BURGLAR
(ROGUE)

Burglar Level ☐

BURGLAR

Rogue Level		
1	☐	{ Trapfinding Sneak Attack
2	☐	Evasion
4	☐	Careful Disarm
8	☐	Distraction
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

Locate Traps $\boxed{} = \underset{\text{Perception}}{\underline{}} + (\underset{\text{Rogue Level}}{\underline{}} \div 2)$

Disable Traps $\boxed{} = \underset{\text{Disable Device}}{\underline{}} + (\underset{\text{Rogue Level}}{\underline{}} \div 2)$

Level 4 Failing to disable a trap does not spring the trap unless you fail by 10 or more.

TRAP SENSE
REFLEX BONUS

Level 3 $\boxed{+} = (\underset{\text{Rogue Level}}{\underline{}} \div 3) + \underset{\text{Misc}}{\underline{}}$

Level 4 Apply this bonus × 2 to avoid a trap you sprang while attempting to disable it.

SNEAK ATTACK

SNEAK DAMAGE
BONUS

$\boxed{\text{d6}} = (\underset{\text{Rogue Level}}{\underline{}} \div 2) + \underset{\text{Misc}}{\underline{}}$

(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.

DISTRACTION

Level 8 When detected while using Stealth (but not visible), make a Bluff check to convince the target that the noise was something innocent.

This does not work twice on the same target.

MASTER STRIKE

A successful sneak attack can also deliver one of:

Level 20
• Sleep for 1d4 hours
• Paralysed for 2d6 rounds
• Slain

MASTER STRIKE
FORTITUDE DC

$\boxed{} = 10 + (\underset{\text{Rogue Level}}{\underline{}} \div 2) + \underset{\text{INT}}{\underline{}}$

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

ROGUE TALENTS

TALENTS KNOWN

$\boxed{} = (\underset{\text{Rogue Level}}{\underline{}} \div 2) + \underset{\text{Misc}}{\underline{}}$ (Round down)

From level 10, a Rogue can take Advanced Talents

1

2

3

4

5

6

7

8

9

10

11

12

13

14