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## Dnd 5e rogue swashbuckler

Source: Xanathar's Guide to Everything Fancy Footwork When choosing this archetype on 3. During your tour, if you're doing a melee attack on a creature, that creature can't attack you for the rest of your trip. Rakish Audacity Starts on the third level, your confidence drives you into battle. You can give yourself a bonus to your initiative rolls similar to your Charisma modifier. You also get an extra way to use your sneak attack, you don't benefit on the attack roll to use your Sneak Attack against a creature if you're within 5 feet of it, no other creatures are within 5 feet of you and you don't have the downside on the attack roll. All the other Sneak Attack rules still apply to you. Panache As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. Being must be able to hear you, and the two of you shall share a language. If you succeed at check and creature is hostile to you, it has the disadvantage of attack rolls against targets other than you and can not make opportunity attacks against targets other than you. This effect lasts for 1 minute until one of your comrades attacks the target or affects it with a spell, or until you and the target are more than 60 meters apart. If you succeed on the check and the creature is not hostile to you, it is charmed by you for 1 minute. While charmed, it considers you a friendly acquaintance. This effect ends immediately if you or your comrades do something harmful to it. Elegant Maneuver Starting at the 13th level, you can use a bonus action on your ride to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same ride. Master Duelist From 17. If you miss with an attack roll, you can scroll it again with advantage. When you do, you won't be able to use this feature again until you're done with a short or long rest. This guide is meant as a deep dive into Rogue Subclass, Swashbuckler. You can find a full overview of the Rogue class here: DnD 5e Rogue. For our full class guides, we use the following color rating scheme: Red is not going to contribute to the effectiveness of your character build on all Orange is an OK option Green is a good option Blue is a great option, you should strongly consider this option for your character Sky Blue is a great option. If you don't take this option your character wouldn't be optimized for our Subclass Guides, we focus primarily on blue and sky blue options and options that are different from the parent class' rating for races, backgrounds and feats. This is to allow for a streamlined display of subclasses and because the other options are discussed in 5e Rogue Guide or other Underclass Guides. What is a Swashbuckler? Swashbucklers are an interesting twist on Rogues. Their main underclass feature is the tweak to Sneak Attack, which allows Swashbucklers to apply their extra damage when dueling an enemy 1v1 rather than the original circumstances (advantage, an ally within 5ft, etc.). This allows Swashbucklers to be a bit more autonomous than a normal rogue. They can dive into battle, do massive damage to a goal, and then move away because of their Fancy Footwork ability. No more waiting in the shadows for one of your party members to engage an enemy before you rush in. Strengths Swashbucklers are amazing on two things: mobility and single goal injury. Their Fancy Footwork ability allows them to free themselves from a goal for free they made a melee attack against it. Combine this with their buffed sneak attack and Swashbucklers will commonly find themselves dancing around the battlefield, sneaking attack to their heart content. The Swashbuckler's Panache capability also adds quite a bit of battlefield control to the Swashbuckler arsenal, which is more than the rest of the Rogue subclasses, save Mysterious Trickster, ends up. Because they don't get extra attacks, Rogues rely on Sneak Attack to keep up with other martial classes. Unfortunately, Sneak Attack is only used for a single target per turn, so it limits Swashbuckler's ability to crowd control. The other noted weakness of swashbuckler is the Rakish Audacity feature. While good in theory, most Rogues don't find a whole lot of problems scoring Sneak Attack against enemies once per turn, as long as they have another martial class at their party. Before you start races check out our Guide to DnD Races for non-standard races. Remember, most races and undernans are limited by the setting and source material selected by DM. Below are some of the best options for Swashbucklers from standard races. Elf. A +2 for DEX, Darkvision, and skills in Perception skill. This is a good start for Swashbucklers High Elf. Beneficial here are long bow skills and a free cantrip from the Spelling Guide. Cantrip could be Less Illusion, Mage Hand, or Prestidigitation, or even better, Green-Flame Leaves and Flowering Leaves. Wooden Elf: Wooden elves are your stereotypical choice for rogues. Everything here is useful: WIS bonus (for Perception), long bow skills, and the ability to hide in nature. The main advantage here is the extra speed of movement. Swashbucklers live and die on their ability to move freely through the battlefield. More movement means more opportunity to get in, do massive damage to a high value target, and get out. Halfling: The +2 DEX bonus, and Lucky do this great choice for Swashbucklers. Lightfoot: +1 CHA will help with face skills and, because of Rakish Audacity, help with initiative rolls. The ability to hide behind larger party members will allow more situations to roll with advantage in battle. Stout: +1 CON score increase is solid and the poison resistance is useful. This subrace is mainly borne of the base Halfling statistics. Variant Human: +1 DEX and +1 CHA are a decent base for Swashbucklers. The free feat and skill is another great advantage of going with Variant Human. Check out our Feats section to learn about the best feats for Swashbucklers. Wallpapers We cover the best background for Rogues in our 5e Rogue Guide, the only changes would be: Entertainer: Acrobatics are always a good skill to have for Swashbucklers because they will probably do parkour at least once per match. Performance skill can make up for the lack of a Bard in the party and infiltration to important events, but is not great for much else. Sailor: Athletics is always a solid choice for rogues who want to climb to get the high ground and perception is one of the most important skills in the game. This background goes to Sky Blue if you're playing in a campaign that involves a lot of sailing. Ability Scores Ability Score Increases (ASI) of 4th, 8th, 10th, 12th, 16th and 16th Rogues are considered a SAD (single ability dependent) class, which means that most Rogues can do quite well by pumping their DEX and spreading the rest of their skill points as they then choose. Because Swashbuckler's Rakish Audacity feature allows them to add CHA to their initiative, it becomes a higher priority for the buff. The proposed order of ASI is DEX &gt; CHA &gt; CON. SIZE: Leave the heavy lifting to your friends. Dex: Swashbucklers, like every rogue subclass, love DEX. You want to get this to 20 as soon as possible because it means more damage, more AC, better stealth, etc. CON: More hitpoints and better CON saves make Swashbuckler less squishy. Let the wizard be the wise one, you're the knife-wielding one. WIS: Can help with WIS Saves and Perception. Cha: Face skills and bonuses for initiative make CON a priority for Swashbucklers. Swashbuckler Class Progression 1st Level Hit Points: See 5e Rogue Guide Saves: See 5e Rogue Guide Proficiencies: Look to 5e Rogue Guide Skills: Usually Rogues would choose either Deception or Persuasion and make sure their face interactions stick to this particular skill. Swashbucklers would surely be the underclass to take both Deception and Persuasion if you ever had to. Expertise: See 5e Rogue Guide. Rogue picks up another expertise of 6. Sneak Attack: See 5e Rogue Guide Their's Cant: See 5e Rogue Guide 2nd Level Cunning Action: See 5e Rogue Guide 3rd Level Roguish Archetype: Swashbuckler Source: Guide to Everything Fancy Footwork: Free disconnected from enemies you've attacked will allow your swashbuckler to bypass the battlefield and be extremely hard to hold on to. This is a super fun and super great ability. Rakish Audacity: Their Rakish Audacity allows Swashbucklers to add their CHA modifier to their initiative roll. Due to their long list of proficiencies and excellence ability, Rogues are usually considered a skill monkey class. This means that they are very likely to have a solid CHA modifier to help be the face of the party. This feature also buffs Rogue's Sneak Attack capability. Instead of having to have an ally within 5ft or have advantage on the roller, Swashbucklers can use their stealth attack function when they are within 5ft of the enemy and there are no other creatures within 5ft of you. The wording is quite confusing, but essentially Swashbucklers get sneak attacks if: You have the advantage on the attack roll The target you attack has an enemy within 5ft of you are attacking a target and no other creatures are within 5ft of you Long story short, there are very few options that swashbucklers ever won't have sneak attacks against a target. 5th Level Creepy Dodge: See 5e Rogue Guide 7th Level Evasion: See 5e Rogue Guide 9th Level Panache: Panache is an excellent skill. Admitting the disadvantage of a creature to all dimensions except you may seem like a backward ability for squishy rogues (usually this is an option for tankier classes). But Swashbuckler's ability to get out of dodge with their fleeting Footwork and Cunning Action Dash will likely leave any creature in the dust. Panache also essentially provides a free Charm Person spell every time you are out of battle. Talk about the value of a subclass function. 11th Level Reliable Talent: See 5e Rogue Guide 13th Level Elegant Maneuver: Awarding your bonus action to give advantage to acrobatics or athletics control will certainly be useful once in a while. Usually, Swashbucklers want to use their Bonus Action for Dash, Hide, or Offhand attack, but if, say, you are fought by a scary creature you will definitely use this bonus action to give you the benefit of getting out of it. 14th Level Blindsense: See 5e Rogue Guide 15th Level Smooth Mind: See 5e Rogue Guide 17th Level Master Duelist: This is a bit of a last ditch effort ability. If you or your party member's life is at stake and you miss an attack, you will be very grateful for that ability. Resetting this ability on a short and long rest is solid and means you are likely to get more uses in an adventure day. 18th Level Elusive: See 5e Rogue Guide 20th Level Stroke of Luck: Watch for 5e Rogue Guide Feats We cover the best feats for Rogues in our 5e Rogue Guide, the only changes would be. Actor: If you are for a Bard, or just want to be Mission Impossible-style amazing with infiltration this is a solid feat to pick up. Not only will it increase your Swashbuckler's CHA (and therefore initiative), but it will also give you the benefit of Deception and Performance control when trying to pass yourself off as someone else and mimic other people's speech patterns. Inspirational leader: Swashbucklers love their CHA. If you are able to give your party a rousing speech every short or long rest, this may be equivalent to tons of HP over a campaign. Magic Initiate: Being able to pick up a cantrip and a 1st level magic is so insanely good for Swashbuckler. Our suggestion is to select the wizard spelling list as it will allow you to take Green Flame Blade and Flowering Blade cantrips and Find Familiar magic. Green Flame Blade is a solid opportunity to squeeze some more damage when you get the chance, but the real winner here is Booming Blade. Swashbuckler's Fancy Footwork allows them to move away after taking a weapon attack so you can move in, attack, and move out without provoking an opportunity attack. This will make your opponent face a difficult choice, did they follow you and take the extra damage? Or just let you escape? Finding Familiar is always a great magic to be able to throw once a day because, if you choose an owl, your familiar can use its flyby ability to give you advantage on your next attack while remaining relatively safe. Mobile: This is one of the weird times that a feat gets worse for an underclass. Fleeting Footwork already allows you to unleash against creatures you swung on this ride, so take this feat for 10ft extra movement and avoid difficult terrain when nice isn't worth it. Example Swashbuckler Build 1st Level: Race: Lightfoot Halfling Background: Sailor Ability Scores: STR 8, DEX 15, CON 15, INT 8, WIS 8, CHA 15 Skill Proficiencies: Perception, Stealth, Persuasion, Deception Equipment: Shortsword, short bow, burglar package, leather armor, two daggers, and thieves' tools Expertise: Stealth, Persuasive Sneak Attack Thieves' Cant 2nd Level: 3rd Level: Roguish Archetype: Swashbuckler Fleeting Footwork, Rakish Audacity 4 :e Level : Feat: Magic Initiate Cantrips: Flowering Leaves, Green Flame Blade Add Magic: Find Familiar 5th Level: 6th Level: Excellence: Deception, Perception 7th Level: 8th Level: 9th Level: 10th Level: 11th Level: 12th Level: 12th Level: ASI: +1 CHA, +1 DEX (DEX 20, CHA 16) 13th level: 14. Level: 15. Level: 16. Level: 17. Level: 18th Level: 19. Level: 20th Level: Hope you liked the guide! If you have any questions or feel we missed something for Swashbuckler, go ahead and post a comment below. 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