ACROBAT
(BOEF)

Acrobat Level ☐

ACROBAT

Rogue Level		
1	☐	{ Expert Acrobat Sneak Attack
2	☐	Evasion
3	☐	Second Chance
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Geavanceerde Talenten
20	☐	Master Strike

ACROBATICS

EXPERT ACROBAT

While wearing light armour, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.

While wearing no armour, gain **+2** to Acrobatics and Fly checks.

Level 3

SECOND CHANCE

Reroll an Acrobatics, Climb or Fly check at **-5**. You must take the new result.

SECOND CHANCES PER DAY

$$\boxed{} = (\underline{} \div 3) + \underline{}$$

Rogue Level   Misc

(Naar boven afgerond)

SNEAK ATTACK

SLUIP SCHADE BONUS

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

Rogue Level   Misc

(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

Level 20

Een succesvolle sluip aanval kan ook:
- Slaap for 1d4 uren
- Verlamd voor 2d6 ronden
- Geslacht

MASTER STRIKE FORTITUDE DC

$$\boxed{} = 10 + (\underline{} \div 2) + INT$$

Rogue Level

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

$$\boxed{} = (\underline{} \div 2) + \underline{}$$

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

(Naar beneden afgerond)

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