SWASHBUCKLER

Swashbuckler
Level

PANACHE

**PANACHE
PER DAY**

$\boxed{}$ pts $= $ **CHA** $+$ _____ Misc

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

Add **CHA** to a saving throw before it is rolled.

Level	Uses per day
2	3
6	4
10	5
14	6
18	7

Uses today ☐☐ ☐☐ ☐☐

NIMBLE

**NIMBLE
DODGE BONUS**

Swashbuckler Level

Level 3 $+ \boxed{\text{AC}} = \left(\underline{} + 1 \right) \div 4$

While wearing only light armour. 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 $+ \boxed{} = \left(\underline{} - 1 \right) \div 4$

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 20

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

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

DEEDS

			Cost
Level 1	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
Level 3	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.	*
Level 7	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.	*
	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.	
Level 11	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.	*
		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 manoeuvres targeting a light or one-handed piercing melee weapon.	*
Level 15	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	Take 10 on Acrobatics, Climb, Escape Artist, Fly, Ride or Swim checks, even while distracted or in immediate danger.	*
Level 19	Cheat death	On falling to 0hp or lower, restore to 1hp.	**all remaining points**
	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

$\boxed{} = 10 + \left(\underline{} \div 2 \right) + $ **DEX** (Round down)