

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Misc

pts = **CHA** +

Current panache cannot exceed daily allowance.

pts

Successful critical hit  
(with a light or one-handed piercing melee weapon) +1 panache

Killing blow  
(with a light or one-handed piercing melee weapon) +1 panache

Daring acts GM's ruling

## SWASHBUCKLER FINESSE

Gain the Weapon Finesse feat, letting you use dexterity in place of strength with selected weapons.

Use charisma in place of intelligence to qualify for combat feats.

## CHARMED LIFE

Level	Uses per day	Add <b>CHA</b> to a saving throw before it is rolled.
2	3	
6	4	
10	5	Uses <input type="checkbox"/>
14	6	today <input type="checkbox"/>
18	7	<input type="checkbox"/>

## NIMBLE

NIMBLE  
DODGE BONUS

Swashbuckler  
Level

Level **3** + **AC** = (  + 1 ) ÷ 4

While wearing only light armour. Anything that takes away your DEX bonus to AC also takes this bonus.

## BONUS FEATS

Level **4**

Level **8**

Level **12**

Level **16**

Level **20**

## SWASHBUCKLER WEAPON TRAINING

ATTACK /  
DAMAGE  
BONUS

Swashbuckler  
Level

Level **5** +  = (  - 1 ) ÷ 4

With a light or one-handed piercing melee weapon.

Gain the Improved Critical feat with light or one-handed piercing melee weapons.

## SWASHBUCKLER WEAPON MASTERY

Level **20** Criticals are automatically confirmed with a light or one-handed piercing melee weapon.

Critical damage modifier increased by one with light or one-handed piercing melee weapons.

## DEEDS

Cost

Derring-do	Add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride or Swim. If the roll is 6, add another (up to your DEX).	1 pt
Level <b>1</b> Dodging panache	Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity.	1 pt
Opportune parry and riposte	Spend use of attack of opportunity to parry a melee attack. Make an attack roll (taking -2 per size category); if it's higher than the attackers, they miss. Must declare before the attack is rolled. If successful, make an immediate melee attack.	1 pt

Kip-up	Stand as a move action without provoking attacks of opportunity.	*
	Stand as a swift action instead.	1 pt
Menacing swordplay	On successful melee hit, Intimidate to demoralise as a swift action.	*

Level <b>3</b> Precise strike	Add swashbuckler level to melee (or thrown melee weapon) damage. Does not affect targets immune to sneak attack or critical hits. Does not multiply on critical hits.	*
	Double the next precise strike bonus	1 pt
Swashbuckler initiative	Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative.	*

Swashbuckler's grace	Take no Acrobatics penalty when moving through threatened square at full speed.	*
Superior feint	Purposefully miss melee attack to deny target their DEX bonus to AC.	*

Level <b>7</b> Targeted strike	Make one attack as a full round action to cripple opponent.	1 pt
	<b>Head</b> Confused for 1 round.	
	<b>Arms</b> Takes no damage but drops carried item.	
	<b>Legs</b> Knocked prone (does not affect four-legged creatures)	
	<b>Torso</b> Staggered for 1 round.	

Bleeding wound	On a successful hit, deal bleed damage equal to your DEX.	1 pt
	Or deal 1 point of Strength, Dexterity or Constitution damage.	2 pts

Evasive	<b>Evasion</b> Avoid any damage on a successful reflex save.	*
Level <b>11</b> <b>Uncanny dodge</b>	Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.	*
<b>Improved uncanny dodge</b>	Cannot suffer sneak attack by being flanked, unless by Rogue four levels higher.	*

Subtle blade	Immune to disarm, steal and sunder combat manoeuvres targeting a light or one-handed piercing melee weapon.	*
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Dizzying defence	Fight defensively as a swift action, gainint +4 AC for -2 attack.	1 pt
Level <b>15</b> Perfect thrust	As a full-round action, make a single attack against target's touch AC, bypassing damage reduction.	*
Swashbuckler's edge	Take 10 on Acrobatics, Climb, Escape Artist, Fly, Ride or Swim checks, even while distracted or in immediate danger.	*

Cheat death	On falling to 0hp or lower, restore to 1hp.	all remaining points
Level <b>19</b> Deadly stab	On confirming a critical hit, target must make fortitude save or die.	1 pt
Stunning stab	On a hit, target must make fortitude save or be stunned for 1 round.	2 pts

\* Deeds with no cost are only available while you have at least 1 panache point remaining

FORTITUDE  
SAVE DC

Swashbuckler  
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= 10 + (  ÷ 2 ) + **DEX** (Round down)