ROGUE

Rogue Level: ☐

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1	☐	{ Trapfinding / Sneak Attack
2	☐	Evasion
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

Locate Traps: ☐ = _____ (Perception) + (_____ (Rogue Level) ÷ 2)

Disable Traps: ☐ = _____ (Disable Device) + (_____ (Rogue Level) ÷ 2)

TRAP SENSE
Уровень **REFLEX BONUS**

3 ☐ + = (_____ (Rogue Level) ÷ 3) + _____ (Misc)

SNEAK ATTACK

Подлый урон, **BONUS**

☐ d6 = (_____ (Rogue Level) ÷ 2) + _____ (Misc)

(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.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

MASTER STRIKE

Level **20**

A successful sneak attack can also deliver one of:
• Sleep for 1d4 hours
• Paralysed for 2d6 rounds
• Slain

MASTER STRIKE FORTITUDE DC

☐ = 10 + (_____ (Rogue Level) ÷ 2) + INT

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

ROGUE TALENTS

Талантов известно

☐ = (_____ (Rogue Level) ÷ 2) + _____ (Misc)

From level 10, a Rogue can take Advanced Talents

(Round down)

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____
10 _____
11 _____
12 _____
13 _____
14 _____