

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

Nível	Usos Diários	Add CHA to a saving throw before it is rolled.
2	3	
6	4	
10	5	Usos <input type="checkbox"/> <input type="checkbox"/>
14	6	Hoje <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	7	

NIMBLE

NIMBLE
DODGE BONUS

Swashbuckler
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Nível + **CA** = (+ 1) ÷ 4

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

TALENTO BÔNUS

Nível
4

Nível
8

Nível
12

Nível
16

Nível
20

SWASHBUCKLER WEAPON TRAINING

DANO DE ATAQUE
BÔNUS

Swashbuckler
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Nível + = (- 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

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
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.	*

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.	*
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Swashbuckler's grace	Não recebe penalidade em Acrobacias quando se mover através de quadrado ameaçado em velocidade completa	*
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Superior feint	Purposefully miss melee attack to deny target their DEX bonus to AC.	*
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Targeted strike	Make one attack as a full round action to cripple opponent.	1 pt
Cabeça	Confused for 1 round.	
Braços	Não recebe dano mas derruba o item carregado.	
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

Evasivo	Evasão Avoid any damage on a successful reflex save.	*
	Esquiva misteriosa Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.	*
	esquiva sobrenatural Não pode sofrer ataques furtivos ao ser flanqueado, a não ser por Ladino quatro níveis maior.	*

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

Swashbuckler's edge	Escolher 10 em testes de Acrobacia, Escalar, Arte da Fuga, Vôo, Cavalgar ou Nadar, mesmo enquanto distraído ou em perigo imediato.	*
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Cheat death	On falling to 0hp or lower, restore to 1hp.	all remaining points
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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) + **DES** (Arredonda para Baixo)