	BANDIT	Bandit	ROGUE TALENTS			
	(BOEF)	Level	TALENTS	Rogue	Misc	From level 10, a Roque
*	BAND	IT .	KNOWN	Level ÷ 2).	can take Advanced Talents
Rogue Level				= (÷ 2	· / +	(Naar beneden afgerond)
1	□		1			
2	☐ Evasion					
4	☐ Ambush		2			
8	☐ Fearsome Strike					
10	☐ Geavanceerde Tal	enten	3			
20	☐ Master Strike					
	TRAP		4			
	RAP SENSE Ro	gue				
3		vei	5			
	+ = (÷ 3) +				
SNEAK ATTACK SLUIP SCHADE Rogue			6			
BONUS	Level	Misc				
	d6 = (÷ 2) +	7			
Snoak att	aak damaga can ba annliad	(Naar boven afgerond)				
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.			8			
	d attacks, it only applies wit nultiplied by critical hits.	hin 30 ft.				
	be non-lethal unless using a					
AMBUSH Level On surprise rounds where you are able to act, you can			9			
4 take a move action, a standard action and a swift action.						
FEARSOME STRIKE On confirming a critical hit and dealing sneak attack			10			
	n confirming a critical hit an amage, you can make a foe f					
Ο -	RIGHTENED ER DAY	FRIGHTENED DURATION	11			
	СНА	CHA rds				
` _	MASTER S		12			
	en succesvolle sluip aanval l					
Level .	Slaap for 1d4 uren Verlamd voor 2d6 ronden		13			
	Geslacht					
MASTER STRIKE Rogue FORTITUDE DC Level			14			
	= 10 + (÷ 2) + INT				
Master st 24 hours,	rike cannot be used again o whether they pass the Forti	n the same target within itude save or not.				