

KNIFE MASTER

(SCHURKE)

Knife
Master
Level

ROGUE TALENTS

TALENTE
KNOWN

Schurken
Stufe

Sonstiges

From level 10, a Rogue
can take Advanced Talents

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14

KNIFE MASTER

Schurken
Stufe

1 ☐ { Trapfinding
Sneak Attack

2 ☐ Entrinnen

3 ☐ Blade Sense

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

HIDDEN BLADE

Sleight of
Hand

Schurken
Stufe

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

HINTERHÄLTIGER ANGRIFF

When using a dagger, punching dagger, kerambit, kukri, starknife or swordbreak dagger, the Knife Master's sneak attack deals $W\%d8W\%$ s. With any other weapon, they deal $W\%d4W\%$ s.

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

$$\boxed{} W8 = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{aufrunden})$$

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.

BLADE SENSE

Stufe

AC BONUS

Schurken
Stufe

Sonstiges

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

Bonus applies when attacked with a light blade.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

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

MEISTERHAFTER ANGRIFF
ZÄHIGKEIT SG

Schurken
Stufe

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

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