

# DRIVER

(BOEF)

Rogue  
Level

## ROGUE

Rogue  
Level

1

☐

{ Trapfinding  
Sneak Attack

2

☐

Evasion

3

☐

Driver's Fortitude

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Geavanceerde Talenten

20

☐

Master Strike

## HARD DRIVE

When driving a vehicle pulled by animals or magical beasts:

- DC of all drive checks reduced by 2
- Base speed increases 10ft
- Acceleration increases 5ft

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

d6

$$= \left( \frac{\quad}{2} \right) +$$

(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.

## DRIVER'S FORTITUDE

Level

3

If drop below 0hp while driving, a DC15 Fortitude save allows you to remain in control of the vehicle.

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

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

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

$$= 10 + \left( \frac{\quad}{2} \right) + \text{INT}$$

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

$$\text{[Box]} = \left( \frac{\quad}{2} \right) + \quad \quad \text{(Naar beneden afgerond)}$$

1

2

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14