

(SCHURKE)

SWASHBUCKLER		
Schurken Stufe		
1	<input type="checkbox"/>	<div>Martial Training</div> Sneak Attack
2	<input type="checkbox"/>	Entrinnen
3	<input type="checkbox"/>	Daring
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

MARTIAL TRAINING		
Weapon Proficiency		

COMBAT FEATS		
1		
2		

HINTERHÄLTIGER ANGRIFF		
SCHADEN BONUS	Schurken Stufe	Sonstiges
<div>W6</div>	<div>= (</div>	<div>÷ 2) +</div>
		(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.

DARING		
DARING BONUS	Schurken Stufe	Sonstiges
Stufe		
3	<div>+ <div></div></div>	<div>= (</div>
		÷ 3) +
Morale bonus applies to Acrobatics checks and saving throws against fear.		

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

MEISTERHAFTER ANGRIFF	Schurken Stufe
ZÄHIGKEIT SG	
<div></div>	<div>= 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
<div></div>	<div>= (</div>	<div>÷ 2) +</div>
		(abrunden)
1		
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