

# 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 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.

### SECOND CHANCE

Level

**3**

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

### SECOND CHANCES PER DAY

Rogue  
Level

Misc

= (  ÷ 3 ) +

(Round up)

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

Rogue  
Level

Misc

d6

= (  ÷ 2 ) +

(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
- Paralysed for 2d6 rounds
- Slain

### MASTER STRIKE FORTITUDE DC

Rogue  
Level

= 10 + (  ÷ 2 ) + 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

= (  ÷ 2 ) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14