

TRAPSMITH

(BOEF)

Trapsmith
Level

TRAPSMITH

Rogue
Level

1

☐

{ Trapfinding
Sneak Attack

2

☐

Evasion

4

☐

Careful Disarm

8

☐

Trapmaster

10

☐

Geavanceerde Talenten

20

☐

Master Strike

TRAPS

TRAP SENSE

Rogue

Misc

Level REFLEX BONUS

Level

3

+

=

(

÷ 3

) +

Level

4

Apply this bonus × 2 to avoid a trap you sprang while attempting to disable it.

Level

4

Failing to disarm a trap does not spring the trap unless you fail by 10 or more.

TRAP MASTER

Level

8

On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.

If it's a magical trap that only lets certain people through, you can change who it will allow.

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

Level

20

Een succesvolle sluip aanval kan ook:

• Slaap for 1 d4 uren

• Verlamd voor 2d6 ronden

• 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