

# SANCTIFIED ROGUE

(BOEF)

Rogue  
Level

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (Naar beneden afgerond)

### SANCTIFIED ROGUE

Rogue  
Level

1

Trapfinding  
Sneak Attack

2

Evasion

4

Divine Purpose

8

Divine Epiphany

10

Geavanceerde Talenten

20

Master Strike

### TRAPS

TRAP SENSE

Rogue  
Level

Misc

Level REFLEX BONUS

3

+

 = (  ÷ 3 ) +

### SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

d6

 = (  ÷ 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 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

### DIVINE PURPOSE

Level

4

Gain a +1 bonus to Fortitude and Will saves.

### DIVINE EPIPHANY

Level Once per day, see into the future as if using the Augury spell with a caster level equal to your Rogue level.

8

### MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

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

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

= 10 + (  ÷ 2 ) + INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

1

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