

# SCHURKE

## UNCHAINED

Schurken-  
stufe

### SCHURKE

Schurken- stufe		Fallen finden Hinterhältiger Angriff Finesse Training
1	<input type="checkbox"/>	
2	<input type="checkbox"/>	Entrinnen
3	<input type="checkbox"/>	Gefahreninstinkt
4	<input type="checkbox"/>	Debilitating Injury Reflexbewegung
5	<input type="checkbox"/>	Rogue's Edge
8	<input type="checkbox"/>	Verbesserte Reflexbewegung
10	<input type="checkbox"/>	Verbesserte Tricks
20	<input type="checkbox"/>	Meisterhafter Angriff

### FALLENKUNDE

Fallen aufspüren  =  $\frac{\text{Wahrnehmung}}{\text{Schurken-  
stufe}}$  +  $\left( \frac{\text{Schurken-  
stufe}}{2} \right)$

Fallen entschärfen  =  $\frac{\text{Mechanism.  
ausschalten}}{\text{Schurken-  
stufe}}$  +  $\left( \frac{\text{Schurken-  
stufe}}{2} \right)$

Stufe **DANGER SENSE** **BONUS**  $3 + \text{Schurken-  
stufe}$  =  $\left( \frac{\text{Sonstiges}}{3} \right) +$

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

### HINTERHÄLTIGER ANGRIFF

**SCHADEN** **BONUS**  $\text{W6} = \left( \frac{\text{Schurken-  
stufe}}{2} \right) + \text{Sonstiges}$  (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.

Stufe **DEBILITATING INJURY** **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**  
**BEKANNT**

Schurken-  
stufe

Sonstiges

Ab Stufe 10 kann der Schurke verbesserte Tricks wählen

=  $\left( \frac{\text{Schurken-  
stufe}}{2} \right) +$  (abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

### ROGUE'S EDGE

Stufe Gain skill unlock powers appropriate to your ranks in:

5

10

15

20

### MEISTERHAFTER ANGRIFF

A successful sneak attack can also deliver one of:

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

Stufe **MEISTERHAFTER ANGRIFF** **ZÄHIGKEITSWURF (SG)**  $\text{Schurken-  
stufe}$

**20**  =  $10 + \left( \frac{\text{Schurken-  
stufe}}{2} \right) +$  **IN**

Meisterhafter Angriff kann nicht auf den Gleichen Gegner in

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