

SANCTIFIED ROGUE

(BOEF)

Rogue
Level

SANCTIFIED ROGUE

Rogue
Level

1

☐

Trapfinding
Sneak Attack

2

☐

Evasion

4

☐

Divine Purpose

8

☐

Divine Epiphany

10

☐

Geavanceerde Talenten

20

☐

Master Strike

TRAPS

TRAP SENSE

Rogue
Level

Misc

Level

REFLEX BONUS

3

+

= (÷ 3) +

SNEAK ATTACK

SLUIP SCHADE
BONUS

Rogue
Level

Misc

d6

= (÷ 2) +

(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.

DIVINE PURPOSE

Level

4

Gain a +1 bonus to Fortitude and Will saves.

DIVINE EPIPHANY

Level

8

Once per day, see into the future as if using the Augury spell with a caster level equal to your Rogue level.

MASTER STRIKE

Level

20

Een succesvolle sluip aanval kan ook:

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

MASTER STRIKE
FORTITUDE DC

Rogue
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= 10 + (÷ 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

= (

÷ 2) +

(Naar beneden afgerond)

1

2

3

4

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11

12

13

14