

BANDIT

(BOEF)

Bandit
Level

BANDIT

Rogue
Level

1

Trapfinding
Sneak Attack

2

Evasion

4

Ambush

8

Fearsome Strike

10

Geavanceerde Talenten

20

Master Strike

TRAPS

TRAP SENSE

REFLEX BONUS

Rogue
Level

Misc

Level

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3

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+

SNEAK ATTACK

SLUIP SCHADE
BONUS

Rogue
Level

Misc

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+

(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.

AMBUSH

Level

4

On surprise rounds where you are able to act, you can take a move action, a standard action and a swift action.

FEARSOME STRIKE

On confirming a critical hit and dealing sneak attack damage, you can make a foe frightened.

Level

8

FRIGHTENED
PER DAY

FRIGHTENED
DURATION

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rds

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

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

MASTER STRIKE
FORTITUDE DC

Rogue
Level

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10

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+

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

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2

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(Naar beneden afgerond)

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