

# 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

$$= \left( \frac{\quad}{2} \right) + \quad$$

(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

Level

2

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.

## MASTER STRIKE

Level

20

A successful sneak attack can also deliver one of:

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

**MASTER STRIKE**  
**FORTITUDE DC**

Rogue  
Level

$$= 10 + \left( \frac{\quad}{2} \right) + \text{INT}$$

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

$$= \left( \frac{\quad}{2} \right) + \quad$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14