AWANTURNIK

Poziom
Awanturnika ☐

PANACHE

PANACHE
PER DAY   Inne

☐ ptk **= CHA +** _____

Current panache cannot exceed daily allowance.

	ptk

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

Użycia
Poziom na dzień   Add **CHA** to a saving throw before it is rolled.

2	3
6	4
10	5
14	6
18	7

Uses ☐☐
today ☐☐☐

ZWINNY

ZWINNOŚĆ   Poziom
PREMIA DO UNIKU Awanturnika

Poziom
3   [+ **KP**] = (_____ + 1) ÷ 4

While wearing only light armour. Anything that takes away your DEX bonus to AC also takes this bonus.

ATUTY PREMIOWE

Poziom
4   _____

Poziom
8   _____

Poziom
12 _____

Poziom
16 _____

Poziom
20 _____

SWASHBUCKLER WEAPON TRAINING

ATTACK /
DAMAGE   Poziom
BONUS   Awanturnika

Poziom
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

Poziom
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

Koszt

Poziom 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 ptk
Dodging panache	Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity.	1 ptk
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 ptk

Poziom 3

Kip-up	Stand as a move action without provoking attacks of opportunity.	*
	Stand as a swift action instead.	1 ptk
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 ptk
Swashbuckler initiative	Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative.	*

Poziom 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 ptk
Głowa	Confused for 1 round.	
Ręce	Takes no damage but drops carried item.	
Legs	Knocked prone (does not affect four-legged creatures)	
TORS	Staggered for 1 round.	

Poziom 11

Bleeding wound	On a successful hit, deal bleed damage equal to your DEX.	1 ptk
	Or deal 1 point of Strength, Dexterity or Constitution damage.	2 pts
Evasive — **Uchylanie**	Avoid any damage on a successful reflex save.	*
Nieświadomy unik	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.	*

Poziom 15

Dizzying defence	Fight defensively as a swift action, gainint +4 AC for -2 attack.	1 ptk
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.	*

Poziom 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 ptk
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

WYTRWAŁOŚĆ   Poziom
SAVE DC   Awanturnika

☐ **= 10 +** (_____ ÷ 2) + **ZR**   (Zaokrąglane w dół)