

# SCOUT (SCHURKE)

Scout  
Level

## SCOUT

Schurken  
Stufe

1

☐

Trapfinding  
Sneak Attack

2

☐

Entrinnen

4

☐

Scout's Charge

8

☐

Skirmisher

10

☐

Advanced Talents

20

☐

Master Strike

## FALLEN

Wahrnehmung

Schurken  
Stufe

Fallen finden

=

+

(  $\div 2$  )

Mechanism.  
ausschalten

Schurken  
Stufe

Fallen entschärfen

=

+

(  $\div 2$  )

## FALLENGESPÜR REFLEX BONUS

Stufe

Schurken  
Stufe

Sonstiges

3

+

=

(

$\div 3$  )

+

## HINTERHÄLTIGER ANGRIFF

### SCHADEN BONUS

Schurken  
Stufe

Sonstiges

 W6

=

=

(

$\div 2$  )

+

(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.

### SCOUT'S CHARGE

Stufe

4

Deal sneak attack damage when you charge.

Enemies with Uncanny Dodge are immune to this.

### SKIRMISHER

Stufe

8

Deal sneak attack damage whenever you move 10 ft.

Enemies with Uncanny Dodge are immune to this.

## MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen: 14

Stufe

20

• Schlaf für 1W4 Stunden

• Gelähmt für 2W6 Runden

• Getötet

### MEISTERHAFTER ANGRIFFS ZÄHIGKEIT SG

Schurken  
Stufe

=

10

+

(

$\div 2$  )

+

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

=

(

$\div 2$  )

+

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14