

ROUBLARD DECHAINÉ

Niveau
de Roublard

TALENTS DE ROUBLARD

TALENTS CONNUS

Niveau
de Roublard

Divers

À partir du niveau 10, un Roublard
peut choisir des talents de maître roublard

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{arrondi à l'inférieur})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROUBLARD

Niveau
de Roublard

1

☐

Détection de pièges
Attaque Sournoise
Finesse Training

2

☐

Evasion

3

☐

Danger Sense

4

☐

Debilitating Injury
Esquive instinctive

5

☐

Rogue's Edge

8

☐

Esquive instinctive supérieure

10

☐

Talents de maître roublard

20

☐

Frappe de maître

PIÈGES

Perception

Niveau
de Roublard

$$\text{Détection de pièges } \boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$$

Sabotage

Niveau
de Roublard

$$\text{Désarmer les pièges } \boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$$

DANGER SENSE BONUS

Niveau

Niveau
de Roublard

Divers

3

$$+ \boxed{} = \left(\boxed{} \div 3 \right) + \boxed{}$$

Bonus to Reflex saves and **AC** against traps,
and to Perception to avoid being surprised by a foe.

ATTAQUE SOURNOISE

BONUS DE DÉGÂTS D'ATTAQUE SOURNOISE

Niveau
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Divers

$$\boxed{} \text{ d6} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{arrondi au supérieur})$$

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.

DEBILITATING INJURY

Niveau

4

On a successful sneak attack, apply a penalty for 1 round.
Only one such penalty can be applied at a time.

Bewildered

Penalty to **AC**, and an extra **AC** penalty against yourself.

4

-2 **AC** -4 **AC** against yourself

10

-2 **AC** -6 **AC** against yourself

16

-2 **AC** -8 **AC** against yourself

Disoriented

Penalty to attack, and an extra penalty against yourself.

4

-2 attack -4 to attack yourself

10

-2 attack -6 to attack yourself

16

-2 attack -8 to attack yourself

Hampered

All target's speeds are reduced to half (min 5ft),
and target cannot take 5ft steps.

ROGUE'S EDGE

Niveau

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

COUP DE MAÎTRE

A successful sneak attack can also deliver one of:

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

COUP DE MAÎTRE

Niveau

20

FORTITUDE DC

Niveau
de Roublard

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

Coup de maître ne peut pas être utilisé à nouveau sur la même cible endéans
24 heures, qu'elle passe son jet de vigueur ou non.