

# SNIPER

(BOEF)

Sniper  
Level

## SNIPER

Rogue  
Level

1

{ Accuracy  
Sneak Attack

2

Evasion

3

Deadly Range

4

Uncanny Dodge

8

Improved Uncanny Dodge

10

Geavanceerde Talenten

20

Master Strike

## ACCURACY

Halves the normal range increment penalty when firing a bow or crossbow.

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

d6

$$= ( \div 2 ) +$$

(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 range:

SNEAK ATTACK  
RANGE LIMIT

Rogue  
Level

ft

$$= 30 \text{ ft} + 10 \text{ ft} \times ( \div 3 )$$

(Naar beneden afgerond)

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

20

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

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

$$= 10 + ( \div 2 ) + INT$$

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

$$= ( \div 2 ) +$$

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14