TALE			Rogue Level		`	Misc	From level 10, a Rogue can take Advanced Talents
			ROGUE		,			= (÷ 2) +		(Round down)
	gue vel L 🗆	Trapfind Sneak A Finesse				1							
2	2 🗆	Evasion											
		Danger :	Sense										
	4 \Box	Debilitat Uncanny	ting Injury / Dodge			3							
5	5 🗆	Rogue's	Edge										
8	3 🗆	Improve	d Uncanny Do	dge		4							
1	0 🗆	Advance	ed Talents										
2	0 🗆	Master S	Strike			5							
=			TRAPS			-							
			Percepti	ion	Rogue Level	6							
Locate	e Traps			+ (÷ 2)								
Locate	- IIaps			' (7							
			Disabl Device		Rogue Level								
Disable Traps = + (÷ 2)						8							
DANGER SENSE Rogue Level BONUS Level Misc													
3	+ = (÷ 3) +			9									
			es and AC ag										
and to Perception to avoid being surprised by a foe. SNEAK ATTACK						10							
SNEAK DAMAGE Rogue Misc													
BONU		_ (÷ 2	.) _		11							
	d6	_ (• 2	• / •	(Round up)								
Sneak attack damage can be applied when a target is flanked or						12							
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.						13							
Level	DEBILI	TATING	INJURY			·							
4	On a cuccoccful cheak attack, apply a populty for 1 round					14							
	Bewilder												
/.	Penalty to AC, and an extra AC penalty against yourself. 4 -2 AC -4 AC against yourself					*	Gain skil	l unlock n	nowers ar	propriat		GUE'S I ur ranks in:	
10	-2 AC -4 AC against yourself					Level 5					, -		
16	-2 AC -8 AC against yourself												
	Disoriented Penalty to attack, and an extra penalty against yourself.					10							
4													
10	-2 attack -6 to attack yourself -2 attack -8 to attack yourself					20							
16			ick yourself			X					MA	STER ST	TRIKE
	Hampered All target's speeds are reduced to half (min 5ft), and target cannot take 5ft steps.							sful snea for 1d4 ho			delive		

Level FORTITUDE DC

20

Rogue Level

= 10 + (

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

÷ 2) + INT