ACROBAT
(ROGUE)

Acrobat Level

ACROBAT

Rogue Level		
1	☐	Expert Acrobat / Sneak Attack
2	☐	Evasion
3	☐	Second Chance
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

ACROBATICS

EXPERT ACROBAT

While wearing light armor, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.

While wearing no armor, gain **+2** to Acrobatics and Fly checks.

Level 3

SECOND CHANCE

Reroll an Acrobatics, Climb or Fly check at **-5**. You must take the new result.

SECOND CHANCES PER DAY

$$\boxed{} = (\underline{} \div 3) + \underline{}$$

Rogue Level   Misc

(Round up)

SNEAK ATTACK

SNEAK DAMAGE BONUS

$$\boxed{ d6} = (\underline{} \div 2) + \underline{}$$

Rogue Level   Misc

(Round up)

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.

MASTER STRIKE

A successful sneak attack can also deliver one of:

Level 20
- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

$$\boxed{} = 10 + (\underline{} \div 2) + INT$$

Rogue Level

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

ROGUE TALENTS

TALENTS KNOWN

$$\boxed{} = (\underline{} \div 2) + \underline{}$$

Rogue Level   Misc   (Round down)

From level 10, a Rogue can take Advanced Talents

1

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