

ROGUE

(ROGUE)

Rogue
Level

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1 ☐ { Trapfinding
Sneak Attack

2 ☐ Evasion

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

TRAPS

Perception
Rogue
Level

Locate Traps

$$\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$$

Disable
Device
Rogue
Level

Disable Traps

$$\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$$

TRAP SENSE REFLEX BONUS

Level

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Misc

$$\boxed{3} + \boxed{} = \left(\boxed{} \div 3 \right) + \boxed{}$$

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue
Level
Misc

$$\boxed{} \text{ d6} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round up})$$

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:

- Sleep for 1d4 hours
- 20** • Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

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$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{INT}$$

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

Rogue
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Misc

From level 10, a Rogue
can take Advanced Talents

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round down})$$

1

2

3

4

5

6

7

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11

12

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14