

SCHURKE

UNCHAINED

Schurken-
stufe

SCHURKE

Schurken- stufe		Fallen finden
1	<input type="checkbox"/>	Hinterhältiger Angriff Finesse Training
2	<input type="checkbox"/>	Entrinnen
3	<input type="checkbox"/>	Gefahreninstinkt
4	<input type="checkbox"/>	Debilitating Injury Reflexbewegung
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Verbesserte Reflexbewegung
10	<input type="checkbox"/>	Verbesserte Tricks
20	<input type="checkbox"/>	Meisterhafter Angriff

FALLENKUNDE

Fallen aufspüren = + (÷ 2)

Fallen entschärfen = + (÷ 2)

DANGER SENSE Schurken-
Stufe **BONUS** stufe Sonstiges
3 + = (÷ 3) +

Bonus to Reflex saves and AC against traps,
and to Perception to avoid being surprised by a foe.

HINTERHÄLTIGER ANGRIFF

SCHADEN Schurken-
BONUS stufe Sonstiges
 W6 = (÷ 2) +
(aufrunden)

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.

Stufe **DEBILITATING INJURY**
4 On a successful sneak attack, apply a penalty for 1 round.
Only one such penalty can be applied at a time.

Bewildered
Penalty to AC, and an extra AC penalty against yourself.

- 4** -2 AC -4 AC against yourself
10 -2 AC -6 AC against yourself
16 -2 AC -8 AC against yourself

Disoriented
Penalty to attack, and an extra penalty against yourself.

- 4** -2 attack -4 to attack yourself
10 -2 attack -6 to attack yourself
16 -2 attack -8 to attack yourself

Hampered
All target's speeds are reduced to half (min 5ft),
and target cannot take 5ft steps.

TRICKS

TALENTE
BEKANNT

Schurken-
stufe

Sonstiges

Ab Stufe 10 kann der Schurke
verbesserte Tricks wählen

= (÷ 2) + (abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROGUE'S EDGE

Stufe Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

MEISTERHAFTER ANGRIFF

A successful sneak attack can also deliver one of:

- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MEISTERHAFTER ANGRIFF Schurken-
ZÄHIGKEITSWURF (SG) stufe

Stufe
20 = 10 + (÷ 2) + **GE**

Meisterhafter Angriff kann nicht auf den Gleichen Gegner in
24h angewendet werden, egal ob dieser den Zähigkeitswurf schafft oder nicht