	ACROBAT	Acrobat	ROGUE TALENTS				
	(ROGUE)	Level	TALENTS	Rogue	Misc		
``	ACROBAT	7	KNOWN	Level	\		From level 10, a Rogue can take Advanced Talents
Rogue	1101102111			= (÷2)+	(Round down)	
Level	Expert Acrobat		1				
	Sileak Attack						
2	☐ Evasion		2				
3	☐ Second Chance						
4	☐ Uncanny Dodge						
8	☐ Improved Uncanny Doo	dge	3				
10	☐ Advanced Talents						
20	☐ Master Strike		4				
``	ACROBATIC	cs ,					
EXPERT ACROBAT			5				
While wearing light armour, no Armour Check Penalty to Acrobatics, Fly, Climb, Sleight of Hand or Stealth checks.							
While wearing no armour, gain +2 to Acrobatics and Fly checks.			6				
Level Reroll an Acrobatics, Climb or Fly check at -5.							
You must take the new result.			7				
SECOND CHANCES Rogue Level Misc							
	= (÷ 3) +	8				
		(Round up)	0				
SNEAK ATTACK							
SNEAK D BONUS	AMAGE Rogue Level	Misc	9				
	d6 = (÷ 2	+					
	uo ((Round up)	10				
	ck damage can be applied wher neir DEX bonus to AC.	n a target is flanked or					
On ranged attacks, it only applies within 30 ft.			11				
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.							
MASTER STRIKE			12				
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours							
	leep for 1d4 hours aralysed for 2d6 rounds		12				
	lain		13				
MASTER FORTITU							
	= 10 + (÷ 2) + INT	14				
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.							