

# SPY

(BOEF)

Spy  
Level

## SPY

Rogue  
Level

**1** ☐ { Skilled Liar  
Sneak Attack

**2** ☐ Evasion

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Geavanceerde Talenten

**20** ☐ Master Strike

## SKILLED LIAR

Bluff Spy  
Level Level

Deceive

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$$

## POISON USE

Level You are trained in poisons and cannot accidentally  
**3** poison yourself.

## SNEAK ATTACK

**SLUIP SCHADE  
BONUS**

Rogue  
Level Misc

$$\boxed{\phantom{000}}_{d6} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(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 1d4 uren
- Verlamd voor 2d6 rondes
- Geslacht

**MASTER STRIKE  
FORTITUDE DC**

Rogue  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + INT$$

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

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Naar beneden afgerond})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14