

# ROUBLARD

## UNCHAINED

Niveau  
de Roublard

### ROUBLARD

Niveau de Roublard		
1	<input type="checkbox"/>	Détection de pièges Sneak Attack Finesse Training
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Danger Sense
4	<input type="checkbox"/>	Debilitating Injury Esquive instinctive
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Esquive instinctive supérieure
10	<input type="checkbox"/>	Talents de maître roublard
20	<input type="checkbox"/>	Master Strike

### PIÈGES

Détection de pièges  =  $\frac{\text{Perception}}{\text{Niveau de Roublard}} + \left( \frac{\text{Niveau de Roublard}}{2} \right)$

Désarmer les pièges  =  $\frac{\text{Sabotage}}{\text{Niveau de Roublard}} + \left( \frac{\text{Niveau de Roublard}}{2} \right)$

**DANGER SENSE** Niveau de Roublard Divers  
BONUS  
3  $+ \frac{\text{Niveau de Roublard}}{3} + \text{Divers}$

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

### ATTAQUE SOURNOISE

**BONUS DE DÉGÂTS** Niveau de Roublard Divers  
D'ATTAQUE SOURNOISE  
 $\frac{\text{Niveau de Roublard}}{2} + \text{Divers}$

(arrondi au supérieur)

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** Niveau de Roublard  
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.

### TALENTS DE ROUBLARD

#### TALENTS CONNUS

=  $\left( \frac{\text{Niveau de Roublard}}{2} \right) + \text{Divers}$  (arrondi à l'inférieur)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

### ROGUE'S EDGE

Niveau Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

### COUP DE MAÎTRE

A successful sneak attack can also deliver one of:

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

#### COUP DE MAÎTRE

Niveau FORTITUDE DC

20

=  $10 + \left( \frac{\text{Niveau de Roublard}}{2} \right) + \text{INT}$

Coup de maître ne peut pas être utilisé à nouveau sur la même cible endéans 24 heures, qu'elle passe son jet de vigueur ou non.