

SURVIVALIST

Survivalist
Level

(ROGUE)

SURVIVALIST

Rogue Level		
1	<input type="checkbox"/>	Hardy Sneak Attack
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Endure Elements
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

HARDY

Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation.

SNEAK ATTACK

DANO FURTIVO
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.

ENDURE ELEMENTS

Nível
3

Cast Endure Elements as a spell-like ability, with a caster level equal to your Rogue level.
Suffer no harm from being in hot or cold environments. Equipment is likewise protected.
Endure Elements does not protect you from fire or cold damage.

MASTER STRIKE

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

ATAQUE MESTRE
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

TALENTOS
CONHECIDOS

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