	PIRATE Pirate Level		ROGUE TALENTS						
	(ROGUE)	Level :	TALENTS KNOWN		Rogue Level		Misc		From level 10, a Rogue
*	PIRATE	я	11110 1111	= (	÷ 2	) - 1	+		can take Advanced Talents
Rogue Level								(Round dowr	1)
1	Sea Legs Sneak Attack		_1						
2	Evasion								
	2 Swinging Reposition		2						
3	☐ Unflinching								
4	☐ Uncanny Dodge		3						
8	☐ Improved Uncanny Dod	ge							
10	☐ Advanced Talents		4						
20	☐ Master Strike								
``	SEA LEGS	<i>x</i> (	5						
+2 to Acrol	batics, Climb and Swim checks. SNEAK ATTA(	rk (							
SNEAK D		Misc	6						
DONOS	(	) .							
	d6 = (		7						
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	ATTACK  Misc  (Round up)  (Round up)  lied when a target is flanked or  within 30 ft.  ing a non-lethal weapon.  REPOSITION  rigging to your advantage, t to charge or bull rush, 5ft without provoking an attack							
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.									
SWINGING REPOSITION			9						
ma ma	ng a ship's masts and rigging to ke an Acrobatics check to charg	e or bull rush,	je,						
are.	er which you can move 5ft witho opportunity.	ut provoking an attack	10						
*	UNFLINCHIN	G ,							
W	ILL BONUS Rogue Level	Misc	11						
3 +	= (	÷ 3 ) +							
Вог	nus applies to saves against min		12						
	MASTER STRI								
Level • S	successful sneak attack can also deliver one of: Sleep for 1d4 hours		13						
	aralysed for 2d6 rounds Ilain								
MASTER STRIKE Rogue FORTTUDE DC Level			14						
ZUMIII	= 10 + (	÷ 2 ) + INT							
	ke cannot be used again on the swhether they pass the Fortitude s								