

PIRATE

(SCHURKE)

Pirate
Level

PIRATE

Schurken
Stufe

1 ☐ { Sea Legs
Sneak Attack

2 ☐ { Entrinnen
Swinging Reposition

3 ☐ Unflinching

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

SEA LEGS

+2 to Acrobatics, Climb and Swim checks.

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

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

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.

SWINGING REPOSITION

Stufe 2 Using a ship's masts and rigging to your advantage, make an Acrobatics check to charge or bull rush, after which you can move 5ft without provoking an attack of opportunity.

UNFLINCHING

UNFLINCHING
WILL BONUS

Schurken
Stufe

Sonstiges

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

Bonus applies to saves against mind-affecting effects.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

- Stufe 20
- Schlaf für 1W4 Stunden
 - Gelähmt für 2W6 Runden
 - Getötet

MEISTERHAFTER ANGRIFF
ZÄHIGKEIT SG

Schurken
Stufe

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

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

$$\boxed{} = \left(\div 2 \right) - 1 + \quad (\text{abrunden})$$

1

2

3

4

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