

# SANCTIFIED ROGUE (SCHURKE)

Schurken  
Stufe

## SANCTIFIED ROGUE

Schurken  
Stufe

1 ☐ { Trapfinding  
Sneak Attack

2 ☐ Entrinnen

4 ☐ Divine Purpose

8 ☐ Divine Epiphany

10 ☐ Advanced Talents

20 ☐ Master Strike

## FALLEN

Wahrnehmung

Schurken  
Stufe

Fallen finden

$$\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 2 \right)$$

Mechanism.  
ausschalten

Schurken  
Stufe

Fallen entschärfen

$$\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 2 \right)$$

**FALLENGESPÜR**  
REFLEX BONUS

Stufe

Schurken  
Stufe

Sonstiges

$$3 + \boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

## HINTERHÄLTIGER ANGRIFF

**SCHADEN**  
BONUS

Schurken  
Stufe

Sonstiges

$$\boxed{\phantom{000}} W6 = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad (\text{aufrunden})$$

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.

## DIVINE PURPOSE

Stufe

4

Gain a +1 bonus to Fortitude and Will saves.

## DIVINE EPIPHANY

Stufe

8

Once per day, see into the future as if using the Augury spell with a caster level equal to your Rogue level.

## MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

Stufe

20

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

**MEISTERHAFTER ANGRIFF** Schurken  
ZÄHIGKEIT SG Stufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{IN}$$

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

## ROGUE TALENTS

**TALENTE  
KNOWN**

Schurken  
Stufe

Sonstiges

From level 10, a Rogue  
can take Advanced Talents

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad (\text{abrunden})$$

1

2

3

4

5

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14