

Path of the Acrobat

“There is elegance in all the Ojutai do—even their killing.”

When you enter the Path of the Acrobat, choose a strife specibus with which you are proficient and which has a basic melee attack. Several steps on the Path of the Acrobat add attacks to the chosen specibus. These are treated as if they belong to the chosen specibus for the purposes of effects which care about attacks belonging to a certain specibus. They all add Dexterity to the attack roll, even if the chosen specibus is Brutality. The attacks that add your Charisma modifier to the damage roll do not add it in situations when you would otherwise not add your Strength or Dexterity modifier to the damage roll.

- **Acrobatic Strike:** Your chosen specibus gains the exhaustion property (if it didn't have it already) and gains the following attack:

Acrobatic Strike	Td8+CHA	Major action: Make a melee attack against a single target within range. If you miss, you gain a level of exhaustion. This attack has the Combo property.
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- **Shadow Boxing:** Your chosen specibus gains the following attack:

Shadow Boxing	Td3	Free action: Make a melee attack against a single target within range. Use this attack only after moving as part of a minor or free action, and only once per turn.
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- **Leap Over:** Your chosen specibus gains the following attack:

Leap Over	Td3+CHA; see text.	Major action: Choose an adjacent creature which you could grapple. Make an Athletics or Acrobatics check against that creature's Reflex resistance. If you break resistance, you move through that creature's space. Additionally, if you break resistance, you may make a melee attack against that creature; this attack only deals damage if this attack roll hits. This attack has the Combo property.
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- **Deft Grappler:** As a free action, you may release a grappled creature to gain advantage on attack rolls against that creature until the end of your turn.
- **Inspire Awe:** P times per short rest, when you land a melee attack or use the Heroic Pose action from the Path of the Protagonist, you may gain advantage on your next skill check to use the Deception, Intimidation, or Performance minor actions before the end of your next turn. This *does not* apply to other uses of those skills.