

# ACROBAT

(SCHURKE)

Acrobat  
Level

## ACROBAT

Schurken  
Stufe

1 ☐ { Expert Acrobat  
Sneak Attack

2 ☐ Entrinnen

3 ☐ Second Chance

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

## ACROBATICS

### EXPERT ACROBAT

While wearing light armour, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.

While wearing no armour, gain +2 to Acrobatics and Fly checks.

### SECOND CHANCE

Stufe

3 Reroll an Acrobatics, Climb or Fly check at -5.  
You must take the new result.

### SECOND CHANCES PER DAY

Schurken  
Stufe

Sonstiges

= ( 

÷ 3 ) +

(aufrunden)

## HINTERHÄLTIGER ANGIFF

SCHADEN  
BONUS

Schurken  
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 ANGRIFFSCHURKEN  
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