| SWASHBUCKLER Swashbuckler   | ROGUE TALENTS    |                |     |              |   |
|---|------------------|----------------|-----|--------------|---|
| (ROGUE)   | TALENTS<br>KNOWN | Rogue<br>Level | Mis | С            | From Joyal 10 a Dagua                               |
| SWASHBUCKLER .  | ALIVO WIV        | 7 /            | 2)+ |              | From level 10, a Rogue<br>can take Advanced Talents |
| Rogue<br>Level  |                  |                |     | (Round down) |   |
| <b>1</b> □  Martial Training Sneak Attack   | 1                |                |     |              |   |
| 2 🗆 Evasion   |                  |                |     |              |   |
| 3 □ Daring  | 2                |                |     |              |   |
| <b>᠘</b> □ Uncanny Dodge  |                  |                |     |              |   |
| 8 🗆 Improved Uncanny Dodge  | 3                |                |     |              |   |
| 10   Advanced Talents   |                  |                |     |              |   |
| 20  | 4                |                |     |              |   |
| MARTIAL TRAINING  |                  |                |     |              |   |
| Weapon Proficiency  | 5                |                |     |              |   |
| COMBAT FEATS  |                  |                |     |              |   |
| 1   | 6                |                |     |              |   |
|   |                  |                |     |              |   |
|   | 7                |                |     |              |   |
| 2   |                  |                |     |              |   |
|   | 8                |                |     |              |   |
|   |                  |                |     |              |   |
| SNEAK ATTACK  | 9                |                |     |              |   |
| SNEAK DAMAGE Rogue Level Misc   |                  |                |     |              |   |
| d6 = ( ÷ 2 ) +  | 10               |                |     |              |   |
| (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  |                  |                |     |              |   |
| DARING BONUS Level Misc   | 13               |                |     |              |   |
| evel = (÷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  • Paralysed 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. |                  |                |     |              |   |