

ROOF RUNNER

(SCHURKE)

Roof
Runner
Level

ROOF RUNNER

Schurken Stufe		
1	<input type="checkbox"/>	{ Roof Running Sneak Attack
2	<input type="checkbox"/>	{ Entrinnen Tumbling Descent
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

ROOF RUNNING

Take no penalties to speed, Dexterity-based skills or Reflex saves for moving around on top of buildings.

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
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.

TUMBLING DESCENT

- Control your descent by ricocheting between two or more walls no more than 10ft apart.
- Stufe 2 You can end the drop by diving through a window, balcony or other opening.
- The DC for this Acrobatics check is 5 for each 10ft dropped.

MEISTERHAFTER ANGRIFF

- Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:
- Stufe 20
- Schlaf für 1W4 Stunden
 - Gelähmt für 2W6 Runden
 - Getötet

MEISTERHAFTER ANGRIFFSchurken
ZÄHIGKEIT SG Stufe

= 10 + (÷ 2) + 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

= (÷ 2) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14