

# SCHURKE

## UNCHAINED

Schurken-  
stufe

### SCHURKE

Schurken-  
stufe

1

☐

Fallen finden  
Sneak Attack  
Finesse Training

2

☐

Entrinnen

3

☐

Gefahreninstinkt

4

☐

Debilitating Injury  
Reflexbewegung

5

☐

Rogue's Edge

8

☐

Verbesserte Reflexbewegung

10

☐

Verbesserte Tricks

20

☐

Master Strike

### FALLENKUNDE

Wahrnehmung

Schurken-  
stufe

Fallen aufspüren

=

+

(

$\div 2$

)

+

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)

(abrunden)

Mechanism.  
ausschalten

Schurken-  
stufe

Fallen entschärfen

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+

(

$\div 2$

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+

\_\_\_\_\_

)

(abrunden)

**DANGER SENSE**  
**BONUS**

Stufe

Schurken-  
stufe

Sonst.

3

+

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(

$\div 3$

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+

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)

(abrunden)

Bonus to Reflex saves and **AC** against traps,  
and to Perception to avoid being surprised by a foe.

### HINTERHÄLTIGER ANGRIF

**SCHADEN**  
**BONUS**

Schurken-  
stufe

Sonst.

W6

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(

$\div 2$

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+

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)

(abrunden)

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.

**DEBILITATING INJURY**

Stufe

4

On a successful sneak attack, apply a penalty for 1 round.  
Only one such penalty can be applied at a time.

**Bewildered**

Penalty to **AC**, and an extra **AC** penalty against yourself.

4

-2 **AC** -4 **AC** against yourself

10

-2 **AC** -6 **AC** against yourself

16

-2 **AC** -8 **AC** against yourself

**Disoriented**

Penalty to attack, and an extra penalty against yourself.

4

-2 attack -4 to attack yourself

10

-2 attack -6 to attack yourself

16

-2 attack -8 to attack yourself

**Hampered**

All target's speeds are reduced to half (min 5ft),  
and target cannot take 5ft steps.

### TRICKS

**TALENTE**  
**KNOWN**

Schurken-  
stufe

Sonst.

Ab der 10. Stufe kann der Schurke  
verbesserte Tricks wählen

=

(

$\div 2$

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+

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)

(abrunden)

1

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7

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9

10

11

12

13

14

### ROGUE'S EDGE

Stufe

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

### MEISTERHAFTER ANGRIF

A successful sneak attack can also deliver one of:

• Sleep for 1d4 hours • Paralyzed for 2d6 rounds • Slain

**MEISTERHAFTER ANGRIF**  
**ZÄHIGKEITSWURF (SG)**

Stufe

20

Schurken-  
stufe

=

10

+

(

$\div 2$

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+

IN

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)

(abrunden)

Meisterhafter Angriff kann nicht auf den Gleichen Gegner in

24h angewendet werden, egal ob dieser den Zähigkeitswurf schafft oder nicht