

# LADRO UNCHAINED

Livello  
da Ladro

## LADRO

Livello  
da Ladro

**1** ☐ Individuare Trappole  
Sneak Attack  
Finesse Training

**2** ☐ Eludere

**3** ☐ Danger Sense

**4** ☐ Debilitating Injury  
Schivare prodigioso

**5** ☐ Rogue's Edge

**8** ☐ Schivare prodigioso migliorato

**10** ☐ Talenti avanzati

**20** ☐ Master Strike

## TRAPPOLE

Percezione

Livello  
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Scoprire Trappole  =  + (  ÷ 2 )

Disattivare  
Congegni

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Disatt. Trappole  =  + (  ÷ 2 )

### DANGER SENSE

Livello  
**BONUS**

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Varie

**3** +  = (  ÷ 3 ) +

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

## ATTACCO FURTIVO

### DANNO FURTIVO BONUS

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Varie

d6 = (  ÷ 2 ) +   
(per eccesso)

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

Livello

**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.

## DOTI DA LADRO

### TALENTI CONOSCIUTI

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Varie

Dal decimo livello, un Ladro  
può scegliere Doti Avanzate

= (  ÷ 2 ) +  (per difetto)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

## ROGUE'S EDGE

Livello

Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

## COLPO DA MAESTRO

A successful sneak attack can also deliver one of:

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

### COLPO DA MAESTRO CD TEMPRA

Livello

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**20**  = 10 + (  ÷ 2 ) + INT

Il Colpo da maestro non può essere usato nuovamente sullo stesso  
bersaglio entro 24 ore, che superi il TS su Temptra oppure no