

CONDITIONS

FRIGHTENED

Status penalty equal to this value to all checks and DCs.

Unless specified otherwise, the value of frightened condition decreases by 1 at the end of each of your turns.

Dread Striker [Rogue]

Any creature that has the frightened condition is also flat-footed against your attacks.

FLAT-FOOTED

You're distracted or otherwise unable to focus your full attention on defense. You take a -2 circumstance penalty to AC. Some effects give you the flat-footed condition only to certain creatures or against certain attacks. Others--especially conditions--can make you universally flatfooted against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them; for example, many effects simply say "The target is flat-footed."

FEINT →

MENTAL

Requirements You are within melee reach of the target you attempt to *Feint*.

With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against your target's Perception DC.

+ Success Your foe is fooled, but only momentarily. The target is flat-footed against the next melee attack that you attempt against it before the end of your current turn.

🔥 Critical Success You throw your enemy's defenses against you entirely off. The target is flat-footed against melee attacks that you attempt against it until the end of your next turn.

FEINT → (cont)

🚫 Critical Failure Your feint backfires. You are flat-footed against melee attacks the target attempts against you until the end of your next turn.

Scoundrel Racket

When you successfully *Feint*, the target is flat-footed against melee attacks you attempt against it until the end of your next turn. On a critical success, the target is flat-footed against all melee attacks until the end of your next turn, not just yours.

Dueling Cape

You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

YOU'RE NEXT ↻

EMOTION | FEAR | MENTAL | ROGUE

Trigger You reduce an enemy to 0 hit points.

Prerequisites Trained in Intimidation

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you.

If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

THREATENING APPROACH

You Stride to be adjacent to a foe and Demoralize that foe. If you succeed, the foe is frightened 2 instead of frightened 1.



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