

ROGUE

Rogue
Level

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1 ☐ { Trapfinding
Sneak Attack

2 ☐ Evasion

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Geavanceerde Talenten

20 ☐ Master Strike

TRAPS

TRAP SENSE

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Level

Misc

Level

REFLEX BONUS

$$3 + \boxed{} = (\div 3) + $$

SNEAK ATTACK

SLUIP SCHADE
BONUS

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

(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:

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

MASTER STRIKE
FORTITUDE DC

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$$\boxed{} = 10 + (\div 2) + INT$$

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

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Misc

From level 10, a Rogue
can take Advanced Talents

$$\boxed{} = (\div 2) + $$

(Naar beneden afgerond)

1

2

3

4

5

6

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12

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14