

THUG

(BOEF)

Thug
Level

THUG

Rogue
Level

1 ☐ { Frightening
Sneak Attack

2 ☐ Evasion

3 ☐ Brutal Beating

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Geavanceerde Talenten

20 ☐ Master Strike

FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

SNEAK ATTACK

**SLUIP SCHADE
BONUS**

Rogue
Level

Misc

$$\boxed{\text{d6}} = \left(\text{.....} \div 2 \right) + \text{.....}$$

(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.

BRUTAL BEATING

On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened.

Level

3 **SICKENED
DURATION**

Rogue
Level

$$\boxed{\text{rds}} = \left(\text{.....} \div 2 \right)$$

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

- 20** • Slaap for 1d4 uren
- Verlamd voor 2d6 ronden
- Geslacht

**MASTER STRIKE
FORTITUDE DC**

Rogue
Level

$$\boxed{\text{.....}} = 10 + \left(\text{.....} \div 2 \right) + \text{INT}$$

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

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

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