

# TRAPSMITH

(SCHURKE)

Trapsmith  
Level

## TRAPSMITH

Schurken  
Stufe

**1** ☐ { Trapfinding  
Sneak Attack

**2** ☐ Entrinnen

**4** ☐ Careful Disarm

**8** ☐ Trapmaster

**10** ☐ Advanced Talents

**20** ☐ Master Strike

## FALLEN

Wahrnehmung Schurken  
Stufe

Fallen finden  =  + (  ÷ 2 )

Mechanism.  
ausschalten Schurken  
Stufe

Fallen entschärfen  =  + (  ÷ 2 )

Stufe **4** Failing to disable a trap does not spring the trap unless you fail by 10 or more.

Stufe **3** **FALLENGESPÜR** Schurken Sonstiges  
**REFLEX BONUS** Stufe  
+  = (  ÷ 3 ) +

Stufe **4** Apply this bonus × 2 to avoid a trap you sprang while attempting to disable it.

## TRAP MASTER

Stufe **8** On disabling a trap you can bypass it even if your result did not beat the trap's DC by 10.  
If it's a magical trap that only lets certain people through, you can change who it will allow.

## HINTERHÄLTIGER ANGRIFF

**SCHADEN** Schurken  
**BONUS** Stufe Sonstiges

W6 = (  ÷ 2 ) +   
(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 ANGRIFF** Schurken  
**ZÄHIGKEIT SG** Stufe

= 10 + (  ÷ 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

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (abrunden)

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**