SWASHBUCKLER	*		I	DEEDS	,
Swashbuckler	- <u>ī</u>	Damina da			Цена
Level	. 1	Derring-do		atics, Climb, Escape Artist, Fly, Ride or Swim. I another (up to your DEX).	1 p
PANACHE PANACHE	Уровен 1	_b Dodging panache		ately when attacked, gaining a bonus to AC equal provokes attacks of opportunity.	1 p
pts = XAP + Current panache cannot exceed daily allowance.		Opportune parry and riposte	Make an attack ro attackers, they m	ck of opportunity to parry a melee attack. Ill (taking -2 per size category); if it's higher than the iss. Must declare before the attack is rolled. ke an immediate melee attack.	1 p
Current parlactic cannot exceed daily anowance.	₁ —	Vin un			
		Kip-up	Stand as a move	action without provoking attacks of opportunity.	1 p
pts		Menacing swordplay		lee hit, Intimidate to demoralise as a swift action.	ı p
(with a light of one-handed piercing melee weapon)	3	▶Precise strike	Add swashbuckle	r level to melee (or thrown melee weapon) damage. Irgets immune to sneak attack or critical hits.	,
(with a light or one-handed piercing melee weapon) +1 panach	е			recise strike bonus	1 p
Daring acts SWASHBUCKLER FINESSE	g	Swashbuckler initiative	Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative.		
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.		Swashbuckler's grace	Take no Acrobatics penalty when moving through threatened square at full speed.		
CHARMED LIFE	1	Superior feint	Purposefully miss	s melee attack to deny target their DEX bonus to AC.	+
Уровень Add CHA to the a saving throw before it is rolled.	Уровен	⊾Targeted strike	Make one attack	as a full round action to cripple opponent.	1 p
2	7		Голова	Confused for 1 round.	
ИСПОЛЬЗОВАНЪМ shbuckler В ДЕНЬ Level			Руки	Takes no damage but drops carried item.	
= (+ 2) ÷ 2 Uses today today			Legs	Knocked prone (does not affect four-legged creatures	s)
· · · · · · · · · · · · · · · · · · ·	_		Торс	Staggered for 1 round.	
NIMBLE Swashbuckler		Bleeding wound		it, deal bleed damage equal to your DEX.	1 p
NIMBLE Swashbuckler Уровень DODGE BONUS Level				Strength, Dexterity or Constitution damage.	2 pts
3 + K3 = $(+1) \div 4$		Evasive	Уворот	Avoid half damage on a successful reflex save.	,
While wearing only light armour. Anything that takes away	Уровен 11	Ь	Uncanny dodge	Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.) 1
your DEX bonus to AC also takes this bonus. BOHYCHIBE YEPTIB	1		Improved uncanny dodge	Cannot suffer sneak attack by being flanked, unless by Rogue four levels higher.	,
Уровень 4	•	Subtle blade		n, steal and sunder combat manoeuvres targeting uded piercing melee weapon.	,
/ровень 8		Dizzying defence	Fight defensively	as a swift action, gainint +4 AC for -2 attack.	1 p
Уровень 12	_ Уровен 15	_b Perfect thrust	As a full-round ac bypassing damag	ction, make a single attack against target's touch AC, e reduction.	,
Уровень 16		Swashbuckler's edge	Take 10 on Acrobatics, Climb, Escape Artist, Fly, Ride or Swim checks, even while distracted or in immediate danger.		1
Уровень 20		Cheat death	On falling to Ohp	or lower, restore to 1hp. all remaining	points
SWASHBUCKLER WEAPON TRAINING	¶ Уровен 19	^b Deadly stab	On confirming a c	ritical hit, target must make fortitude save or die.	1 p
ATTACK / DAMAGE Swashbuckler Level		Stunning stab	On a hit, target m	ust make fortitude save or be stunned for 1 round.	2 pts
/ровень + = (- 1) ÷ 4			nly available while Swashbuckler Level	you have at least 1 panache point remaining	
With a light or one-handed piercing melee weapon. Gain the Improved Critical feat with light or one-handed piercing melee weapons.	~	= 10 + (÷ 2) + DEX (Округлять к меньшему)	_
SWASHBUCKLER WEAPON MASTERY					
Criticals are automatically confirmed with a light or					
у _{ровень} one-handed piercing melee weapon. 20 Critical damage modifer increased by one with light or					

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