

# THUG

(SCHURKE)

Thug  
Level

## THUG

Schurken  
Stufe

1 ☐ { Frightening  
Sneak Attack

2 ☐ Entrinnen

3 ☐ Brutal Beating

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

## FRIGHTENING

On successfully intimidating a target, they are shaken for 1 round longer than normal.

If a target would be shaken for at least 4 rounds, you can choose instead to make them frightened for 1 round.

## 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.

## BRUTAL BEATING

On successfully dealing sneak attack damage, forgo 1d6 of the damage to make the target sickened.

Stufe

3

SICKENED  
DURATION

Schurken  
Stufe

Runden

= (  ÷ 2 )

## 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

14

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