ROGUE
(ROGUE)

Rogue Level: [ ]

ROGUE

Rogue Level		
1	☐	{ Trapfinding / Sneak Attack
2	☐	Evasion
3	☐	Driver's Fortitude
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

HARD DRIVE

When driving a vehicle pulled by animals or magical beasts:
- DC of all drive checks reduced by 2
- Base speed increases 10ft
- Acceleration increases 5ft

SNEAK ATTACK

Подлый урон, **BONUS**

$$[\quad] \text{d6} = (\underline{\quad} \div 2) + \underline{\quad}$$

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.

DRIVER'S FORTITUDE

Уровень **3** — If drop below 0hp while driving, a DC15 Fortitude save allows you to remain in control of the vehicle.

MASTER STRIKE

Level **20**

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

MASTER STRIKE FORTITUDE DC

$$[\quad] = 10 + (\underline{\quad} \div 2) + \text{INT}$$

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

Талантов известно

$$[\quad] = (\underline{\quad} \div 2) + \underline{\quad}$$

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

(Round down)

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