

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
REFLEX BONUS Stufe Sonstiges
+ = (÷ 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

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