LADRO	Livello da Ladro	DOTI DA LADRO				
UNCHAINED		TALENTI KNOWN	Livello da Ladro	Varie		Dal decimo livello, un Ladro
LADRO	*		¬ /	2)+	(per difetto	può scegliere Doti Avanzate
Livello da Ladro Individuare Trappole 1 □ Sneak Attack Finesse Training		1			(per unerto	
2 🗆 Eludere						
3 □ Danger Sense		2				
4 Debilitating Injury Schivare prodigioso		3				
5 🗆 Rogue's Edge						
8 🗆 Schivare prodigioso m	gliorato	4				
10 🗆 Talenti avanzati						
20		5				
TRAPPOLE	Livello	6				
Scoprire Trappole =	+ (÷ 2)	7				
Disattiva Congegi						
Disatt. Trappole	+ (÷2)	8				
DANGER SENSE Livello Livello BONUS da Ladro	Varie					
3 + = (÷3)+	9				
Bonus to Reflex saves and AC aga and to Perception to avoid being s	inst traps, urprised by a foe.	10				
ATTACCO FURT	TIVO	10				
DANNO FURTIVO Livello da Ladro	Varie	11				
d6 = (÷ 2) +					
Sneak attack damage can be applied wher is denied their DEX bonus to AC .	(per eccesso) a target is flanked or	12				
On ranged attacks, it only applies within 3 It is not multiplied by critical hits.	0 ft.	13				
It cannot be non-lethal unless using a non	-lethal weapon.					
Livello 4 On a successful sneak attack, appl Only one such penalty can be appl		14				
Bewildered	10 10 10	\		ROGUE'S	EDCE —	
Penalty to AC, and an extra AC portage of the second of th	enalty against yourself.	Livello Gain sk	ill unlock powers approp			

10 15 20

Hampered COLPO DA MAESTRO

Disoriented

-2 attack -4 to attack yourself

-2 attack -6 to attack yourself

-2 attack -8 to attack yourself

and target cannot take 5ft steps.

4

10

Penalty to attack, and an extra penalty against yourself.

All target's speeds are reduced to half (min 5ft),

A successful sneak attack can also deliver one of:

• Sleep for 1d4 hours • Paralysed for 2d6 rounds • Slain

COLPO DA MAESTRO
Livello
CD TEMPRA

= 10 + (÷ 2) + INT

Il Colpo da maestro non può essere usato nuovamente sullo stesso bersaglio entro 24 ore, che superi il TS su Tempra oppure no