

BANDIT

(SCHURKE)

Bandit
Level

BANDIT

Schurken
Stufe

1 ☐ { Trapfinding
Sneak Attack

2 ☐ Entrinnen

4 ☐ Ambush

8 ☐ Fearsome Strike

10 ☐ Advanced Talents

20 ☐ Master Strike

FALLEN

Wahrnehmung

Schurken
Stufe

Fallen finden

$$\boxed{} = + \left(\div 2 \right)$$

Mechanism.
ausschalten

Schurken
Stufe

Fallen entschärfen

$$\boxed{} = + \left(\div 2 \right)$$

FALLENGESPÜR

Stufe

REFLEX BONUS

Schurken
Stufe

Sonstiges

$$3 + \boxed{} = \left(\div 3 \right) + $$

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

$$\boxed{} W6 = \left(\div 2 \right) + \quad (\text{aufrunden})$$

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.

AMBUSH

Stufe

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.

Stufe

8

FRIGHTENED
PER DAY

FRIGHTENED
DURATION

CH

CH

Runden

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

Stufe

- Schlaf für 1W4 Stunden
- Gelähmt für 2W6 Runden
- Getötet

MEISTERHAFTER ANGRIFF Schurken
ZÄHIGKEIT SG Stufe

$$\boxed{} = 10 + \left(\div 2 \right) + \text{IN}$$

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

ROGUE TALENTS

TALENTE
KNOWN

Schurken
Stufe

Sonstiges

From level 10, a Rogue
can take Advanced Talents

$$\boxed{} = \left(\div 2 \right) + \quad (\text{abrunden})$$

1

2

3

4

5

6

7

8

9

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11

12

13

14