TRAPSMITH

(BOEF)

Trapsmith Level ☐

TRAPSMITH

Rogue Level		
1	☐ {	Trapfinding
		Sneak Attack
2	☐	Evasion
4	☐	Careful Disarm
8	☐	Trapmaster
10	☐	Geavanceerde Talenten
20	☐	Master Strike

TRAPS

TRAP SENSE
REFLEX BONUS

Level **3**

$+ \boxed{} = \left(\underline{}_{\text{Rogue Level}} \div 3 \right) + \underline{}_{\text{Misc}}$

Level **4** — Apply this bonus × **2** to avoid a trap you sprang while attempting to disable it.

Level **4** — Failing to disarm a trap does not spring the trap unless you fail by 10 or more.

TRAP MASTER

Level **8** — On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.

If it's a magical trap that only lets certain people through, you can change who it will allow.

SNEAK ATTACK

SLUIP SCHADE
BONUS

$\boxed{} \text{d6} = \left(\underline{}_{\text{Rogue Level}} \div 2 \right) + \underline{}_{\text{Misc}}$

(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

Level **20** — Een succesvolle sluip aanval kan ook:
- Slaap for 1d4 uren
- Verlamd voor 2d6 ronden
- Geslacht

MASTER STRIKE
FORTITUDE DC

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

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

$\boxed{} = \left(\underline{}_{\text{Rogue Level}} \div 2 \right) + \underline{}_{\text{Misc}}$

From level 10, a Rogue can take Advanced Talents

(Naar beneden afgerond)

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