

# POISONER

(BOEF)

Poisoner  
Level

## POISONER

Rogue  
Level

**1** ☐ **Poison Use**  
**Sneak Attack**

**2** ☐ **Evasion**

**3** ☐ **Master Poisoner**

**4** ☐ **Uncanny Dodge**

**8** ☐ **Improved Uncanny Dodge**

**10** ☐ **Geavanceerde Talenten**

**20** ☐ **Master Strike**

## POISONS

### POISON USE

Trained in poisons, and cannot accidentally poison yourself.

### MASTER POISONER

Level

**3** Change a poison's type between contact, ingested, inhaled or injury. This requires one hour and a Craft: Alchemy check equal to the poison's DC.

Craft:  
Alchemy

Poisoner  
Level

Craft Poisons

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$$

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(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.

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

• Slaap for 1d4 uren

**20**

• Verlamd voor 2d6 ronden

• Geslacht

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{INT}$$

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

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(Naar beneden afgerond)

1

2

3

4

5

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