ACROBAT Acrobat	ROGUE TALENTS						
(ROGUE)	TALENTS		Rogue		Misc		
ACROBAT	KNOWN		Level	\			From level 10, a Rogue can take Advanced Talents
Rogue		_ = (÷ 2)	+	(Round down)	van take Advanced falents
Level Expert Acrobat Speck Attack	1						
1 ☐ Sneak Attack 2 ☐ Evasion							
3 Second Chance	2						
4 □ Uncanny Dodge							
8	3						
10 Advanced Talents							
20	4						
ACROBATICS							
EXPERT ACROBAT	5						
While wearing light armour, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.							
While wearing no armour, gain +2 to Acrobatics and Fly checks.	6						
SECOND CHANCE Reroll an Acrobatics, Climb or Fly check at -5. You must take the new result							
GEGOND GWANGEG BOUILE	7						
PER DAY Level							
= (÷ 3) +	8						
(Round up) SNEAK ATTACK							
SNEAK DAMAGE Rogue	9						
BONUS							
d6 = (÷ 2) +	10						
(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.	11						
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.							
MASTER STRIKE	12						
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours							
20 • Paralysed for 2d6 rounds	13						
• Slain MASTER STRIKE Rogue							
FORTITUDE DC Level	14						
`							
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.							