

SNIPER

(SCHURKE)

Sniper
Level

SNIPER

Schurken Stufe		
1	<input type="checkbox"/>	Accuracy Sneak Attack
2	<input type="checkbox"/>	Entrinnen
3	<input type="checkbox"/>	Deadly Range
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

ACCURACY

Halves the normal range increment penalty when firing a bow or crossbow.

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 range:

SNEAK ATTACK
RANGE LIMIT

Schurken
Stufe

m

= 30 ft + 10 ft × (

÷ 3

)

(abrunden)

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

MEISTERHAFTER ANGRIFFSCHURKEN
ZÄHIGKEIT SG

Schurken
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