

# SURVIVALIST

Survivalist  
Level

(SCHURKE)

## SURVIVALIST

Schurken  
Stufe

**1** ☐ { Hardy  
Sneak Attack

**2** ☐ Entrinnen

**3** ☐ Endure Elements

**4** ☐ Uncanny Dodge

**8** ☐ Improved Uncanny Dodge

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## HARDY

Can go twice the normal number of days for your race without water before suffering dehydration, and triple the normal number of days without food before suffering starvation.

## HINTERHÄLTIGER ANGIFF

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.

## ENDURE ELEMENTS

Stufe

**3** Suffer no harm from being in hot or cold environments. Equipment is likewise protected.

Endure Elements does not protect you from fire or cold damage.

## MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

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

MEISTERHAFTER ANGRIFFSCHURKEN  
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

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

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