

LADINO UNCHAINED

Nível de
Ladino

TALENTOS DE LADINO

TALENTOS CONHECIDOS de
CONHECIDOS Ladino

Outros

No nível 10, um Ladino pode adquirir Talentos Avançados

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Arredonda para Baixo})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14

LADINO

Nível de
Ladino

1

☐

Trapfinding
Ataque furtivo
Finesse Training

2

☐

Evasão

3

☐

Danger Sense

4

☐

Debilitating Injury
Esquiva Sobrenatural

5

☐

Rogue's Edge

8

☐

Esquiva Sobrenatural Aprimorada

10

☐

Talentos Avançados

20

☐

Ataque Mestre

ARMADILHAS

Percepção

Nível de
Ladino

$$\text{Localizar Armadilhas} = \boxed{} + \left(\boxed{} \div 2 \right)$$

Desabilitar Dispositivo

Nível de
Ladino

$$\text{Desabilitar Armadilhas} = \boxed{} + \left(\boxed{} \div 2 \right)$$

DANGER SENSE
BÔNUS

Nível de
Ladino

Outros

Nível

3

$$+ \boxed{} = \left(\boxed{} \div 3 \right) + \boxed{}$$

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

ATAQUE FURTIVO

DANO FURTIVO
BÔNUS

Nível de
Ladino

Outros

$$\boxed{} \text{ d6} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Arredonda para Cima})$$

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

Nível

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

Nível

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

ATAQUE MESTRE

A successful sneak attack can also deliver one of:

• Sleep for 1d4 hours • Paralyzed for 2d6 rounds • Slain

ATAQUE MESTRE Fortitude DC
FORTITUDE DC

Nível

20

Nível de
Ladino

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{INT}$$

Ataque mestre não pode ser usado novamente no mesmo alvo em 24h, passando ou não no teste de Fortitude.