

ACROBATICS, EVASION, AND SWIFT ELUSION

ACROBATICS SKILL	EVASION AC					
	Dex 10	Dex 12	Dex 14	Dex 16	Dex 18	Dex 20
0	10	11	12	13	14	15
1	11	12	13	14	15	16
2	12	13	14	15	16	17
3	13	14	15	16	17	18
4	14	15	16	17	18	19
5	15	16	17	18	19	20
6	16	17	18	19	20	21
7	17	18	19	20	21	22
8	18	19	20	21	22	23
9	19	20	21	22	23	24
10	20	21	22	23	24	25

LEVEL	SWIFT ELUSION: EVASION BONUS					
	Dex 10	Dex 12	Dex 14	Dex 16	Dex 18	Dex 20
None	+0	+1	+2	+3	+4	+5
1-2	+1	+2	+3	+4	+5	+6
3-4	+2	+3	+4	+5	+6	+7
5-6	+3	+4	+5	+6	+7	+8
7-8	+4	+5	+6	+7	+8	+9
9-10	+5	+6	+7	+8	+9	+10
11-12	+6	+7	+8	+9	+10	+11
13-14	+7	+8	+9	+10	+11	+12
15-16	+8	+9	+10	+11	+12	+13
17-18	+9	+10	+11	+12	+13	+14
19-20	+10	+11	+12	+13	+14	+15

Acrobatics: determines the Evasion AC Bonus to the base 10 AC

(Acrobatics Skill = Skill Level + Dexterity Modifier - Armor Penalty)

An Armor's Maximum Evasion Bonus: determines the highest numeral value an armor can allow as a bonus to the Evasion AC.

The Swift Elusion ability: can bypass the Maximum Evasion Bonus but disallows use of attacks. But it's maximum AC bonus is equal the armor's Maximum Evasion Bonus as a seperate value that stacks onto the Evasion AC. This also allows the Dexterity bonus to applied twice to the total Evasion AC.