

# PÍCARO

## UNCHAINED

Nivel de  
Pícaro

### PÍCARO

Nivel de Pícaro		
1	<input type="checkbox"/>	Encontrar trampas Ataque furtivo Finesse Training
2	<input type="checkbox"/>	Evasión
3	<input type="checkbox"/>	Danger Sense
4	<input type="checkbox"/>	Debilitating Injury Esquiva Asombrosa
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Esquiva Asombrosa Mejorada
10	<input type="checkbox"/>	Talentos Avanzados
20	<input type="checkbox"/>	Golpe maestro

### TRAMPAS

Encontrar trampas  $\square = \text{Percepción} + \left( \frac{\text{Nivel de Pícaro}}{2} \right)$

Desactivar Trampas  $\square = \text{Inutilizar Mecanismo} + \left( \frac{\text{Nivel de Pícaro}}{2} \right)$

Nivel **DANGER SENSE BONUS**  $3 + \square = \left( \frac{\text{Nivel de Pícaro}}{3} \right) + \text{Misc}$

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

### Ataque Furtivo

**BON DAÑO FURTIVO**  $\square \text{ d6} = \left( \frac{\text{Nivel de Pícaro}}{2} \right) + \text{Misc}$   
(Redondear arriba)

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.

Nivel **DEBILITATING INJURY**  $4$  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.

### TALENTOS DE PÍCARO

**TALENTOS CONOCIDOS**

Nivel de Pícaro

Misc

Desde Nivel 10, un Pícaro puede aprender Talentos Avanzados

$\square = \left( \frac{\text{Nivel de Pícaro}}{2} \right) + \text{Misc}$  (Redondear abajo)

1

2

3

4

5

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14

### ROGUE'S EDGE

Nivel Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

### GOLPE MAESTRO

A successful sneak attack can also deliver one of:

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

**GOLPE MAESTRO CD FORTALEZA**

Nivel de Pícaro

Nivel **20**

$\square = 10 + \left( \frac{\text{Nivel de Pícaro}}{2} \right) + \text{INT}$

Golpe maestro no puede ser usado de nuevo en el mismo objetivo en 24 horas, pasen la Salv Fort. o no