

# ROGUE UNCHAINED

Уровень  
Жулика

## Таланты жулика

Талантов  
известно

Уровень  
Жулика

Прочее

С 10го уровня Жулик  
может брать Продвинутые Таланты

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Округлять к меньшему})$$

## ROGUE

Уровень  
Жулика

1

☐

Trapfinding  
Sneak Attack  
Finesse Training

2

☐

Уклонение

3

☐

Danger Sense

4

☐

Debilitating Injury  
Необычайная увертливость

5

☐

Rogue's Edge

8

☐

Улучшенная необычайная увертливость

10

☐

Продвинутые Таланты

20

☐

Master Strike

## TRAPS

Восприятие

Уровень  
Жулика

Locate Traps

=

+

(

$\div 2$

)

+

$\div 2$

)

Disable  
Device

Уровень  
Жулика

Disable Traps

=

+

(

$\div 2$

)

+

$\div 2$

)

### DANGER SENSE

BONUS

Уровень  
Жулика

Прочее

3

+

=

(

$\div 3$

)

+

$\div 3$

)

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

## ПОДЛАЯ АТАКА

Подлый урон,  
бонус

Уровень  
Жулика

Прочее

 d6

=

(

$\div 2$

)

+

$\div 2$

)

+

$\div 2$

)

(Округлять вверх)

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

Уровень

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

Уровень Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

## MASTER STRIKE

A successful sneak attack can also deliver one of:

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

### MASTER STRIKE

Уровень FORTITUDE DC

Уровень  
Жулика

20

=

10

+

(

$\div 2$

)

+

INT

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