

ACROBAT

(BOEF)

Acrobat
Level

ACROBAT

Rogue
Level

1 ☐ Expert Acrobat
Sneak Attack

2 ☐ Evasion

3 ☐ Second Chance

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Geavanceerde Talenten

20 ☐ Master Strike

ACROBATICS

EXPERT ACROBAT

While wearing light armour, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.

While wearing no armour, gain +2 to Acrobatics and Fly checks.

SECOND CHANCE

Level

3

Reroll an Acrobatics, Climb or Fly check at -5.
You must take the new result.

SECOND CHANCES PER DAY

Rogue
Level

Misc

= (

÷ 3

) +

(Naar boven afgerond)

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.

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

- Slaap for 1d4 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.

ROGUE TALENTS

TALENTS
KNOWN

Rogue
Level

Misc

From level 10, a Rogue
can take Advanced Talents

= (

÷ 2

) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14