

THUG

(SCHURKE)

Thug
Level

THUG

Schurken
Stufe

1 ☐ { Frightening
Sneak Attack

2 ☐ Entrinnen

3 ☐ Brutal Beating

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

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.

BRUTAL BEATING

On successfully dealing sneak attack damage, forgo 1W%d6W% of the damage to make the target sickened.

Stufe **SICKENED**
3 **DURATION** Schurken
Stufe

Runden

= (

÷ 2)

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

14

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