BURGLAR
(ROGUE)

Burglar Level ☐

BURGLAR

Rogue Level		
1	☐ {	Trapfinding Sneak Attack
2	☐	Evasion
4	☐	Careful Disarm
8	☐	Distraction
10	☐	Advanced Talents
20	☐	Master Strike

TRAPS

Locate Traps ☐ = _____ + (_____ ÷ 2)
Perception / Rogue Level

Disable Traps ☐ = _____ + (_____ ÷ 2)
Disable Device / Rogue Level

Nível 4 Failing to disable a trap does not spring the trap unless you fail by 10 or more.

Level 3 TRAP SENSE REFLEX BONUS
+ ☐ = (_____ ÷ 3) + _____
Rogue Level / Misc

Level 4 Apply this bonus × 2 to avoid a trap you sprang while attempting to disable it.

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.

DISTRACTION

Level 8 When detected while using Stealth (but not visible), make a Bluff check to convince the target that the noise was something innocent.

This does not work twice on the same target.

MASTER STRIKE

Level 20 A successful sneak attack can also deliver one of:
- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

ATAQUE MESTRE FORTITUDE DC
☐ = 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.

ROGUE TALENTS

TALENTOS CONHECIDOS
☐ = (_____ ÷ 2) + _____
Rogue Level / Misc

From level 10, a Rogue can take Advanced Talents
(Round down)

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____