

# PIRATE

(ROGUE)

Pirate  
Level

## PIRATE

Rogue  
Level

1 ☐ { Sea Legs  
Sneak Attack

2 ☐ { Evasion  
Swinging Reposition

3 ☐ Unflinching

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

## SEA LEGS

+2 to Acrobatics, Climb and Swim checks.

## SNEAK ATTACK

**SNEAK DAMAGE**  
**BONUS**

Rogue  
Level

Misc

$$\boxed{\phantom{00}} \text{ d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Round up})$$

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.

## SWINGING REPOSITION

Level 2 Using a ship's masts and rigging to your advantage, make an Acrobatics check to charge or bull rush, after which you can move 5ft without provoking an attack of opportunity.

## UNFLINCHING

**UNFLINCHING**  
**WILL BONUS**

Rogue  
Level

Misc

$$\text{Level } 3 \quad + \boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

Bonus applies to saves against mind-affecting effects.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

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

**MASTER STRIKE**  
**FORTITUDE DC**

Rogue  
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$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{INT}$$

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**

Rogue  
Level

Misc

From level 10, a Rogue can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) - 1 + \phantom{00} \quad (\text{Round down})$$

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