SWASHBUCKLER

Swashbuckler Level [ ]

(BOEF)

SWASHBUCKLER

Rogue Level		
1	☐	{ Martial Training / Sneak Attack
2	☐	Evasion
3	☐	Daring
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Geavanceerde Talenten
20	☐	Master Strike

MARTIAL TRAINING

Weapon Proficiency

COMBAT FEATS

1 _____

_____

2 _____

_____

SNEAK ATTACK

SLUIP SCHADE BONUS

[ ] d6 $= ($ _____ $\div\ 2\ ) +$ _____

Rogue Level   Misc

(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

Level 3

DARING BONUS

[+] $= ($ _____ $\div\ 3\ ) +$ _____

Rogue Level   Misc

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

MASTER STRIKE

Level 20

Een succesvolle sluip aanval kan ook:
- Slaap for 1d4 uren
- Verlamd voor 2d6 ronden
- Geslacht

MASTER STRIKE FORTITUDE DC

[ ] $= 10 + ($ _____ $\div\ 2\ ) +$ INT

Rogue Level

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

[ ] $= ($ _____ $\div\ 2\ ) +$ _____

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

(Naar beneden afgerond)

1 _____ _____

2 _____ _____

3 _____ _____

4 _____ _____

5 _____ _____

6 _____ _____

7 _____ _____

8 _____ _____

9 _____ _____

10 _____ _____

11 _____ _____

12 _____ _____

13 _____ _____

14 _____ _____