

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Misc

pts = **CHA** +

Current panache cannot exceed daily allowance.

pts

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	Uses per day	Add <b>CHA</b> 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  
Level

Level  + **AC** = (  + 1 ) ÷ 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

Level  5 +  = (  - 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

Level  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

### 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  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  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  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 any 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  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

= 10 + (  ÷ 2 ) + **DEX** (Round down)