PÍCAR	Nivel de	TALENTOS DE PÍCARO					
UNCHAIN	Picaro	TALENTOS	Nivel de	Misc	Desde Nivel 10, un Pícaro		
DÍ	CARO *	CONOCIDOS	Pícaro : 2) .		puede aprender Talentos Avanzado		
livel de	CARO *	=	· · · · · · · · · · · · · · · · · · ·	(Re	edondear hacia abajo)		
Pícaro Encontrar tra 1 □ Sneak Attacl		1					
Finesse Train	ning						
2 🗆 Evasión		2					
3 Danger Sens							
4 Debilitating Esquiva Ason		3					
5 🗆 Rogue's Edg	е						
8 🗆 Esquiva Asor	mbrosa Mejorada	4					
10 □ Talentos Ava	nzados						
20	e	_5					
TRA	MPAS	(
	Nivel de Percepción Pícaro	6					
ontrar trampas	= + (÷ 2))					
ontrai trainpas		- 7					
	Inutilizar Nivel de Mecanismo Pícaro						
ilizar trampas	=+ (÷ 2)	8					
DANGER SENSE	Nivel de Pícaro Misc						
+ = (÷ 3) +	9					
Bonus to Reflex saves an and to Perception to avo	id being surprised by a foe.	10					
ATAQUE NUS DAÑO Nivel	E FURTIVO						
NUS Pical	Mico	11					
_{d6} = (÷ 2) +						
	(Redondear hacia arriba	12					
enied their DEX bonus to A							
anged attacks, it only applie not multiplied by critical hit		42					
innot be non-lethal unless u		13					
On a successful sneak a Only one such penalty ca	ttack, apply a penalty for 1 round.	14					
Bewildered		X		OGUE'S EDG	Е		
Penalty to AC, and an e	xtra AC penalty against yourself.		ock powers appropriate to				

10 -2 AC -6 AC against yourself 16 -2 AC -8 AC against yourself Disoriented Penalty to attack, and an extra penalty against yourself. -2 attack -4 to attack yourself **10** -2 attack -6 to attack yourself

Hampered

16 -2 attack -8 to attack yourself

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

	ROGOL SEDGE
Nivel 5	Gain skill unlock powers appropriate to your ranks in:
10	
15	
20	

GOLPE MAESTRO

A successful sneak attack can also deliver one of:

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

Nivel	CD FORTALEZA FORTITUDE DC		Nivel de Pícaro						
20		= 10 + (÷2)	+	INT			
	Golpe Maestro no puede usarse de nuevo en el mismo objetivo								

en 24 horas, pasen la Salv Fort. o no