

# LADRO UNCHAINED

Livello  
da Ladro

## LADRO

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

## TRAPPOLE

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

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

**DANGER SENSE**  
Livello **BONUS**  =  $\left( \frac{\text{Livello da Ladro}}{3} \right) + \text{Altro}$

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

## ATTACCO FURTIVO

**DANNO FURTIVO**  
**BONUS**  d6 =  $\left( \frac{\text{Livello da Ladro}}{2} \right) + \text{Altro}$  (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

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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

20

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

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