

# 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

Rogue  
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Misc

Level

REFLEX BONUS

$$3 + \boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
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Misc

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(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

Rogue  
Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + INT$$

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  
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Misc

From level 10, a Rogue  
can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Naar beneden afgerond)

1

2

3

4

5

6

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14