

SCOUT (SCHURKE)

Scout
Level

SCOUT

Schurken
Stufe

1

☐

{ Trapfinding
Sneak Attack

2

☐

Entrinnen

4

☐

Scout's Charge

8

☐

Skirmisher

10

☐

Advanced Talents

20

☐

Master Strike

FALLEN

Wahrnehmung

Schurken
Stufe

Fallen finden

=

+

($\div 2$)

Mechanism.
ausschalten

Schurken
Stufe

Fallen entschärfen

=

+

($\div 2$)

FALLENGESPÜR REFLEX BONUS

Stufe

Schurken
Stufe

Sonstiges

3

+

=

(

$\div 3$) +

HINTERHÄLTIGER ANGRIFF

SCHADEN BONUS

Schurken
Stufe

Sonstiges

 W6

=

=

(

$\div 2$) +

(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.

SCOUT'S CHARGE

Stufe

4

Deal sneak attack damage when you charge.

Enemies with Uncanny Dodge are immune to this.

SKIRMISHER

Stufe

8

Deal sneak attack damage whenever you move 10 ft.

Enemies with Uncanny Dodge are immune to this.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen: 14

Stufe

20

• Schlaf für 1W4 Stunden

• Gelähmt für 2W6 Runden

• Getötet

MEISTERHAFTER ANGRIFFSCHURKEN ZÄHIGKEIT SG

Stufe

=

10

+

(

$\div 2$

)

+

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

=

(

$\div 2$

)

+

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14