

(ROGUE)

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"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

MARTIAL TRAINING		
Weapon Proficiency		

COMBAT FEATS		
1		
2		

SNEAK ATTACK		
SNEAK DAMAGE BONUS	Rogue Level	Misc
<div>d6</div>	<div>= (</div>	<div>÷ 2</div>) +

DARING		
DARING BONUS	Rogue Level	Misc
Level 3	<div>+ <div></div></div>	<div>= (</div>
Morale bonus applies to Acrobatics checks and saving throws against fear.		

MASTER STRIKE		
A successful sneak attack can also deliver one of:		
Level 20	<div>• Sleep for 1d4 hours</div> <div>• Paralyzed for 2d6 rounds</div> <div>• Slain</div>	

MASTER STRIKE FORTITUDE DC	Rogue Level	
<div></div>	<div>= 10 + (</div>	<div>÷ 2</div>) + 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
<div></div>	<div>= (</div>	<div>÷ 2</div>) +