KNIFE MASTER

Knife Master Level [____]

(BOEF)

KNIFE MASTER

Rogue Level		
1	☐	{ Trapfinding / Sneak Attack
2	☐	Evasion
3	☐	Blade Sense
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Geavanceerde Talenten
20	☐	Master Strike

HIDDEN BLADE

Conceal Knife [____] = _____ (Sleight of Hand) + (_____ (Rogue Level) ÷ 2)

SNEAK ATTACK

When using a dagger, punching dagger, kerambit, kukri, starknife or swordbreak dagger, the Knife Master's sneak attack deals d8s.

With any other weapon, they deal d4s.

SLUIP SCHADE BONUS

[____] d8 = (_____ (Rogue Level) ÷ 2) + _____ (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.

BLADE SENSE

Level 3

AC BONUS [+ ____] = (_____ (Rogue Level) ÷ 3) + _____ (Misc)

Bonus applies when attacked with a light blade.

MASTER STRIKE

Level 20

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

MASTER STRIKE FORTITUDE DC

[____] = 10 + (_____ (Rogue Level) ÷ 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) ÷ 2) + _____ (Misc)

From level 10, a Rogue can take Advanced Talents

(Naar beneden afgerond)

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____
11	_____
12	_____
13	_____
14	_____