SNIPER Sniper Level	ROGUE TALENTS					
(SCHURKE)	TALENTE KNOWN	Schurken Stufe		Sonstiges		From level 10, a Rogue can take Advanced Talents
× SNIPER		= (÷ 2)	+		oun take Advanced faichts
Schurken Stufe			. ′		(abrunden)	
1 ☐ Accuracy Sneak Attack	1					
2 🗆 Entrinnen						
3 □ Deadly Range	2					
4 □ Uncanny Dodge						
8 Improved Uncanny Dodge	3					
10 Advanced Talents						
20 Master Strike	4					
ACCURACY						
Halves the normal range increment penalty when firing a bow or crossbow.	5					
HINTERHÄLTIGER ANGIFF						
SCHADEN Schurken BONUS Stufe Sonstiges	6					
W6 = (÷ 2) +						
(aufrunden)	7					
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 range:	8					
SNEAK ATTACK Schurken RANGE LIMIT Stufe						
m = 30 ft + 10 ft × (÷ 3)	9					
(abrunden) It is not multiplied by critical hits.						
It cannot be non-lethal unless using a non-lethal weapon.	10					
MEISTERHAFTER ANGRIFF						
Ein erfolgreicher Hinterhältiger Angriff kann auch verursacher Stufe • Schlaf für 1W4 Stunden 20 • Gelähmt für 2W6 Runden	11					
• Getötet						
MEISTERHAFTER ANGRIFFSchurken ZÄHIGKEIT SG Stufe	12					
= 10 + (÷ 2) + IN	42					
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.	13					
	14					