SURVIVALIST

(ROGUE)

Survivalist Level

SURVIVALIST

Rogue Level		
1	☐	Hardy Sneak Attack
2	☐	Evasion
3	☐	Endure Elements
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

HARDY

Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation.

SNEAK ATTACK

SNEAK DAMAGE BONUS = (Rogue Level ÷ 2) + Misc (Round up)

d6

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.

ENDURE ELEMENTS

Level 3

Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level.

Suffer no harm from being in hot or cold environments. Equipment is likewise protected.

Endure Elements does not protect you from fire or cold damage.

MASTER STRIKE

Level 20

A successful sneak attack can also deliver one of:

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

MASTER STRIKE FORTITUDE DC = 10 + (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

TALENTS KNOWN = (Rogue Level ÷ 2) + Misc (Round down)

From level 10, a Rogue can take Advanced Talents

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