

ACROBAT

(ROGUE)

Acrobat
Level

ACROBAT

Rogue
Level

1 ☐ Expert Acrobat
Sneak Attack

2 ☐ Evasion

3 ☐ Second Chance

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

ACROBATICS

EXPERT ACROBAT

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.

SECOND CHANCE

Level

3

Reroll an Acrobatics, Climb or Fly check at -5.
You must take the new result.

SECOND CHANCES PER DAY

Rogue
Level

Misc

$$= \left(\frac{\quad}{\quad} \div 3 \right) + \quad$$

(Round up)

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue
Level

Misc

d6

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

(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.

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

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

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

(Round down)

1

2

3

4

5

6

7

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11

12

13

14