

BURGLAR

(SCHURKE)

Burglar
Level

BURLGAR

Schurken
Stufe

1 ☐ { Trapfinding
Sneak Attack

2 ☐ Entrinnen

4 ☐ Careful Disarm

8 ☐ Distraction

10 ☐ Advanced Talents

20 ☐ Master Strike

FALLEN

Wahrnehmung
Schurken
Stufe

Fallen finden

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

Mechanism.
ausschalten
Schurken
Stufe

Fallen entschärfen

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

Stufe 4 Failing to disable a trap does not spring the trap unless you fail by 10 or more.

Stufe 3 **FALLENGESPÜR** **REFLEX BONUS** $\boxed{} + = \left(\div 3 \right) +$

Stufe 4 Apply this bonus $\times 2$ to avoid a trap you sprang while attempting to disable it.

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

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

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.

ABLENKUNG

Stufe 8 When detected while using Stealth (but not visible), make a Bluff check to convince the target that the noise was something innocent.

This does not work twice on the same target.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

- Stufe 20
- Schlaf für 1W4 Stunden
 - Gelähmt für 2W6 Runden
 - Getötet

MEISTERHAFTER ANGRIFF **ZÄHIGKEIT SG** $\boxed{}$ $= 10 + \left(\div 2 \right) +$ **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

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

1

2

3

4

5

6

7

8

9

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11

12

13

14