TRAPSMITH
(ROGUE)

Trapsmith Level ☐

TRAPSMITH

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

TRAPS

Locate Traps $\boxed{}$ = _____ + (_____ ÷ 2)

Perception + (Rogue Level ÷ 2)

Disable Traps $\boxed{}$ = _____ + (_____ ÷ 2)

Disable Device + (Rogue Level ÷ 2)

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

TRAP SENSE
REFLEX BONUS

Level 3 $\boxed{+}$ = (_____ ÷ 3) + _____

Rogue Level ÷ 3 + Misc

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

TRAP MASTER

Level 8 On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.

If it's a magical trap that only lets certain people through, you can change who it will allow.

SNEAK ATTACK

DANO FURTIVO
BONUS

$\boxed{ d6}$ = (_____ ÷ 2) + _____

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

A successful sneak attack can also deliver one of:

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

ATAQUE MESTRE
FORTITUDE DC

$\boxed{}$ = 10 + (_____ ÷ 2) + INT

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

TALENTOS CONHECIDOS

$\boxed{}$ = (_____ ÷ 2) + _____

Rogue Level ÷ 2 + Misc

(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 _____