AWANTURNIK Poziom Derring-do Add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride or Swim. Awanturnika If the roll is 6, add another (up to your DEX). **PANACHE** Poziom Dodging panache Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity. **PANACHE** 1 PER DAY Inne Opportune parry 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 and riposte = CHA +attackers, they miss. Must declare before the attack is rolled. If successful, make an immediate melee attack. Current panache cannot exceed daily allowance Kip-up Stand as a move action without provoking attacks of opportunity. Stand as a swift action instead. ptk Menacing swordplay On successful melee hit. Intimidate to demoralise as a swift action. Successful critical hit Poziom Precise strike Add swashbuckler level to melee (or thrown melee weapon) damage. +1 panache (with a light or one-handed piercing melee weapon) Does not affect targets immune to sneak attack or critical hits. 3 Does not multiply on critical hits. Killing blow +1 panache (with a light or one-handed piercing melee weapon) Double the next precise strike bonus Daring acts GM's ruling Swashbuckler Gain +2 initiative bonus. SWASHBUCKLER FINESSE initiative 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 Swashbuckler's Take no Acrobatics penalty when moving through threatened square strength with selected weapons. at full speed. grace Use charisma in place of intelligence to qualify for combat feats. Superior feint Purposefully miss melee attack to deny target their DEX bonus to AC. **CHARMED LIFE** Poziom Targeted strike Make one attack as a full round action to cripple opponent. Użycia Add CHA to a saving throw before it is rolled. 7 Poziomna dzień Głowa Confused for 1 round. 2 3 Takes no damage but drops carried item. Rece 6 4 10 5 Leas Knocked prone (does not affect four-legged creatures) Uses DD 14 6 TORS Staggered for 1 round. 18 7 Bleeding wound On a successful hit, deal bleed damage equal to your DEX. ZWINNY Or deal 1 point of Strength, Dexterity or Constitution damage. **ZWINNOŚĆ** Poziom PREMIA DO UNIKUAwanturnika Evasive Uchylanie Avoid any damage on a successful reflex save Poziom Poziom Nieświadomy unik Cannot be caught flat-footed or denied DEX bonus to 3 AC against an invisible attacker. 11 While wearing only light armour. Anything that takes away Cannot suffer sneak attack by being flanked, Improved your DEX bonus to AC also takes this bonus uncanny dodge unless by Rogue four levels higher. ATUTY PREMIOWE Subtle blade Immune to disarm, steal and sunder combat manoeuvres targeting a light or one-handed piercing melee weapon. Poziom 4 Dizzying defence Fight defensively as a swift action, gainint +4 AC for -2 attack. Poziom Perfect thrust As a full-round action, make a single attack against target's touch AC, bypassing damage reduction. Poziom 15 8 Swashbuckler's edge Take 10 on Acrobatics, Climb, Escape Artist, Fly, Ride or Swim checks, even while distracted or in immediate danger Poziom Cheat death On falling to Ohp or lower, restore to 1hp. 12 Poziom Deadly stab On confirming a critical hit, target must make fortitude save or die. 19 Stunning stab On a hit, target must make fortitude save or be stunned for 1 round Poziom 16 * Deeds with no cost are only available while you have at least 1 panache point remaining WYTRWAŁOŚĆ Poziom

SAVE DC

Awanturnika

 \div 2) + ZR

Kosz

1 ptk

2 pts

1 ptk

1 ptk

2 pts

all remaining points

(Zaokrąglane w dół)

🖪 SWASHBUCKLER WEAPON TRAINING 🖪

Poziom

ATTACK / Poziom DAMAGE Awanturnika **BONUS** Poziom 5

With a light or one-handed piercing melee weapon. Gain the Improved Critical feat with light or one-handed

🧍 SWASHBUCKLER WEAPON MASTERY

Criticals are automatically confirmed with a light or Poziom one-handed piercing melee weapon.

piercing melee weapons.

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