# ROOF RUNNER

## (BOEF)

Roof Runner Level [ ]

## ROOF RUNNER

| Rogue Level | | |
|---|---|---|
| 1 | ☐ | { Roof Running / Sneak Attack |
| 2 | ☐ | { Evasion / Tumbling Descent |
| 4 | ☐ | Uncanny Dodge |
| 8 | ☐ | Improved Uncanny Dodge |
| 10 | ☐ | Geavanceerde Talenten |
| 20 | ☐ | Master Strike |

## ROOF RUNNING

Take no penalties to speed, Dexterity-based skills or Reflex saves for moving around on top of buildings.

## SNEAK ATTACK

**SLUIP SCHADE BONUS**

Rogue Level    Misc

$\boxed{\phantom{xx}}$ d6 $= ( \underline{\phantom{xxx}} \div 2 ) + \underline{\phantom{xxx}}$

**(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.

## TUMBLING DESCENT

**Level 2**

Control your descent by ricocheting between two or more walls no more than 10ft apart.

You can end the drop by diving through a window, balcony or other opening.

The DC for this Acrobatics check is 5 for each 10ft dropped.

## MASTER STRIKE

**Level 20**

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

**MASTER STRIKE FORTITUDE DC**

Rogue Level

$\boxed{\phantom{xx}} = 10 + ( \underline{\phantom{xxx}} \div 2 ) +$ 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

$\boxed{\phantom{xx}} = ( \underline{\phantom{xxx}} \div 2 ) + \underline{\phantom{xxx}}$ (Naar beneden afgerond)

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