DEDUCTIONIST

Deductionist Level

ROGUE

Rogue Level		
1	☐	{ Trapfinding / Sneak Attack
2	☐	Evasion
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Geavanceerde Talenten
20	☐	Master Strike

TRAPS

Locate Traps $\boxed{}$ = Perception ___ + (Rogue Level ___ $\div$ 2)

Disable Traps $\boxed{}$ = Disable Device ___ + (Rogue Level ___ $\div$ 2)

TRAP SENSE
REFLEX BONUS

Level 3 $\boxed{+}$ = (Rogue Level ___ $\div$ 3) + Misc

SNEAK ATTACK

SLUIP SCHADE
BONUS

$\boxed{}$ d6 = (Rogue Level ___ $\div$ 2) + 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 + (Rogue Level ___ $\div$ 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

$\boxed{}$ = (Rogue Level ___ $\div$ 2) + Misc ___

From level 10, a Rogue can take Advanced Talents

(Naar beneden afgerond)

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