

POISONER

(SCHURKE)

Poisoner
Level

POISONER

Schurken
Stufe

1 ☐ { Poison Use
Sneak Attack

2 ☐ Entrinnen

3 ☐ Master Poisoner

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

POISONS

POISON USE

Trained in poisons, and cannot accidentally poison yourself.

MASTER POISONER

Stufe **3** Change a poison's type between contact, ingested, inhaled or injury. This requires one hour and a Craft: Alchemy check equal to the poison's DC.

Craft:
Alchemy

Poisoner
Level

Craft Poisons

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

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

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

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.

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

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

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

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

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