

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

=

+

(

$\div 2$

)

+

)

Mechanism.
ausschalten

Schurken-
stufe

Fallen entschärfen

=

+

(

$\div 2$

)

+

)

DANGER SENSE
BONUS

Schurken-
stufe

Sonstiges

Stufe

3

+

=

(

$\div 3$

)

+

)

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

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.

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
BEKANNT

Schurken-
stufe

Sonstiges

Ab der 10. Stufe kann der Schurke
verbesserte Tricks wählen

=

(

$\div 2$

)

+

)

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

ROGUE'S EDGE

Stufe

5

Gain skill unlock powers appropriate to your ranks in:

10

15

20

MEISTERHAFTER ANGRIFF

A successful sneak attack can also deliver one of:

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

MEISTERHAFTER ANGRIFF
ZÄHIGKEITSWURF (SG)

Stufe

20

=

10

+

(

$\div 2$

)

+

IN

Meisterhafter Angriff kann nicht auf den Gleichen Gegner in

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