

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 = $\frac{\text{Wahrnehmung}}{\text{Schurken-
stufe}}$ + $\left(\frac{\text{Schurken-
stufe}}{2} \right)$

Fallen entschärfen = $\frac{\text{Mechanism.
ausschalten}}{\text{Schurken-
stufe}}$ + $\left(\frac{\text{Schurken-
stufe}}{2} \right)$

DANGER SENSE **BONUS** $\frac{\text{Stufe}}{3}$ + $\left(\frac{\text{Schurken-
stufe}}{3} \right)$ + $\frac{\text{Sonstiges}}{3}$

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

HINTERHÄLTIGER ANGRIFF

SCHADEN **BONUS** $\frac{\text{Schurken-
stufe}}{2}$ + $\left(\frac{\text{Schurken-
stufe}}{2} \right)$ + $\frac{\text{Sonstiges}}{2}$

W6 (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.

DEBILITATING INJURY $\frac{\text{Stufe}}{4}$ 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

= $\left(\frac{\text{Schurken-
stufe}}{2} \right)$ + $\frac{\text{Sonstiges}}{2}$ (abrunden)

1

2

3

4

5

6

7

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11

12

13

14

ROGUE'S EDGE

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 $\frac{\text{Schurken-
stufe}}{2}$

$\frac{\text{Stufe}}{20}$ $\left(\frac{\text{ZÄHIGKEITSWURF (SG)}}{2} \right)$ + $\frac{\text{GE}}{2}$

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