

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

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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