

The Acrobat (d4)

Subclasses

- **Archer:** d4 Hit Points & Reserves
- **Martial Artist:** d8 Hit Points & Reserves

Martial Artist Ability: Perfect Defense

When you make an Opportunity Attack, you can double roll and stack the damage.

You can add your Class Die to your saves; if this Class Die rolls its maximum value, you can make an Opportunity Attack against the enemy who triggered the save. When you make an Opportunity Attack in this manner (or when you Riposte) and the targeted enemy is Dropped by the resulting damage, the save automatically succeeds.

Archer Ability: Aimed Shot

At the start of your turn, you can declare that you are making an aimed shot. If you do so, the only action you can take on that turn is to make a ranged basic attack. When you make the attack, you can double roll and stack the normal damage dice, and you can roll your Class Die, adding the result to both the attack roll, and the damage roll.

Power Sources & Knowledge Skills

At 1st, 3rd, and 5th level, you can choose any one of the following:

- **Arcane:** *Arcana*; Dungeoneering, Religion
- **Divine:** *Royalty & Nobility*; Medicine, Religion
- **Martial:** *History & Geography*; Animal Handling, Local
- **Primal:** *Wilderness Survival*; Animal Handling, Medicine
- **Shadow:** *Streetwise*; Dungeoneering, Local

Core Skills

You are Trained in either AGIL or Athletics.

Choose a combination of any 3 additional Attributes and/or Skillsets for your Trained skills.

- **Archer:** You gain a rank in DEX.
- **Martial Artist:** You gain a rank in STR.

Iconic Ability: Agile Acrobat

You can use a Minor Action to perform any Move Action.

When you use a Minor Action to make an Acrobatics checks, you have Mastery with that check, even if you otherwise wouldn't have mastery with the Acrobatics skill.

You can make Climb or Jump checks as a Move Action.

You gain Mastery on attack rolls and saves made as part of a Riposte.

Iconic Ability: Combat Specialty

You specialize in either melee or ranged attacks. When you make a basic attack using your specialty, you can use a d8 for the damage, instead of your Class Die. Basic attacks using your specialty can be performed as a Minor Action.

You deal one class die of damage with any unsuccessful basic attack using your specialty.

When you Power Attack using your specialty, you gain Mastery on the attack roll.

Archer:

Your specialty is ranged attacks. You gain Mastery on the damage rolls of ranged attacks. Roll the damage die any time you make a ranged attack; if the attack roll equals the result on the damage die, you can treat it as a successful attack.

As long as you are not Engaged with your target, your ranged attack rolls ignore all sources of Disadvantage, and are made with Mastery. You can Riposte when you are targeted from range.

Martial Artist:

Your specialty is melee attacks. You gain Advantage on the damage rolls of melee attacks. Roll the damage dice any time you make a melee attack; if any of the damage dice result in their maximum value, you can knock the target Prone, regardless of whether the attack is successful or not. When you Counter-attack, roll one Trade-off using your class die and another using d20s, and use either result. You have Advantage on the d20 component of saves against Prone creatures; if you Grapple a creature while you are Prone, that creature also becomes Prone.

Iconic Ability: Pin Down

As a Standard Action, roll your Class Die and apply Mastery to the roll; you can then make an Iconic Attack (melee or ranged, depending on your specialty) against a number of enemies equal to the result, or against each enemy in one maelstrom which you are able to target.

If any of these attacks deal maximum damage, you gain the following effect:

- **Archer:** [Sustaining] the target loses High Ground and is also Immobilized.
- **Martial Artist:** you can make a Brawl check against the target.