SWASHBUCKLER ^{Swashbuckler}	ROGUE TALENTS						
(ROGUE)	TALENTS KNOWN		gue vel		Misc	From level 10, a Rogue	
SWASHBUCKLER -		☐ = (<u>,</u>) .	+	can take Advanced Talents	
Rogue Level						(Round down)	
1							
2 🗆 Evasion							
3 Daring	2						
᠘ □ Uncanny Dodge							
8 🗆 Improved Uncanny Dodge	3						
10							
20	4						
MARTIAL TRAINING							
Weapon Proficiency	5						
COMPAN EFAMO							
COMBAT FEATS	6						
	7						
2							
	8						
SNEAK ATTACK	9						
SNEAK DAMAGE Rogue							
BONUS	10						
d6 = (; 2) + (Round up)							
Sneak attack damage can be applied when a target is flanked or	11						
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.	12						
DARING							
Rogue DARINGBONUS Level Misc	13						
$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix} = \begin{pmatrix} \vdots & \vdots & \vdots & \vdots \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix} + \begin{pmatrix} 1 & 1 & 1 & 1 \\ \vdots & 1 & 1 & 1 \\ \vdots & 1 & 1 & 1 & 1 \\ \end{bmatrix}$	13						
Morale bonus applies to Acrobatics checks and saving	1/						
throws against fear. MASTER STRIKE	14						
A successful sneak attack can also deliver one of:	~						_
Level • Sleep for 1d4 hours 20 • Paralyzed for 2d6 rounds							
• Slain							
MASTER STRIKE Rogue FORTITUDE DC Level							
$= 10 + (\div 2) + INT$							
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.							