

# SCOUT

(ROGUE)

Scout  
Level

## SCOUT

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Scout's Charge
8	<input type="checkbox"/>	Skirmisher
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

## TRAPS

Locate Traps  =  $\frac{\text{Perception}}{\text{Rogue Level}} + \left( \frac{\text{Rogue Level}}{2} \right)$

Disable Traps  =  $\frac{\text{Disable Device}}{\text{Rogue Level}} + \left( \frac{\text{Rogue Level}}{2} \right)$

**TRAP SENSE**  
Level 3 **REFLEX BONUS**  =  $\left( \frac{\text{Rogue Level}}{3} \right) + \text{Misc}$

## SNEAK ATTACK

**SNEAK DAMAGE**  
Level 3 **BONUS**  d6 =  $\left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc}$   
(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.

**SCOUT'S CHARGE**  
Level 4 Deal sneak attack damage when you charge.  
Enemies with Uncanny Dodge are immune to this.

**SKIRMISHER**  
Level 8 Deal sneak attack damage whenever you move 10 ft.  
Enemies with Uncanny Dodge are immune to this.

## MASTER STRIKE

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

**MASTER STRIKE**  
**FORTITUDE DC**  =  $10 + \left( \frac{\text{Rogue Level}}{2} \right) + \text{INT}$

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

Misc

From level 10, a Rogue can take Advanced Talents

=  $\left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc}$  (Round down)

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