

CHARLATAN

Charlatan
Level

(BOEF)

CHARLATAN

Rogue
Level

1

☐

{ Natural Born Liar
Sneak Attack

2

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Evasion

3

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Grand Hoax

4

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Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Geavanceerde Talenten

20

☐

Master Strike

NATURAL BORN LIAR

When you successfully Bluff someone, they take -2 to oppose your Bluff checks for 24 hours. This does not stack with itself.

SNEAK ATTACK

SLUIP SCHADE
BONUS

Rogue
Level

Misc

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

(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.

GRAND HOAX

Use a Bluff check to spread rumours. The rumours normally take a week to propagate.

Level
3 RUMOURS
PER WEEK

$$\boxed{} = \text{CHA}$$

(As the Rumourmonger feat)

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

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

MASTER STRIKE
FORTITUDE DC

Rogue
Level

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

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

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

(Naar beneden afgerond)

1

2

3

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14