

PIRATE

(ROGUE)

Pirate
Level

ROGUE TALENTS

Талантов
известно

Rogue
Level

Misc

From level 10, a Rogue
can take Advanced Talents

= (÷ 2) - 1 + (Round down)

1

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13

14

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

Подлый урон,
BONUS

Rogue
Level

Misc

d6

 = (÷ 2) + (Round up)

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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

Уровень

3

 + = (÷ 3) +

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
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE
FORTITUDE DC

Rogue
Level

= 10 + (÷ 2) + INT

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Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.