PIRATE

(ROGUE)

Pirate Level

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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 ÷ 2) + Misc (Round up)

d6

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

Level **3**

UNFLINCHING WILL BONUS = (Rogue Level ÷ 3) + Misc

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Bonus applies to saves against mind-affecting effects.

MASTER STRIKE

Level **20**

A successful sneak attack can also deliver one of:

- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC = 10 + (Rogue Level ÷ 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 ÷ 2) − 1 + Misc (Round down)

From level 10, a Rogue can take Advanced Talents

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