

SCHURKE

(SCHURKE)

Schurken
Stufe

SCHURKE

Schurken
Stufe

1

☐

Trapfinding
Sneak Attack

2

☐

Entrinnen

3

☐

Driver's Fortitude

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

HARD DRIVE

When driving a vehicle pulled by animals or magical beasts:

- DC of all drive checks reduced by 2
- Base speed increases 10ft
- Acceleration increases 5ft

HINTERHÄLTIGER ANGRIFF

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.

DRIVER'S FORTITUDE

Stufe

3

If drop below 0hp while driving, a DC15 Fortitude save allows you to remain in control of the vehicle.

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

= 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

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11

12

13

14