SNIPER

(BOEF)

Sniper Level ☐

SNIPER

Rogue Level		
1	☐	{ Accuracy Sneak Attack
2	☐	Evasion
3	☐	Deadly Range
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Geavanceerde Talenten
20	☐	Master Strike

ACCURACY

Halves the normal range increment penalty when firing a bow or crossbow.

SNEAK ATTACK

SLUIP SCHADE BONUS

Rogue Level | Misc

☐ d6 $= (\underline{\quad} \div 2) + \underline{\quad}$

(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 range:

SNEAK ATTACK RANGE LIMIT

Rogue Level

☐ ft $= 30$ ft $+ 10$ ft $\times (\underline{\quad} \div 3)$

(Naar beneden afgerond)

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:

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

MASTER STRIKE FORTITUDE DC

Rogue Level

☐ $= 10 + (\underline{\quad} \div 2) + $ 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

☐ $= (\underline{\quad} \div 2) + \underline{\quad}$ (Naar beneden afgerond)

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