

LADRO UNCHAINED

Livello
da Ladro

LADRO

Livello da Ladro		Individuare Trappole
1	<input type="checkbox"/>	Sneak Attack Finesse Training
2	<input type="checkbox"/>	Eludere
3	<input type="checkbox"/>	Danger Sense
4	<input type="checkbox"/>	Debilitating Injury Schivare Prodigioso
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Schivare Prodigioso Migliorato
10	<input type="checkbox"/>	Talenti avanzati
20	<input type="checkbox"/>	Master Strike

TRAPPOLE

Scoprire Trappole = $\frac{\text{Percezione}}{\text{Livello da Ladro}} + \left(\frac{\text{Livello da Ladro}}{2} \right)$

Disatt. Trappole = $\frac{\text{Disattivare Congegni}}{\text{Livello da Ladro}} + \left(\frac{\text{Livello da Ladro}}{2} \right)$

DANGER SENSE
Livello **BONUS** 3 $+ \frac{\text{Livello da Ladro}}{3} + \text{Altro}$

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

ATTACCO FURTIVO

DANNO FURTIVO
BONUS $\frac{\text{Livello da Ladro}}{2} + \text{Altro}$

d6 = $\frac{\text{Livello da Ladro}}{2} + \text{Altro}$ (per eccesso)

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
Livello 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.

DOTI DA LADRO

**TALENTI
CONOSCIUTI**

Livello
da Ladro

Altro

Dal decimo livello, un Ladro può scegliere Doti Avanzate

= $\left(\frac{\text{Livello da Ladro}}{2} \right) + \text{Altro}$ (per difetto)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROGUE'S EDGE

Livello Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

COLPO DA MAESTRO

A successful sneak attack can also deliver one of:

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

COLPO DA MAESTRO
CD TEMPRA

Livello
da Ladro

Livello
20

= $10 + \left(\frac{\text{Livello da Ladro}}{2} \right) + \text{INT}$

Il Colpo da maestro non può essere usato nuovamente sullo stesso bersaglio entro 24 ore, che superi il TS su Temptra oppure no