

PIRATE

(ROGUE)

Pirate
Level

PIRATE

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

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Round up})$$

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.

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

**UNFLINCHING
WILL BONUS**

Rogue
Level

Misc

$$\text{Level } \mathbf{3} \quad + \boxed{} = \left(\div 3 \right) + $$

Bonus applies to saves against mind-affecting effects.

MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level **20** • Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

**MASTER STRIKE
FORTITUDE DC**

Rogue
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{INT}$$

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

$$\boxed{} = \left(\div 2 \right) - 1 + \quad (\text{Round down})$$

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