

SANCTIFIED ROGUE

(ROGUE)

Rogue
Level

ROGUE TALENTS

TALENTS
KNOWN

Rogue
Level

Misc

From level 10, a Rogue
can take Advanced Talents

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round down})$$

SANCTIFIED ROGUE

Rogue
Level

1

☐

{ Trapfinding
Sneak Attack

2

☐

Evasion

4

☐

Divine Purpose

8

☐

Divine Epiphany

10

☐

Advanced Talents

20

☐

Master Strike

TRAPS

Perception

Rogue
Level

Locate Traps

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

Disable
Device

Rogue
Level

Disable Traps

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

TRAP SENSE

Level

REFLEX BONUS

Rogue
Level

Misc

3

+

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

SNEAK ATTACK

SNEAK DAMAGE
BONUS

Rogue
Level

Misc

$$\boxed{} \text{ d6} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round up})$$

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.

DIVINE PURPOSE

Level

4

Gain a +1 bonus to Fortitude and Will saves.

DIVINE EPIPHANY

Level

8

Once per day, see into the future as if using the Augury spell with a caster level equal to your Rogue level.

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

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

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

1

2

3

4

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11

12

13

14