

SWASHBUCKLER

Swashbuckler
Level

(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>
		<div>) +</div>
		(Round up)

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	<div>+ <div></div></div>	<div>= (</div>
		<div>÷ 3</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:

- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

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

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>
		<div>) +</div>
		(Round down)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		