

# THUG

(BOEF)

Thug  
Level

## THUG

Rogue  
Level

1

☐

Frightening  
Sneak Attack

2

☐

Evasion

3

☐

Brutal Beating

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Geavanceerde Talenten

20

☐

Master Strike

## FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

d6

$$= \left( \div 2 \right) +$$

(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 30 ft.

It is not multiplied by critical hits.

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

## BRUTAL BEATING

On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened.

Level

3

SICKENED  
DURATION

Rogue  
Level

rds

$$= \left( \div 2 \right)$$

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

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

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

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

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

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

$$\div 2 \left( \right) +$$

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14