

ROOF RUNNER

(ROGUE)

Roof
Runner
Level

ROOF RUNNER

Rogue
Level

1 ☐ { Roof Running
Sneak Attack

2 ☐ { Evasion
Tumbling Descent

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

ROOF RUNNING

Take no penalties to speed, Dexterity-based skills or Reflex saves for moving around on top of buildings.

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.

TUMBLING DESCENT

Control your descent by ricocheting between two or more walls no more than 10ft apart.
You can end the drop by diving through a window, balcony or other opening.
The DC for this Acrobatics check is 5 for each 10ft dropped.

Level

2

MASTER STRIKE

A successful sneak attack can also deliver one of:
• 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