

SNIPER

(BOEF)

Sniper
Level

SNIPER

Rogue
Level

1

Accuracy
Sneak Attack

2

Evasion

3

Deadly Range

4

Uncanny Dodge

8

Improved Uncanny Dodge

10

Geavanceerde Talenten

20

Master Strike

ACCURACY

Halves the normal range increment penalty when firing a bow or crossbow.

SNEAK ATTACK

SLUIP SCHADE
BONUS

Rogue
Level

Misc

d6

= (÷ 2) +

(Naar boven afgerond)

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 range:

SNEAK ATTACK
RANGE LIMIT

Rogue
Level

ft

= 30 ft + 10 ft × (÷ 3)

(Naar beneden afgerond)

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

- Slaap for 1d4 uren
- Verlamd voor 2d6 rondes
- Geslacht

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) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14