

# SCOUT

(ROGUE)

Scout  
Level

## SCOUT

Rogue  
Level

1

☐

{ Trapfinding  
Sneak Attack

2

☐

Evasion

4

☐

Scout's Charge

8

☐

Skirmisher

10

☐

Advanced Talents

20

☐

Master Strike

## TRAPS

Perception

Rogue  
Level

Locate Traps

=

+

(  ÷ 2 )

Disable  
Device

Rogue  
Level

Disable Traps

=

+

(  ÷ 2 )

### TRAP SENSE

Level

REFLEX BONUS

Rogue  
Level

Misc

3

+

=

(

÷ 3

)

+

## SNEAK ATTACK

SNEAK DAMAGE  
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.

### 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

Rogue  
Level

=

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

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

=

(

÷ 2

)

+

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14