

# BANDIT

(BOEF)

Bandit  
Level

## BANDIT

Rogue  
Level

1



Trapfinding  
Sneak Attack

2

Evasion

4

Ambush

8

Fearsome Strike

10

Geavanceerde Talenten

20

Master Strike

## TRAPS

TRAP SENSE

Rogue  
Level

Misc

Level

REFLEX BONUS

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## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

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(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.

## AMBUSH

Level

4

On surprise rounds where you are able to act, you can take a move action, a standard action and a swift action.

## FEARSOME STRIKE

On confirming a critical hit and dealing sneak attack damage, you can make a foe frightened.

Level

8

FRIGHTENED  
PER DAY

FRIGHTENED  
DURATION

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## 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

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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

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(Naar beneden afgerond)

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