

## The Acrobat class

**Alignment:** Any

**Hit Dice:** d8

**Starting gold:** 4d4x10

### Class Skills

The class skills for the Witch class, and the key ability for each, are: Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex)

**Skill points at 1<sup>st</sup> level:** (4 + Int Modifier) x4

**Skill points each level:** 4 + Int Modifier

Level	BAB	Fort	Ref	Will	Special	Improved Speed	AC Bonus
1	+0	+0	+2	+0	Acrobatic Maneuver: Agile Charge, Quarterstaff Affinity, Whirling Strike +1	30 ft/20 ft	+1
2	+1	+0	+3	+0	Uncanny Dodge	30 ft/20 ft	+1
3	+2	+1	+3	+1	whirling strike +2	40 ft/25 ft	+1
4	+3	+1	+4	+1	Evasion	40 ft/25 ft	+2
5	+3	+1	+4	+1	Acrobatic Maneuver: Rapid Climb	40 ft/25 ft	+2
6	+4	+2	+5	+2	Bonus Feat	50 ft/35 ft	+2
7	+5	+2	+5	+2	Acrobatic Maneuver: Superior Charge, whirling strike +3	50 ft/35 ft	+3
8	+6/+1	+2	+6	+2	Improved Uncanny Dodge	50 ft/35 ft	+3
9	+6/+1	+3	+6	+3	Acrobatic Maneuver: Tumbling Strike	60 ft/40 ft	+3
10	+7/+2	+3	+7	+3		60 ft/40 ft	+4
11	+8/+3	+3	+7	+3	Whirling strike +4	60 ft/40 ft	+4
12	+9/+4	+4	+8	+4	Bonus Feat	70 ft/45 ft	+4
13	+9/+4	+4	+8	+4	Acrobatic Maneuver: Agile Landing	70 ft/45 ft	+5
14	+10/+5	+4	+9	+4	Bonus Feat	70 ft/45 ft	+5
15	+11/+6/+1	+5	+9	+5	Whirling strike +5	80 ft/55 ft	+5
16	+12/+7/+2	+5	+10	+5	Trap Dodge	80 ft/55 ft	+6
17	+12/+7/+2	+5	+10	+5	Acrobatic Maneuver: Death from Above	90 ft/55 ft	+6
18	+13/+8/+3	+6	+11	+6	Bonus Feat	90 ft/60 ft	+6
19	+14/+9/+4	+6	+11	+6	Whirling strike +6	90 ft/60 ft	+7
20	+15/+10/+5	+6	+12	+6	Acrobatic Maneuver: Supreme Agility	90 ft/60 ft	+7

### Class Features

**Weapon and Armor Proficiencies:** The Acrobat is proficient with all Simple weapons and Light armor. Note that armor check penalties pertain to certain skills.

**AC Bonus:** With their excellent speed and agility, acrobats are able to slip away from sword blows, dodge arrows, and evade attacks. They gain a dodge bonus to their AC based on their level.

**Acrobatic Maneuvers:** Acrobats learn a wide range of special dodges, tumbles, and strikes that combine to make them effective fighters. In battle, they rely on speed and agility to overwhelm their enemies rather than raw strength. These special maneuvers are the heart of their fighting style. The maneuvers are listed below in the order in which they are gained:

*Agile Charge:* At first level, the acrobat can make twists and turns while running without ruining his momentum. He may turn as often as he wishes while using the Charge action.

*Rapid Climb:* At 5<sup>th</sup> level, the acrobat can scale surfaces with such speed and agility that he appears to run up the side of a wall. When climbing, the acrobat moves at twice the normal speed. Furthermore, the acrobat may move along a vertical surface as if it were a flat section of ground so long as he ends his move on a level surface. For example, an acrobat with a move of 40 feet could run 10 feet straight up a wall, 20 feet across the wall, and then 10 feet back down to the floor. If for any reason the acrobat is forced to end his move while on a wall, he immediately falls to the floor unless he is somehow secured in place.

*Superior Charge:* At 7<sup>th</sup> level, the acrobat's speed and agility allow him to charge without dropping his defenses. He no longer suffers the -2 penalty to AC normally incurred when using the charge action.

*Tumbling Strike:* At 9<sup>th</sup> level, the acrobat learns to dodge and leap around his opponent's attacks, allowing him to maneuver around an opponent to strike him from behind. If the acrobat begins his move in an opponent's threatened area, he may use a move action as normal to move anywhere else within that threatened area without drawing attacks of opportunity from that foe. If the acrobat attempts to leave the threatened area, he is subject to attacks of opportunity as normal. The acrobat may combine this ability with Agile Charge.

*Agile Landing:* At 13<sup>th</sup> level, the acrobat suffers only half the damage he would normally take from a fall. Take this reduction into account after using any skills or abilities to reduce falling damage.

*Death from Above:* At 17<sup>th</sup> level, the acrobat masters the ability to dive and tumble into his foes from above. The acrobat may leap down upon an opponent to attack. He takes falling damage as normal, but inflicts 1d6 points of bonus damage per 5 feet he falls if his attack hits. A death from above attack gains a +4 competence bonus to hit due to its unexpected nature and brutal force. An acrobat can combine this maneuver with his rapid climb ability by simply ending his move directly above an opponent. Whether the attack hits or misses, the acrobat ends his attack prone. This maneuver counts as a standard action. It cannot be combined with a full attack action.

*Supreme Agility:* At 20<sup>th</sup> level, the acrobat moves with such speed and agility that he never sustains attacks of opportunity due to movement. Furthermore, he may combine a full attack action with a standard move, allowing him to make his iterative attacks in any order he chooses at any point during his move. This ability counts as a full-round action.

**Improved Speed:** Acrobats train to move in quick bursts of speed, using the terrain and their athletic ability to the maximum. During combat and other tactical situations, the acrobat uses the improved speed listed for his level. Medium-sized acrobats use the first speed listed, Small ones the second one given after the slash. Acrobats of other sizes move as a Monk of the same size. This speed does not apply to overland movement or other extended, long-range trips. Instead, it only applies when the game moves into tactical, combat round movement. At such times, the acrobat can brace himself and expend the effort necessary to attain the listed speed. An acrobat may use this ability only when wearing light or no armor and carrying a shield no larger than a buckler.

**Quarterstaff Affinity:** The acrobat has the benefits of Ambidexterity and Two-Weapon Fighting when using a Quarterstaff as a double weapon. Acrobats have a natural affinity for the Quarterstaff, as they use it to help balance when traversing tightropes or give them an additional boost when attempting a high jump. When carrying a quarterstaff, the acrobat gains a +2 circumstance bonus to all Balance, Jump, and Tumble checks.

**Whirling Strike:** The acrobat's speed and agility allow him to make sudden, rapid attacks that confuse his opponent's defenses and allows him to make telling blows with his weapons. If the acrobat flanks an opponent, he gains a bonus to hit based on his level as shown on the class's advancement chart. Furthermore, the ally that combines with him to flank the opponent also gains this bonus. The bonus applies even if the acrobat does not attack that round. Unlike the Rogue's sneak attack ability, this ability is not based on precision; instead, it relies on the acrobat's speed and agility to ruin his opponent's defenses. The acrobat and his allies only gain this bonus against foes they flank, not against flat-footed opponents or opponents otherwise denied their Dex bonus to AC.

**Uncanny Dodge:** At 2<sup>nd</sup> level, the acrobat gains the Uncanny Dodge ability. Acrobat class levels stack with levels of other classes that provide the Uncanny Dodge ability.

**Evasion:** At 4<sup>th</sup> level, the acrobat gains Evasion. When exposed to an effect that allows a Reflex save for half damage, the acrobat takes no damage on a successful saving throw. This is an extraordinary ability that can only be used if the acrobat is wearing light armor or no armor.

**Bonus Feats:** At 6<sup>th</sup>, 12<sup>th</sup>, 14<sup>th</sup>, and 18<sup>th</sup> levels, an acrobat may select a bonus feat from the following list: Blind Fight, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Disarm, Improved Trip, Whirlwind Attack, Improved Initiative, and Run. The acrobat must meet all of the requirements to select the feat.

**Improved Uncanny Dodge:** At 8<sup>th</sup> level, the acrobat gains the Improved Uncanny Dodge ability.

**Trap Dodge:** At 16<sup>th</sup> level, the acrobat is able to substitute a Tumble check for the Reflex saving throw against a trap.