

# ROGUE

(ROGUE)

Rogue  
Level

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**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## TRAPS

Perception Rogue  
Level

Locate Traps  =  + (  ÷ 2 )

Disable Device Rogue  
Level

Disable Traps  =  + (  ÷ 2 )

### TRAP SENSE

REFLEX BONUS

Rogue Level Misc

Уровень **3** +  = (  ÷ 3 ) +

## SNEAK ATTACK

Подлый урон,  
BONUS

Rogue Level Misc

d6 = (  ÷ 2 ) +   
(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.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level • Sleep for 1d4 hours  
**20** • Paralyzed for 2d6 rounds  
• Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
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= 10 + (  ÷ 2 ) + INT

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

Rogue  
Level

Misc

= (  ÷ 2 ) +  (Round down)

From level 10, a Rogue can take Advanced Talents

1

2

3

4

5

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