ROGUE
UNCHAINED

Rogue Level ☐

ROGUE TALENTS

TALENTOS CONHECIDOS

☐ = (____ ÷ 2) + ____ (Round down)

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

1
2
3
4
5
6
7
8
9
10
11
12
13
14

ROGUE

Rogue Level		
1	☐	Trapfinding Sneak Attack Finesse Training
2	☐	Evasion
3	☐	Danger Sense
4	☐	Debilitating Injury Uncanny Dodge
5	☐	Rogue's Edge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

Perception   Rogue Level

Locate Traps ☐ = ____ + (____ ÷ 2)

Disable Device   Rogue Level

Disable Traps ☐ = ____ + (____ ÷ 2)

DANGER SENSE BONUS

Level **3**

+ ☐ = (____ ÷ 3) + ____

Rogue Level   Misc

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

SNEAK ATTACK

DANO FURTIVO BONUS

☐ d6 = (____ ÷ 2) + ____

Rogue Level   Misc

(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.

DEBILITATING INJURY

Level **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.

ROGUE'S EDGE

Level

Gain skill unlock powers appropriate to your ranks in:

5 ____
10 ____
15 ____
20 ____

MASTER STRIKE

A successful sneak attack can also deliver one of:
· Sleep for 1d4 hours   · Paralysed for 2d6 rounds   · Slain

ATAQUE MESTRE FORTITUDE DC

Level **20**

☐ = 10 + (____ ÷ 2) + INT

Rogue Level

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.