## **SÄBELRASSLER** Säbelrassler Stufe PANACHE **PANACHE** PER DAY Sonstiges = CH + Current panache cannot exceed daily allowance. Pkt. Successful critical hit +1 panache (with a light or one-handed piercing melee weapon) Killing blow +1 panache (with a light or one-handed piercing melee weapon) 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** S Einsetzbar Stufe pro Tag ${\sf Add} \; \textbf{CHA} \; \text{to a saving throw before it is rolled}.$ 2 3 6 4 10 5 Uses DD today 6 14 18 7 **NIMBLE** Säbelrassler NIMBLE DODGE BONUS Stufe Stufe S 3 While wearing only light armour. Anything that takes away your DEX bonus to AC also takes this bonus. BONUSTALENTE

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Stufe 4	
Stufe 8	
Stufe 12	
Stufe 16	
Stufe 20	

## 🧸 SWASHBUCKLER WEAPON TRAINING 🖡

	ATTACK / DAMAGE BONUS	Säbelrassler Stufe
Stufe <b>5</b>	+	= (

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 Stufe one-handed piercing melee weapon.

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

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		D	EEDS	
	Derring-do	Add 1d6 to Aoroba	tics, Climb, Escape Artist, Fly, Ride or Swim.	Kosten 1 Pkt
	Deffing-do		another (up to your DEX).	IFK
	Dodging panache	dging panache  Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity.		
	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.		
tufe F	Kip-up	Stand as a move action without provoking attacks of opportunity.		
		Stand as a swift action instead.		1 Pkt
	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 pr	ecise strike bonus	1 Pk
	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.		
ıfe	Targeted strike	Make one attack as a full round action to cripple opponent.		
7		Kopf	Confused for 1 round.	
		Arme	Takes no damage but drops carried item.	
		Legs	Knocked prone (does not affect four-legged creature	es)
		Torso	Staggered for 1 round.	
	Bleeding wound	On a successful hi	t, deal bleed damage equal to your DEX.	1 Pk
		Or deal 1 point of	Strength, Dexterity or Constitution damage.	2 pt
	Evasive	Entrinnen	Avoid any damage on a successful reflex save.	1
ıfe <b>1</b>		Reflexbewegung	Cannot be caught flat-footed or denied DEX bonus to AC against an invisible attacker.	0 1
		Improved uncanny dodge	Cannot suffer sneak attack by being flanked, unless by Rogue four levels higher.	,
	Subtle blade		, steal and sunder combat manoeuvres targeting ded piercing melee weapon.	*
	Dizzying defence	Fight defensively as a swift action, gainint +4 AC for -2 attack.		
	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 Ohp o	r lower, restore to 1hp. all remaining	points
ife <b>9</b>	Deadly stab	On confirming a cr	itical hit, target must make fortitude save or die.	1 Pk
7	Stunning stab	On a hit, target mu	st make fortitude save or be stunned for 1 round.	2 pts
	* Deeds with no cost are or FORTITUDE SAVE DC	nly available while y Säbelrassler Stufe	ou have at least 1 panache point remaining	

