

SWASHBUCKLER

Swashbuckler  
Level

(BOEF)

SWASHBUCKLER		
Rogue Level		
1	<input type="checkbox"/>	<div>Martial Training</div> <div>Sneak Attack</div>
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Daring
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Geavanceerde Talenten
20	<input type="checkbox"/>	Master Strike

MARTIAL TRAINING

Weapon Proficiency

COMBAT FEATS

1

2

SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue Level

Misc

d6

=

÷ 2

)

+

(Naar boven afgerond)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.  
On ranged attacks, it only applies within 30 ft.  
It is not multiplied by critical hits.  
It cannot be non-lethal unless using a non-lethal weapon.

DARING

DARING BONUS

Rogue Level

Misc

Level

3

+

=

÷ 3

)

+

Morale bonus applies to Acrobatics checks and saving throws against fear.

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

- Slaap for 1 d4 uren
- Verlamd voor 2d6 rondes
- Geslacht

MASTER STRIKE  
FORTITUDE DC

Rogue Level

=

10

+

÷ 2

)

+

INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

ROGUE TALENTS

TALENTS KNOWN

Rogue Level

Misc

=

÷ 2

)

+

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14