

SWASHBUCKLER

Swashbuckler
Level

PANACHE

PANACHE
PER DAY

Misc

$$\boxed{\text{pts}} = \text{CHA} + \boxed{\text{pts}}$$

Current panache cannot exceed daily allowance.

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 2 Add CHA to the a saving throw before it is rolled.

USES
PER DAY

Swashbuckler
Level

$$\boxed{\text{Uses today}} = \left(\boxed{\text{Swashbuckler Level}} + 2 \right) \div 2$$

NIMBLE

Level 3 NIMBLE
DODGE BONUS

Swashbuckler
Level

$$\boxed{+ AC} = \left(\boxed{\text{Swashbuckler Level}} + 1 \right) \div 4$$

While wearing only light armor. 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

$$\boxed{+} = \left(\boxed{\text{Swashbuckler Level}} - 1 \right) \div 4$$

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

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

Derring-do

Add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim. If the roll is 6, add another (up to your DEX).

Cost

1 pt

Level 1

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 an 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 demoralize as a swift action.

*

Level 3

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 7

Targeted strike

Make one attack as a full round action to cripple opponent.

1 pt

Head

Confused for 1 round.

Arms

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.

1 pt

Or deal 1 point of Strength, Dexterity, or Constitution damage.

2 pts

Evasive

Evasion

Avoid half damage on a successful reflex save.

*

Level 11

Uncanny dodge

Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.

*

Improved

uncanny dodge

Cannot suffer sneak attack by being flanked, unless by Rogue four levels higher.

*

Subtle blade

Immune to disarm, steal and sunder combat maneuvers targeting a light or one-handed piercing melee weapon.

*

Dizzying defense

Fight defensively as a swift action, gain int +4 AC for -2 attack.

1 pt

Level 15

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 19

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
Level

$$\boxed{\text{Fortitude Save DC}} = 10 + \left(\boxed{\text{Swashbuckler Level}} \div 2 \right) + \text{DEX} \quad (\text{Round down})$$