

DEDUCTIONIST

Deductionist
Level

ROGUE

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Geavanceerde Talenten
20	<input type="checkbox"/>	Master Strike

TRAPS

Locate Traps

$$\text{Perception} + \left(\frac{\text{Rogue Level}}{2} \right)$$

Disable Traps

$$\text{Disable Device} + \left(\frac{\text{Rogue Level}}{2} \right)$$

TRAP SENSE REFLEX BONUS

$$\text{Level} + \left(\frac{\text{Rogue Level}}{3} \right) + \text{Misc}$$

SNEAK ATTACK

SLUIP SCHADE BONUS

$$\text{d6} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(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

Een succesvolle sluip aanval kan ook:

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

MASTER STRIKE FORTITUDE DC

$$= 10 + \left(\frac{\text{Rogue Level}}{2} \right) + \text{INT}$$

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

$$\text{From level 10, a Rogue can take Advanced Talents}$$

(Naar beneden afgerond)

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