

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Outros

pts = **CAR** +

Current panache cannot exceed daily allowance.

pts

Acerto crítico (com uma arma perfurante leve ou de uma mão em ataques corpo a corpo) +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

Uso por dia

Nível Add **CHA** 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  
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Nível  $+ \text{CA} = ( \text{ } + 1 ) \div 4$

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

## TALENTO BÔNUS

Nível

Nível

Nível

Nível

Nível

## SWASHBUCKLER WEAPON TRAINING

DANO DE ATAQUE  
BÔNUS

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Nível  $+ \text{ } = ( \text{ } - 1 ) \div 4$

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

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

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

## DEEDS

Custo

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

Nível 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. \*

Menacing swordplay On successful melee hit, Intimidate to demoralise as a swift action. \*

Nível 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. \*

Swashbuckler initiative Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative. 1 pt

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. \*

Nível Targeted strike Make one attack as a full round action to cripple opponent. 1 pt

Cabeça	Confused for 1 round.
Braços	Takes no damage but drops carried item.
Legs	Knocked prone (does not affect four-legged creatures)
TORSO	Staggered for 1 round.

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

Evasive **Evasão** Avoid any damage on a successful reflex save. \*

Nível **Esquiva misteriosa** Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker. 11

**esquiva sobrenatural** Cannot be a 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. \*

Dizzying defence Fight defensively as a swift action, gainint +4 AC for -2 attack. 1 pt

Nível Perfect thrust As a full-round action, make a single attack against target's touch AC, bypassing damage reduction. 15

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

Nível Deadly stab On confirming a critical hit, target must make fortitude save or die. 19

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  
RESISTÊNCIA CD

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= 10 + (  ÷ 2 ) + **DES** (Arredonda para Baixo)