[The Acrobat class comes from the Unearthed Arcana. Unfortunately, it is poorly written and far too weak. This version should even things out a little bit]

ACROBAT

The acrobat is a sub-class of thief specializing in athletic prowess (basically track and field). This class is often mixed with the thief as the split-classed thief-acrobat or sometimes the acrobat's skills are used alone. Characters who wish to be acrobats have three options; they may be single classed acrobats, split-classed thief-acrobats (as per Unearthed Arcana, although the decision of when to switch is entirely up to the PC), or merged-classed thief-acrobats (in which case the character goes up simultaneously in both classes at the same time, in exchange for using the xp table given below). The acrobat class may be mixed with other classes by demi-humans wishing to multi-class, such as fighter/acrobat or mage/acrobat, although this is rather rare. Multi-classed acrobats are possible in any combination thieves multi-class for a given race, although multi-classed acrobats are never triple-classed.

The abilities native to acrobats are the thief ability to Climb Walls and the unique abilities of Tightrope Walking, Pole Vaulting, High Jumping, Broad Jumping, Attack and Defensive Tumbling and Falling. All these abilities are explained in the UA. Although no additional skills with Pick Pockets, Open Locks, Find Traps or Reading Magic are gained, those thief-acrobats who have already attained the above-listed skills may maintain them and even continue to advance their Hear Noise and Read Languages skills alongside their Climb Walls percentage. Single-classed acrobats, however, never gain any of these thief abilities.

Except where noted, acrobats have all the same benefits and restrictions as thieves. Accordingly, acrobats use the same melee and saving throw tables, have the same weapon, armor, and magical item restrictions, gain weapon proficiencies and have non-proficiency penalties, etc as thieves. The only exceptions are with regard to cloaks (which acrobats do not use), items which enhancing thieving skills which acrobats do not possess (such as enchanted lock picks), and scrolls, which acrobats never learn to decipher.

Unfortunately, the abilities given in the UA are feeble in the extreme. It would require an acrobat to achieve at least 10th level before beginning to challenge the world record for pole vaulting while the running broad jump is beyond the grasp of even an 18th level character. This is, in a word, ridiculous; other character classes are more than able to perform super-human feats of prowess. More than any other, a class specializing in athletic ability should be able to accomplish impressive maneuvers at low level.

The table below is based on the table in the UA, but the progression of skills is double (tripled for running broad jump). A single-classed acrobat who has straight 18s and dedicates the maximum number of skills per level must still be at least 5th level before challenging any world records. Realistically, player characters will need to be in the level range of 9th to 12th to reach Olympic/world record performance levels. Also, many of the bonuses for exceptional abilities have been translated more appropriately.

THIEF-ACROBAT (Merged-Class)

Experience Points		Level	d6 for Hit Points
0	2,400	1	1
2,401	4,800	2	2
4,801	9,500	3	3
9,501	18,000	4	4
18,001	36,000	5	5
36,001	78,000	6	6
78,001	120,000	7	7
120,001	200,000	8	8
200,001	300,000	9	9
300,001	400,000	10	10
400,001	750,000	11	10+1
750,001	1,100,000	12	10+2

+350,000 experience points per level of experience beyond 12th.

Single-classed acrobats use the standard thief experience table while split class acrobats (those who begin as thieves and then become acrobats) use the experience table given in the Unearthed Arcana.

Acrobat Level	Tightrope Walking	Pole Vaulting	High Jumping	Standing Broad Jump	Running Broad Jump	Tumble Attack	Tumble Evasion	Falling Distance	Falling Percentage	Climb Walls	Move
non	20%	4'	3'	4'	8'	0%	0%	10'	0%	40%	12'
0	45%	6'	3.25'	4.25'	8.25'	2%	4%	10'	25%	50%	13'
1/2	65%	8'	3.5'	4.5'	8.5'	4%	8%	10'	75%	65%	14'
1	75%	9'	4'	5'	9'	6%	12%	20'	25%	85%	15'
2	80%	10'	4.5'	6'	10.5'	7%	14%	20'	50%	86%	15'
3	85%	11'	5'	7'	12'	8%	16%	20'	75%	87%	15'
4	90%	12'	5.5'	8'	13.5'	9%	18%	30'	25%	88%	16'
5	95%	13'	6'	9'	15'	10%	20%	30'	50%	90%	16'
6	100%	14'	6.5'	10'	16.5'	11%	22%	30'	75%	92%	16'
7	103%	15'	7'	11'	18'	12%	24%	40'	25%	94%	17'
8	106%	16'	7.5'	12'	21'	13%	26%	40'	50%	96%	17'
9	109%	17'	8'	13'	24'	14%	28%	40'	75%	98%	17'
10	112%	18'	9'	14'	27'	15%	30%	50'	20%	99%	18'
11	115%	19'	10'	15'	30'	16%	32%	50'	40%	99.1%	18'
12	118%	20'	11'	16'	33'	17%	34%	50'	60%	99.2%	19'
13	121%	21'	12'	17'	36'	18%	36%	50'	80%	99.3%	19'
14	124%	22'	13'	18'	39'	19%	38%	60'	20%	99.4%	20'
15	127%	23'	14'	19'	42'	20%	40%	60'	40%	99.5%	21'
16	130%	24'	14'	19'	45'	20%	40%	60'	60%	99.6%	22'
17	133%	25'	14'	19'	48'	20%	40%	60'	80%	99.7%	23'
18	135%	26'	14'	19'	48'	20%	40%	70'	20%	99.7%	24'
STAT ADJ	dex	dex	str	str	str	dex		dex			dex
16	+5%				+1'	+1%					
17	+10%	+1'	+.5'	+.5'	+2'	+2%					
18	+15%	+2'	+1'	+1'	+4'	+3%		+5'			
18/+			+2'	+2'	+6'						
19	+20%	+3'	+3'	+3'	+8'	+4%		+10'			+1'
RACE ADJ											
Crat	-10%	-1'	+1'	+2'	+3'	+5%	+5%		+10%		+3'
Dwarf	-5%	-2'	-1'	-2'	-3'	+10%	+5%			-10%	-1'
Elf	+10%				-1'		+5%		+5%	+5%	+1'
Gnome		-2'	-1'	-1.5'	-4'	+5%	+5%			-15%	-2'
1/2 Elf	+5%					+5%					
1/2 Orc									+10%	+5%	
Hobbit		-2'	-1'	-1.5'	-4'	+5%	+10%		+5%	-15%	-3'
ARMOR ADJ											
None	+5%	+1'	+1'	+.5'	+1'	+2%	+5%	+5'		+10%	
Elf Chain		-.5'	-.5'			-5%	-5%			-10%	-1'
Studded	-10%	-1'	-1'	-.5'	-.5'	-10%	-10%	-5'		-20%	-3'
Chain/Ring	-40%	-4'	-4'	-3'	-5'	-20%	-30%	-10'		-40%	-6'
Band/Scale	-70%	-8'	-8'	-5'	-10'	-20%	-60%	-30'		-80%	-6'
Plate	-90%	-12'	-12'	-7'	-15'	-30%	-70%	-50'		-90%	-9'
Plate Armor	-100%	-18'	-18'	-10'	-20'	-50%	-70%	-70'		-100%	-6'

ATTACK TUMBLING: for each 5% of Attack Tumbling, the acrobat gains a +1 to hit. The acrobat enjoys this bonus to hit whenever attacking with bare fist, kick, knee or other bodily attacks.

DODGE TUMBLING: the maximum % for this ability is now 50%. This ability now is used as an armor class and saving throw bonus. This bonus applies whenever bonuses for dexterity are applicable. For each 5% of Dodge Tumbling, the acrobat gains a +1 (round all fractions down).

FALLING: add 10' to all falling distances, thus 1st level acrobats may fall 10' with impunity. Use the original falling rules (1d6 per 10' upto 20d6 for 200'), rather than those in the UA.

Don't forget all these abilities are figured assuming that the acrobat is not more encumbered than their maximum by level!