BANDIT Band		ROGUE TALENTS				
(BOEF)	TAL	LENTS OWN	Rogue Level	Misc	From level 10, a Rogue	
BANDIT			÷ 2) .		can take Advanced Talents	
Rogue Level		= (······································	<u> </u>	(Naar beneden afgerond)	
1 Trapfinding Sneak Attack	1					
2 🗆 Evasion						
4 □ Ambush	_ 2					
8 Fearsome Strike						
10 Geavanceerde Talenten	3					
20 🗆 Master Strike						
TRAPS	4					
TRAP SENSE Rogue	Misc					
Level REFLEX BONUS Level 3 + = (÷ 3)	+ 5					
SNEAK ATTACK SLUIP SCHADE Rogue	6					
BUNUS	Aisc ——					
d6 = (÷ 2) +	7					
(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.	8					
It is not multiplied by critical hits.						
It cannot be non-lethal unless using a non-lethal wea	ipon. 9					
Level On surprise rounds where you are able to act, 4 take a move action, a standard action and a s	you can					
FEARSOME STRIKE	10)				
On confirming a critical hit and dealing sneak damage, you can make a foe frightened.	attack					
8 FRIGHTENED FRIGHTENIA DURATION	ED <u>11</u>					
CHA CHA rd						
MASTER STRIKE	12					
Een succesvolle sluip aanval kan ook:						
Level • Slaap for 1d4 uren 20 • Verlamd voor 2d6 ronden	13					
• Geslacht MASTER STRIKE Rogue	14					
FORTITUDE DC Level		•				
= 10 + (÷ 2)	+ INT ~					
Master strike cannot be used again on the same targ 24 hours, whether they pass the Fortitude save or no						