

# ROGUE

(BOEF)

Rogue  
Level

## ROGUE

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**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**

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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.

## DRIVER'S FORTITUDE

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

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

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

**MASTER STRIKE  
FORTITUDE DC**

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

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  
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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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