SWASHBUCKLER Swashbuckler	×	ROGUE TALENTS					
(ROGUE)	TALENTS KNOWN		Rogue Level			Misc	From level 10, a Rogue
SWASHBUCKLER FRogue		= (		÷ 2 )	+		can take Advanced Talents (Round down)
Level  1	1						(
2							
3 □ Daring	2						
<b>4</b> □ Uncanny Dodge							
8	3						
10 Advanced Talents							
20 🗆 Master Strike	4						
MARTIAL TRAINING							
Weapon Proficiency	5						
COMBAT FEATS							
1	6						
	7						
2	8						
SNEAK ATTACK	9						
SNEAK DAMAGE Rogue							
Level	10						
d6 = ( ÷ 2 ) +(Round up)							
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.	11						
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						
3 + = (÷3)+							
Morale bonus applies to Acrobatics checks and saving throws against fear.	14						
MASTER STRIKE  A successful sneak attack can also deliver one of:	~						
Level  Sleep for 1d4 hours  Paralyzed for 2d6 rounds Slain							
MASTER STRIKE Rogue FORTITUDE DC 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.							