

# LOST CLASSES OF FANTASY

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# THIEF ACROBAT

## BACKGROUND

Combining a monk's single-mindedness and intensive physical devotion with a rogue's guile, wanderlust, and opportunistic survival skills, and a bard's panache, thespian flair for the dramatic, and impeccable sense of timing, Thief Acrobats marry the arts of thievery and gymnastic acrobatics to make their way in the world. Gifted with the rarest natural ability, which they hone through years of practice, these lithe and cunning artists often find their skill set highly prized by adventuring companies. After all, a party member who can pocket gemstones while handspringing across a dragon's back, whirling daggers as she soars through the air, land soundlessly and melt away into the shadowy recesses, and do it all with flair (*and live to tell the tale*) is likely to find her services greatly in demand—even if she can, at times, be a bit too eager to 'borrow' others' possessions.

## ROLE

Thief Acrobats are versatile players: limber like their bodies, and formidably adaptable and opportunistic, they learn, chameleon-like, to assume various roles in order to make their way in the world. The strongest spellcasting classes don't typically gravitate toward the Thief Acrobat discipline, but it is a natural evolution for many rogues, athletic bards, agile fighters, monks, and even a handful of cosmopolitan barbarians and rangers.

An adventuring party without a rogue will find a Thief Acrobat a great asset in carrying out stealth operations, and one lacking muscle will quickly find that a slender form very often belies the deadliest martial precision. Charismatic Thief Acrobats often prove their worth to a company through dazzling displays of gymnastic prowess—their performances can bring in spare coppers when money is tight or provide a much-needed diversion which allows tasks to be carried out while heads are turned.



LPJ9591



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# THIEF ACROBAT

## THIEF ACROBAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Perform, +1d6 sneak attack progression
2	+1	+0	+3	+0	Acrobatics Mastery, Thief Acrobat talent
3	+2	+1	+3	+1	Perform +1, +2d6 sneak attack progression
4	+3	+1	+4	+1	Thief Acrobat talent, elusive focus
5	+3	+1	+4	+1	Perform +2, +3d6 sneak attack progression
6	+4	+2	+5	+2	Thief Acrobat talent
7	5	+2	+5	+2	Perform +3, +4d6 sneak attack progression
8	+6/+1	+2	+6	+2	Thief Acrobat talent
9	+6/+1	+3	+6	+3	Perform +4, +5d6 sneak attack progression
10	+7/+2	+3	+7	+3	Thief Acrobat talent
11	+8/+3	+3	+7	+3	Perform +5, +6d6 sneak attack progression
12	+9/+4	+4	+8	+4	Thief Acrobat talent
13	+9/+4	+4	+8	+4	Perform +6, +7d6 sneak attack progression
14	+10/+5	+4	+9	+4	Thief Acrobat talent
15	+11/+6/+1	+5	+9	+5	Perform +7, +8d6 sneak attack progression
16	+12/+7/+2	+5	+10	+5	Thief Acrobat talent
17	+12/+7/+2	+5	+10	+5	Perform +8, +9d6 sneak attack progression
18	+13/+8/+3	+6	+11	+6	Thief Acrobat talent
19	+14/+9/+4	+6	+11	+6	Perform +9, +10d6 sneak attack progression
20	+15/+10/+5	+6	+12	+6	Thief Acrobat talent

## ALIGNMENT

Thief Acrobats tend toward neutrality. Though the rigorous discipline required to achieve and maintain their physical skill, and the delight they take in performing feats of dumbfounding body control and precision, suggest that they might favor Law over Chaos, they tend to be opportunistic drifters and survivalists. They are just as likely to roam from city to city with a traveling circus troupe and turn cat burglar or sign on with the crown's elite spy corps if the whim strikes them as they are to lead stable, law-abiding lives as teachers and mentors of young gymnasts or acrobats. Though some Thief Acrobats dedicate themselves to fighting evil, and some to pursuing selfish or destructive ends, Thief Acrobats are generally amoral: they take life as it comes and focus on perfecting their art, with little concern for promoting noble or evil causes.

**Race:** Any except half-orc. Half-orcs are simply too bulky to make effective Thief Acrobats.

**Alignment:** Any except Lawful Good or Chaotic Evil. Thief Acrobats don't feel compelled to be do-gooders, but always maintain at least a modicum of respect for good and order—at least enough to elevate them above whimsical or mindless violence and destructiveness.

**Skills:** Acrobatics 5 ranks, Escape Artist 4 ranks, Sleight of Hand 5 ranks, Stealth 4 ranks,

**Feats:** Acrobatic, Stealthy, Deft Hands

**Performance:** To unlock power beyond 2nd level, must demonstrate mastery of his acrobatic art by giving at least 1 legendary performance (*Perform skill check DC 30+*).

**Elite pilferer:** Must have used her skills to steal something worth at least 500 gp.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a Thief Acrobat, a character must fulfill all of the following criteria:

## CLASS SKILLS

The Thief Acrobat's class skills are: Acrobatics (*Dex*), Climb (*Str/Dex*), Disable Device (*Dex*), Escape Artist (*Dex*), Knowledge (*Dungeoneering*) (*Int*), Knowledge (*Nobility*) (*Int*), Perception (*Wis*), Perform (*Acrobatics/Gymnastics*) (*Cha/Dex*), Profession (*Int*), Ride (*Str*), Sense Motive (*Wis*), Sleight of Hand (*Dex*), Stealth (*Dex*), Swim (*Str*)

**Skill ranks per level:** 8 + Int modifier

## CLASS FEATURES

All of the following are class features of the Thief Acrobat.

**Weapon and Armor Proficiency:** The Thief Acrobat is proficient with all simple weapons, light melee martial weapons, hand crossbow, rapier, sap, and shortbow, light armor, and no shields.

**Perform (Ex):** At 1st level a Thief Acrobat automatically gains Perform (*Acrobatics/Gymnastics*) as a class skill. A performance of this kind is typically a flashy display of agility, balance, and coordination, similar to rhythmic dance or floor exercise in modern gymnastics. Since this sort of performance is based more upon athleticism than personality, the Thief Acrobat can choose to substitute Dexterity for Charisma as the Key Ability for this skill. She must make this choice when taking her 1st level in Thief Acrobat, and cannot thereafter change her mind. As a reflection of the Thief Acrobat's intensive devotion, she uses the following modified Perform skill check DCs, and if she can work in a complex environment conducive to an impressive display (bars or other kinds of handholds or footholds to swing from, etc.) she receives -1 to her DC. At every odd level after 1st, she receives another -1 to her Perform DC, which stacks with any other bonuses, to reflect her increasing mastery of her art.

Perform DC	Performance
7	Routine performance. Trying to earn money by playing in public is akin to begging. You can earn 1d10 cp/day.
12	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
17	Great performance. In a prosperous city, you can earn 3d10sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
22	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time,

you may come to the attention of noble patrons and develop a national reputation.

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Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant patrons, or even from extraplanar beings.

At 1st level, a Thief Acrobat also learns to use his performance to cause one or more creatures to become fascinated with him. This is nonmagical (*Ex rather than Su*) and does not require audible components, but is otherwise the same as the Fascinate use of bardic performance. It is governed by the same rules as bardic performance and follows the same progression.

**Acrobatics Mastery (Ex):** A Thief Acrobat attains unrivaled mastery of feats of agility. At 2nd level, her use of the Acrobatics skill is accordingly modified as follows:

A Thief Acrobat suffers no Armor Check Penalty to Acrobatics skill checks when wearing light armor.

A successful check allows the Thief Acrobat to move at full speed, rather than half speed.

A Thief Acrobat is not considered flat-footed and does not lose her Dexterity bonus to AC when moving on narrow surfaces and uneven ground.

Base DCs are lower than those shown in the Acrobatics skill table:

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0
1-3 feet wide	3
7-11 inches wide	5
2-6 inches wide	10
Less than 2 inches wide	15

A Thief Acrobat can use Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity by increasing the DC by 5, and can move through an enemy's space by making a base DC check equal to the opponent's CMD (*not CMD +5, as shown in the standard table*).

When a Thief Acrobat deliberately falls any distance, a DC 10 Acrobatics check allows her to ignore the first 10 feet fallen, and another DC 10 Acrobatics check allows her not to fall prone when landing.

High jump and long jump DCs are as follows for the Thief Acrobat:

Long jump	Acrobatics DC
5 feet	0
10 feet	5
15 feet	10
20 feet	15
Greater than 20 feet	+5 per 10 feet

High jump	Acrobatics DC
1 foot	3
2 feet	6
3 feet	9
4 feet	12
Greater than 4 feet	+3 per foot

Acrobatics modifiers for the Thief Acrobat are as follows:

Acrobatics Modifiers	DC Modifier
Slightly obstructed ( <i>gravel, sand</i> )	0
Severely obstructed ( <i>cavern, rubble</i> )	+3
Slightly slippery ( <i>wet</i> )	0
Severely slippery ( <i>ice</i> )	+3
Slightly sloped (<45 degrees)	+0
Severely sloped (>45 degrees)	+3
Slightly unsteady ( <i>boat in rough water</i> )	0
Moderately unsteady ( <i>boat in a storm</i> )	+3
Severely unsteady ( <i>earthquake</i> )	+8
Move at full speed on narrow or uneven surfaces	+3

**Elusive Focus (Ex):** At 4th level the Thief Acrobat gains the ability to focus her skill and ability in fast and deceptive movement so powerfully that she effectively gains concealment (20% miss chance). This apparently supernatural effect, which is really the fruit of years of dedication to developing exceptional natural ability, is exactly like that of the sorcerer/wizard spell blur, but is nonmagical and can only affect the Thief Acrobat. She can use this ability a number of times equal to ½ her level rounded down per day.

**Sneak Attack Progression:** Rogues who become Thief Acrobats can continue their sneak attack damage progression as if they were still gaining rogue levels. This progression adds +1d6 to sneak attack damage at 1st level, regardless of whether or not the character would have attained an even rogue level, and an extra +1d6 at every odd Thief Acrobat level thereafter. Non-rogues who become Thief Acrobats begin sneak attack progression as if they were 1st level rogues.

**Thief Acrobat Talents:** Beginning at 2nd level, and at every even level thereafter, the Thief Acrobat can select one of the following as a class feature:

**10-foot radius (Ex):** Through sheer kinesthetic wizardry, a Thief Acrobat who chooses this talent can always choose to take a 10-ft step where others would take a 5-ft step.

**Climb (Ex):** A Thief Acrobat who chooses this talent can use Dexterity as the key ability when making Climb checks, and suffers no Armor Check Penalty when wearing light armor. The choice to substitute Dexterity for Strength as key ability must be made when this talent is chosen and cannot thereafter be changed. A Thief Acrobat who chooses this talent uses the following modified Climb DC schedule in place of the standard one:

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against
3	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell
5	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
10	Any surface with adequate handholds and footholds ( <i>natural or artificial</i> ), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
15	An uneven surface with narrow handholds and footholds, such as a typical wall in a dungeon
20	A rough surface, such as a natural rock wall or a brick wall
25	An overhang or ceiling with handholds only
--	A perfectly smooth, flat vertical ( <i>or inverted</i> ) surface cannot be climbed.

Climb DC	Modifier*
-12	Climbing a chimney ( <i>artificial or natural</i> ) or other location where you can brace against two opposite walls.
-7	Climbing a corner where you can brace against perpendicular walls
+3	Surface is slippery

These modifiers are cumulative. Use all that apply.

**Escape Artist (Ex):** A Thief Acrobat who chooses this talent suffers no Armor Check Penalty when making



# THIEF ACROBAT

Escape Artist checks while wearing light armor. Furthermore, he uses the following modified Escape Artist skill check DC table:

Restraint	Escape Artist DC
Rope/bindings	Binder's CMB +15
Net, animate rope, command plants, control plants, or entangle	15
Snare spell	18
Manacles	25
Tight space	25
Masterwork manacles	30
Grappler	Grappler's CMD -5

**Fast Movement (Ex):** As a result of intensive training and native athleticism, the land speed of a Thief Acrobat who chooses this talent is faster than the norm for her race by +10 feet. This ability is otherwise the same as the barbarian ability of the same name, and stacks with any existing bonuses to land speed.

**Greater Disarm (Ex):** A Thief Acrobat who chooses this talent automatically gains the Greater Disarm feat. The only prerequisite is Improved Disarm, and the Thief Acrobat also receives all the benefits of Disarm and Improved Disarm.

**Greater Feint (Ex):** A Thief Acrobat who chooses this talent automatically gains the Greater Feint feat. The only prerequisite is Improved Feint, and the character also receives all the benefits of Feint and Improved Feint.

**Greater Trip (Ex):** A Thief Acrobat who chooses this talent automatically gains the Greater Trip feat. The only prerequisite is Improved Trip, and the character also receives all the benefits of Disarm and Improved Disarm.

**Improved Disarm (Ex):** A Thief Acrobat who chooses this talent automatically gains the Improved Disarm feat, even if she does not meet all of the prerequisites, and also receives all the benefits of Disarm.

**Improved Fast Movement (Ex):** Choosing this talent adds an additional 5 feet to land speed. This stacks with any other bonuses, and requires the Fast Movement talent as a prerequisite.

**Improved Feint (Ex):** A Thief Acrobat who chooses this talent automatically gains the Improved Feint feat, even if she does not meet all of the prerequisites, and also receives all the benefits of Feint.

**Improved Trip (Ex):** A Thief Acrobat who chooses this talent automatically gains the Improved Trip feat, even if

she does not have the Trip feat as a prerequisite, and also receives all the benefits of Trip.

**Quick reflexes (Ex):** As the barbarian ability of the same name, but can be used a number of times equal to ½ the Thief Acrobat's level rounded down per day.

**Rolling dodge (Ex):** The Thief Acrobat gains a +1 dodge bonus to his Armor Class against ranged attacks for a number of rounds equal to his current Dexterity. This is otherwise the same as the barbarian ability of the same name, and can be used a number of times equal to ½ her Thief Acrobat level rounded down per day.

**Sleight of hand (Ex):** The Thief Acrobat who chooses this talent can always make Sleight of Hand checks of any kind as free actions, and never suffers an Armor Check Penalty to Sleight of Hand skill checks while wearing light armor.

**Stability (Ex):** Provides +4 to the Thief Acrobat's CMD against bull rush, overrun or trip while standing on the ground), reflecting the Thief Acrobat's formidable body control. A dwarven Thief Acrobat gains a +1 to CMD, which stacks with his native racial +4.

**Stealth (Ex):** A Thief Acrobat who chooses this talent never suffers an Armor Check Penalty to Stealth skill checks while wearing light armor, and is treated as a creature one size category smaller when making such checks.

**Sure-footed (Ex):** As per the halfling racial ability (+2 to *Acrobatics* and *Climb* skill checks), reflecting the Thief Acrobat's exceptional body control. A halfling Thief Acrobat gains a further +1, which stacks with his native racial +2.

## NEW FEATS

### CANNY CHEATER

To your opponents' sorrow, your wit is as quick as your hands.

**Prerequisite:** Int 13, Cha 13, Deft Hands

**Benefit:** When engaged in a competition you can manipulate, such as a card game or a dice game, you can make a DC 15 Sleight of Hand check, opposed by the Perception check of those observing, to turn an unfavorable event to your advantage (*reroll a die or sneak in a loaded one, quickly and cleverly replace a low card with a high one, etc*) .

## HEAD IN THE GAME

After long years of practicing gymnastics and acrobatics, you have developed a strong stomach and the ability to

remain oriented and clear-headed or regain your bearings quickly when others would be significantly disadvantaged.

**Prerequisite:** Acrobatic, 3 ranks in Acrobatics

**Benefit:** You can reroll a failed saving throw against any non-magical effect which would cause you to be Dazed, Nauseated, or Sickened.

## HIT THE DECK

If you can sniff out the trap, you can hit the ground rolling to avoid it.

**Prerequisite:** 14 Dex, Acrobatic

**Benefit:** If you win initiative, you can react to swinging axe traps and the like, which would hit you from the midsection up, by rolling underneath and tumbling at up to half your speed in any forward direction as a full-round action.

## LOOSE AND LIMBER

Your body is especially supple, which allows you to contort yourself in remarkable ways.

**Prerequisite:** Dex 16

**Benefit:** For purposes of squeezing into tight spots, you are treated as a character one size smaller. You can function just as a smaller character would in such situations, but you do not receive any associated bonuses or penalties (*AC bonus, attack roll bonus, CMB/CMD penalty, Stealth check bonus*).

## PICKY PILFERER

Where others would fish around and come up with a piece of lint, you snag the diamond nestled at the very bottom.

**Prerequisite:** 8 ranks in Sleight of Hand

**Benefit:** You have a knack for selecting the choicest items when you pick pockets or otherwise dig for goodies. When using Sleight of Hand, you have a 75% base chance, +1% per thief-acrobat level, to come up with what you want or need the most.

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**PLAYER**

RACE

## ALIGNMENT



SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

**DOMAINS/SPECIALTY SCHOOL**

**9TH**    □□□□□□□□

## MONEY

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## NEXT LEVEL

ABILITY NAME		ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR					
DEX					
CON					
INT					
WIS					
CHA					

AC		= 10 +		+		+		+		+		+		
TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER					

TOUCH		FLAT-FOOTED		MODIFIER	
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SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE							
REFLEX							
WILL							

BASE ATTACK BONUS			SPELL RESISTANCE		
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CMB		=		+		+		MODIFIER
TOTAL			BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER			

CMD		=		+		+		+ 10
TOTAL			BASE ATTACK BONUS	STRENGTH MODIFIER	DEX MODIFIER	SIZE MODIFIER		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		

ATTACK		ATTACK BONUS		DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES		



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