



SWASHBUCKLER

Many warriors rely on brute force, weighty armor, or cumbersome weapons. For you, battle is a dance where you move among foes with style and grace. You dart among combatants with flair and land powerful finishing moves with a flick of the wrist and a flash of the blade, all while countering attacks with elegant ripostes that keep enemies off balance. Harassing and thwarting your foes lets you charm fate and cheat death time and again with aplomb and plenty of flair.

KEY ABILITY

DEXTERITY

At 1st level, your class gives you an ability boost to Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You show off to gain panache, leveraging your flair to build up to powerful finishing moves. You stay nimble, moving into the best position to perform your maneuvers while dodging enemy blows and responding with swift ripostes. Depending on your swashbuckler's style, you might dance among your foes; slip past their defenses; or beguile, distract, or frighten them.

DURING SOCIAL ENCOUNTERS...

You are equally likely to charm or intimidate others—or both. You might be an adept socialite, or you might create distractions for others who do the talking.

WHILE EXPLORING...

You keep a careful eye on your surroundings and other people, always prepared to leap into action with bravado and flair. You interact with the environment in bold, sweeping strokes rather than skulking to avoid detection.

IN DOWNTIME...

You might carouse at the tavern, repair and maintain your armaments, or train to learn new techniques. To maintain your impressive reputation, you might build an organization in your name or establish a following of admirers.

YOU MIGHT...

- Portray yourself as a heroic daredevil or a roguish braggart, knowing you can live up to the image you present.
- Hold yourself in high esteem, confident in your abilities and your reputation.
- Practice your skills and maneuvers regularly to ensure you never grow rusty.

OTHERS PROBABLY...

- Admire your theatrics, bravado, and skill with a blade.
- Find you arrogant unless they know you well enough to appreciate your style.
- Underestimate how much of a threat you pose until they face the end of your deadly blade.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in Acrobatics

Trained in one skill determined by your swashbuckler's style

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in swashbuckler class DC

INTRODUCTION

ANCESTRIES & BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY & INDEX

TABLE 2-5: SWASHBUCKLER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, panache, swashbuckler's style, precise strike (2d6), confident finisher, swashbuckler feat
2	Skill feat, swashbuckler feat
3	General feat, great fortitude, opportune riposte, skill increase, stylish trick, vivacious speed +10 feet
4	Skill feat, swashbuckler feat
5	Ability boosts, ancestry feat, precise strike (3d6), skill increase, weapon expertise
6	Skill feat, swashbuckler feat
7	Evasion, general feat, skill increase, stylish trick, vivacious speed +15 feet, weapon specialization
8	Skill feat, swashbuckler feat
9	Ancestry feat, exemplary finisher, precise strike (4d6), skill increase, swashbuckler expertise
10	Ability boosts, skill feat, swashbuckler feat
11	Continuous flair, general feat, skill increase, vigilant senses, vivacious speed +20 feet
12	Skill feat, swashbuckler feat
13	Ancestry feat, improved evasion, light armor expertise, precise strike (5d6), skill increase, weapon mastery
14	Skill feat, swashbuckler feat
15	Ability boosts, general feat, greater weapon specialization, keen flair, skill increase, stylish trick, vivacious speed +25 feet
16	Skill feat, swashbuckler feat
17	Ancestry feat, precise strike (6d6), resolve, skill increase
18	Skill feat, swashbuckler feat
19	Eternal confidence, general feat, light armor mastery, skill increase, vivacious speed +30 feet
20	Ability boosts, skill feat, swashbuckler feat

CLASS FEATURES

You gain the following abilities as a swashbuckler. Abilities gained at higher levels list the level next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

PANACHE

You care as much about the way you accomplish something as whether you actually accomplish it in the first place. When you perform an action with particular bravado, you

can leverage this moment of verve to perform spectacular, deadly maneuvers. This state of flair is called panache, and you are either in a state of panache or you are not.

You gain panache by successfully performing the skill check associated with specific actions that have a bit of flair, including Tumble Through (*Core Rulebook* 240) and additional actions determined by your swashbuckler's style (see below). At the GM's discretion, after succeeding at a check to perform a particularly daring action, such as swinging on a chandelier or sliding down a drapery, you also gain panache if your result is high enough (typically the very hard DC for your level, but the GM can choose a different threshold).

While you have panache, you gain a +5-foot status bonus to your Speeds and gain a +1 circumstance bonus to checks to Tumble Through or to take any actions that give you panache due to your style. The precise strike class feature (page 85) also causes you to deal extra precision damage while you have panache. Powerful finisher actions, including Confident Finisher (page 85), can be used only while you have panache and cause you to lose your panache.

Normally, you gain and use panache only in combat encounters; when an encounter ends, you lose panache.

SWASHBUCKLER'S STYLE

As a swashbuckler, you have your own distinctive style that enables you to gracefully handle everyday events and life-or-death situations alike. Choose a swashbuckler's style. This style determines the additional actions you use to gain panache and makes you trained in the skill related to that action. The styles presented in this book are as follows.

BATTLEDANCER

To you, a fight is a kind of performance art, and you command your foes' attention with mesmerizing motions. You are trained in Performance and gain the Fascinating Performance skill feat (*Core Rulebook* 261). You gain panache during an encounter when the result of your Performance check to Perform exceeds the Will DC of an observing foe, even if the foe isn't fascinated.

BRAGGART

You boast, taunt, and psychologically needle your foes. You are trained in Intimidation. You gain panache during an encounter whenever you successfully Demoralize a foe.

FENCER

You move carefully, feinting and creating false openings to lead your foes into inopportune attacks. You are trained in Deception. You gain panache during an encounter whenever you successfully Feint or Create a Diversion against a foe.

GYMNAST

You reposition, maneuver, and bewilder your foes

with daring feats of physical prowess. You are trained in Athletics. You gain panache during an encounter whenever you successfully Grapple, Shove, or Trip a foe.

Wit

You are friendly, clever, and full of humor, always knowing just what to say in any situation. Your witticisms leave foes unprepared for the skill and speed of your attacks. You are trained in Diplomacy and gain the Bon Mot skill feat (page 203). You gain panache during an encounter whenever you succeed at a Bon Mot against a foe.

PRECISE STRIKE

You strike with flair. When you have panache and you Strike with an agile or finesse melee weapon or agile or finesse unarmed attack, you deal 2 additional precision damage. If the strike is part of a finisher, the additional damage is 2d6 precision damage instead.

As your swashbuckler level increases, so does your additional damage for precise strike. Increase the amount of additional damage on a Strike and the number of additional dice on a finisher by one at 5th, 9th, 13th, and 17th levels.

CONFIDENT FINISHER

You gain an elegant finishing attack you can make when you have panache. The finisher trait is described on page 87. You gain the Confident Finisher action.

CONFIDENT FINISHER ◆

FINISHER SWASHBUCKLER

You make an incredibly graceful attack, piercing your foe's defenses. Make a Strike with a weapon or unarmed attack that would apply your precise strike damage, with the following failure effect.

Failure You deal half your precise strike damage to the target. This damage type is that of the weapon or unarmed attack you used for the Strike.

SWASHBUCKLER FEATS

At 1st level and every even-numbered level, you gain a swashbuckler class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

GREAT FORTITUDE

3RD

Your physique is incredibly hardy, granting you increased endurance. Your proficiency rank for Fortitude saves increases to expert.

OPPORTUNE RIPOSTE

3RD

You turn the tables on foes who fumble, capitalizing immediately on their mistake. You gain the Opportune Riposte reaction.



INTRODUCTION

ANCESTRIES & BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY & INDEX

SWASHBUCKLER FEATS

If you need to look up a swashbuckler feat by name instead of by level, use this table.

Feat	Level
After You	2
Agile Maneuvers	6
Antagonize	2
Attack of Opportunity	6
Bleeding Finisher	8
Buckler Dance	10
Buckler Expertise	1
Charmed Life	2
Cheat Death	12
Combination Finisher	6
Deadly Grace	16
Derring-Do	10
Disarming Flair	1
Dual Finisher	8
Dueling Dance	10
Dueling Parry	1
Felicitous Riposte	16
Finishing Follow-Through	2
Flamboyant Athlete	4
Flamboyant Leap	14
Flying Blade	1
Focused Fascination	1
Goad Feint	1
Guardian's Deflection	4
Impaling Finisher	4
Impossible Riposte	14
Incredible Luck	18
Inexhaustible	20
Countermoves	
Leading Dance	4
Lethal Finisher	18
Mobile Finisher	12
Nimble Dodge	1
Nimble Roll	8
One for All	1
Panache Paragon	20
Parry and Riposte	18
Perfect Finisher	14
Precise Finisher	6
Reflexive Riposte	10
Stunning Finisher	8
Swaggering Initiative	4
Targeting Finisher	10
Tumble Behind	2
Twin Parry	4
Twinned Defense	14
Unbalancing Finisher	2
Vexing Tumble	6
Vivacious Bravado	8
You're Next	1

OPPORTUNE RIPOSTE

SWASHBUCKLER

Trigger A foe within your reach critically fails a Strike against you.

You take advantage of an opening from your enemy's fumbled attack. You either make a melee Strike against the triggering foe or attempt to Disarm it of the weapon it used for the Strike.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

STYLISH TRICKS

3RD

At 3rd level, 7th level, and 15th level, you gain a skill feat. This feat must be for Acrobatics or the trained skill from your swashbuckler's style.

VIVACIOUS SPEED

3RD

When you've made an impression, you move even faster than normal, darting about the battlefield with incredible speed. Increase the status bonus to your Speeds when you have panache to a +10-foot status bonus; this bonus increases by 5 feet at 7th, 11th, 15th, and 19th levels. When you don't have panache, you still get half this status bonus to your Speed, rounded down to the nearest 5-foot increment.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

WEAPON EXPERTISE

5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. You gain access to the critical specialization effects of all weapons for which you have expert proficiency.

EVASION

7TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

EXEMPLARY FINISHER

9TH

You execute your finishing moves with spectacular flair, adding special effects to your finishers. If a Strike you make as part of a finisher hits a foe, you add one of the following effects to the Strike, depending on your swashbuckler's style.

Battledancer: You can Step as a free action immediately after the finisher.

Braggart: If the foe was temporarily immune to your Demoralize, their temporary immunity ends.

Fencer: The foe is flat-footed until your next turn.

Gymnast: If the foe is grabbed, restrained, or prone, you gain a circumstance bonus to the damage roll equal to twice the number of weapon damage dice.

Wit: The foe takes a –2 circumstance penalty to attack rolls against you until the start of your next turn.

SWASHBUCKLER EXPERTISE

9TH

You perform swashbuckling techniques with exceptional flair, making them harder to resist. Your proficiency rank for your swashbuckler class DC increases to expert.

CONTINUOUS FLAIR

11TH

While not equal to the heights of your panache in combat, you have a dramatic flair about you in any situation. Whenever you succeed at a check during exploration that would have granted you panache in combat, you gain a +1 circumstance bonus to further checks for actions that would grant you panache in combat. This benefit ends when the exploration changes to a different scene (as determined by the GM) or shifts to an encounter or downtime.

VIGILANT SENSES

11TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

IMPROVED EVASION

13TH

Your ability to elude danger is matchless. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you roll a failure on a Reflex save against a damaging effect, you take half damage.

LIGHT ARMOR EXPERTISE

13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON MASTERY

13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

KEEN FLAIR

15TH

You inflict particularly devastating attacks on even well-defended foes. When you Strike with a weapon or

KEY TERMS

You'll see these terms in many swashbuckler abilities.

Finisher: Finishers are spectacular finishing moves that use your panache. You can use a finisher only if you have panache, and you lose your panache immediately after performing a finisher. Once you use a finisher, you can't use actions that have the attack trait for the rest of your turn.

Some actions with the finisher trait also grant an effect on a failure. Effects added on a failure don't apply on a critical failure. If your finisher action succeeds, you can still choose to apply the failure effect instead. For example, you might do this when an attack deals no damage due to resistance.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in that stance for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

unarmed attack with which you have master proficiency, if you roll a 19 on the die and the roll is a success, you critically succeed instead.

RESOLVE

17TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

ETERNAL CONFIDENCE

19TH

As a swashbuckler at the peak of your skill, you swell with confidence and bravado in every attack. Your proficiency rank for your swashbuckler class DC increases to master.

When you Strike as part of a finisher or Opportune Riposte, you can give the Strike the failure effect from the Confident Finisher action, including the increase from Precise Finisher (page 91) if you have that feat. You can do so only if the Strike uses a weapon or unarmed attack that you could use for Confident Finisher.

LIGHT ARMOR MASTERY

19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

SWASHBUCKLER FEATS

At each level that you gain a swashbuckler feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

INTRODUCTION

ANCESTRIES &
BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY
& INDEX

1ST LEVEL

BUCKLER EXPERTISE

FEAT 1

SWASHBUCKLER

You've learned a flexible way to position your buckler to provide more protection. When you Raise a Shield to gain a circumstance bonus to AC from a buckler, increase the bonus from +1 to +2.

DISARMING FLAIR

FEAT 1

SWASHBUCKLER

It's harder for your foes to regain their grip when you knock their weapon partially out of their hands. When you succeed at an Athletics check to Disarm, the circumstance bonus and penalty from Disarm last until the end of your next turn, instead of until the beginning of the target's next turn. The target can use an Interact action to adjust their grip and remove this effect. If your swashbuckler's style is gymnast and you succeed at your Athletics check to Disarm a foe, you gain panache.

DUELING PARRY

FEAT 1

SWASHBUCKLER

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

FLYING BLADE

FEAT 1

SWASHBUCKLER

Prerequisites precise strike

You've learned to apply your flashy techniques to thrown weapons as easily as melee attacks. When you have panache, you apply your precise strike damage on ranged Strikes you make with a thrown weapon within that weapon's first range increment. The thrown weapon must be an agile or finesse weapon. This also allows you to make a thrown weapon ranged Strike for Confident Finisher and any other finisher that includes a Strike that can benefit from your precise strike.

FOCUSED FASCINATION

FEAT 1

SWASHBUCKLER

Prerequisites Fascinating Performance

When you use Fascinating Performance in a combat encounter, you need only a success, rather than a critical success, to fascinate your target. This works only if you're attempting to fascinate one target. For example, if you were an expert in Performance, you could choose to target multiple creatures normally or target one creature and fascinate it on a success.

GOADING FEINT

FEAT 1

SWASHBUCKLER

Prerequisites trained in Deception

When you trick a foe, you can goad them into overextending their next attack. On a Feint, you can use the following success and critical success effects instead of any other effects you would gain when you Feint; if you do, other abilities that

adjust the normal effects of your Feint no longer apply. You can choose whether to use the Goading Feint benefits or the normal benefits each time you Feint a given foe.

Critical Success The target takes a -2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a -2 circumstance penalty to its next attack roll against you before the end of its next turn.

NIMBLE DODGE

FEAT 1

SWASHBUCKLER

Trigger A creature you can see targets you with an attack.

Requirements You aren't encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

ONE FOR ALL

FEAT 1

AUDITORY CONCENTRATE EMOTION LINGUISTIC MENTAL SWASHBUCKLER

Prerequisites trained in Diplomacy

With precisely the right words of encouragement, you bolster an ally's efforts. Designate an ally within 30 feet; this action counts as sufficient preparation to Aid that ally. When you use the Aid reaction to help that ally, you can roll Diplomacy in place of the usual check. If your swashbuckler's style is wit and your Diplomacy check to Aid meets or exceeds the very hard DC for your level, you gain panache.

YOU'RE NEXT

FEAT 1

EMOTION FEAR MENTAL SWASHBUCKLER

Prerequisites trained in Intimidation

Trigger You reduce an enemy to 0 Hit Points.

After downing a foe, you promise another you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you're legendary in Intimidation, you can use this as a free action with the same trigger.

2ND LEVEL

AFTER YOU

FEAT 2

SWASHBUCKLER

Trigger You're about to roll initiative.

You allow your foes to make the first move in a show of incredible confidence. You don't roll initiative; instead you voluntarily go last. You gain panache. If more than one character uses this ability or another ability to go last, use the normal rules for resolving a tie: NPCs and monsters act before PCs, and within those groups, the creatures can choose whichever order they want.

ANTAGONIZE

FEAT 2

SWASHBUCKLER

Your taunts and threats earn your foes ire. When you successfully Demoralize a creature, its frightened condition can't decrease to less than 1 at the end of its turn until it either uses a hostile action against you or can no longer observe or sense you for at least 1 round.

**CHARMED LIFE** **FEAT 2****SWASHBUCKLER****Prerequisites** Charisma 14

Trigger You attempt a saving throw, but you haven't rolled yet. When danger calls, you have a strange knack for coming out on top. You gain a +2 circumstance bonus to the triggering save.

FINISHING FOLLOW-THROUGH**FEAT 2****SWASHBUCKLER**

Finishing a foe maintains your swagger. You gain panache if your finisher brings the target to 0 HP (or brings the highest-level target to 0 HP, if your finisher attacks multiple targets).

TUMBLE BEHIND**FEAT 2****SWASHBUCKLER**

Your tumbling catches your foe off guard. When you Tumble Through successfully, the foe you Tumbled Through is flat-footed against the next attack you make before the end of your turn.

UNBALANCING FINISHER **FEAT 2****FINISHER SWASHBUCKLER**

You attack with a flashy assault that leaves your target off balance. Make a melee Strike. If you hit and deal damage, the target is flat-footed until the end of your next turn.

4TH LEVEL**FLAMBOYANT ATHLETE****FEAT 4****SWASHBUCKLER****Prerequisites** expert in Athletics

Your panache allows you to perform incredible feats: climbing, swimming, and leaping far beyond your normal capacity. While you have panache, you gain the following benefits.

- You gain climb and swim Speeds equal to half your land Speed.
- The DCs of your High Jumps and Long Jumps decrease by 10. This doesn't combine with other abilities that reduce those DCs.
- The distance you can move with a vertical Leap increases to 5 feet. Your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet, or to 20 feet if your Speed is at least 30 feet.

GUARDIAN'S DEFLECTION **FEAT 4****SWASHBUCKLER**

Trigger An ally within your melee reach is hit by an attack, you can see the attacker, and a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

Requirements You are wielding a single one-handed melee weapon and have your other hand or hands free.

You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their AC against the

SAMPLE SWASHBUCKLER



GYMNAST

You fight with both agility and muscle, controlling your foe's movements on the battlefield with style and flair.

ABILITY SCORES

Prioritize Dexterity and Strength for Acrobatics, Athletics, attacks, and damage.

SKILLS

Acrobatics, Athletics, Diplomacy, Intimidation, Medicine, Society

SWASHBUCKLER'S STYLE

Gymnast

STARTING FEAT

Disarming Flair

HIGHER-LEVEL FEATS

Flamboyant Athlete (4th), Agile Maneuvers (6th), Derring-Do (10th), Flamboyant Leap (14th)

triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

IMPALING FINISHER

FEAT 4

FINISHER SWASHBUCKLER

You stab two foes with a single thrust or bash them together with one punch. Make a bludgeoning or piercing melee Strike and compare the attack roll result against the AC of up to two foes. One foe must be adjacent to you, and the other foe must be adjacent to and directly behind the first foe, in a straight line from your space. Roll damage once and apply it to each creature you hit. An Impaling Finisher counts as two attacks when calculating your multiple attack penalty.

LEADING DANCE

FEAT 4

MOVE SWASHBUCKLER

Prerequisites trained in Performance

Requirements You are adjacent to an enemy.

You sweep your foe into your dance. Attempt a Performance check against an adjacent enemy's Will DC. If your swashbuckler's style is battledancer and you succeed, you gain panache.

Critical Success Your foe is swept up in your dance. You both move up to 10 feet in the same direction, remaining adjacent to one another. Your movement doesn't trigger reactions from the target (and the target's movement doesn't trigger reactions because it's forced movement).

Success As critical success, but you both move only 5 feet.

Failure The foe doesn't follow your steps. You can move 5 feet if you choose, but this movement triggers reactions normally.

Critical Failure You stumble, falling prone in your space.

SWAGGERING INITIATIVE

FEAT 4

SWASHBUCKLER

Trigger You are about to roll initiative.

You swagger readily into any fight—even an ambush. You gain a +2 circumstance bonus to your initiative roll and can Interact to draw a weapon.

TWIN PARRY

FEAT 4

SWASHBUCKLER

Requirements You wield two melee weapons, one in each hand.

You use your weapons to parry. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

6TH LEVEL

AGILE MANEUVERS

FEAT 6

SWASHBUCKLER

Prerequisites expert in Athletics

Your easily maneuver against your foes. Your Grapple, Shove, and Trip actions have a lower multiple attack penalty: -4 instead of -5 if they're the second attack on your turn, or -8 instead of -10 if they're the third or subsequent attack on your turn.

ATTACK OF OPPORTUNITY ➤**FEAT 6****SWASHBUCKLER**

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

COMBINATION FINISHER**FEAT 6****SWASHBUCKLER**

You combine a series of attacks with a powerful finishing blow. Your finishers' Strikes have a lower multiple attack penalty: -4 (or -3 with an agile weapon) if it's the second attack on your turn, or -8 (or -6 with an agile weapon) if it's the third or subsequent attack on your turn, instead of -5 and -10, respectively.

PRECISE FINISHER**FEAT 6****SWASHBUCKLER**

Prerequisites Confident Finisher

Even when your foe avoids your Confident Finisher, you can still hit a vital spot. On a failure with Confident Finisher, you apply your full precise strike damage instead of half.

VEXING TUMBLE ➤**FEAT 6****SWASHBUCKLER**

You tumble around your foes, expertly avoiding their reactions. Stride up to half your Speed and roll an Acrobatics check. Compare the result to the Reflex DC of each foe whose reach you began in or enter during the movement, in sequence.

Critical Success This movement doesn't trigger reactions from the foe, the foe is flat-footed to you until the end of your turn, and you gain panache.

Success This movement doesn't trigger reactions from the foe, and you gain panache.

Critical Failure Your movement immediately stops when you enter the creature's reach; if you began in the creature's reach, you don't move.

8TH LEVEL**BLEEDING FINISHER** ➤**FEAT 8****FINISHER SWASHBUCKLER**

Your blow inflicts profuse bleeding. Make a slashing or piercing Strike with a weapon or unarmed attack that allows you to add your precise strike damage. If you hit, the target also takes persistent bleed damage equal to your precise strike finisher damage.

DUAL FINISHER ➤**FEAT 8****FINISHER SWASHBUCKLER**

Requirements You wield two melee weapons, one in each hand. You split your attacks. Make two melee Strikes, one with each

required weapon, each against a different foe. If the second Strike is made with a non-agile weapon, it takes a -2 penalty. Increase your multiple attack penalty only after attempting both Strikes.

NIMBLE ROLL**FEAT 8****SWASHBUCKLER**

Prerequisites Nimble Dodge

You can use Nimble Dodge before attempting a Reflex save, in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

STUNNING FINISHER ➤**FEAT 8****FINISHER SWASHBUCKLER**

You attempt a dizzying blow. Make a melee Strike. If you hit, your foe must attempt a Fortitude save against your class DC with the following results; the save has the incapacitation trait.

Critical Success The target is unaffected.

Success The target can't use reactions until its next turn.

Failure The target is stunned 1.

Critical Failure The target is stunned 3.

VIVACIOUS BRAVADO ➤**FEAT 8****SWASHBUCKLER**

Requirements You gained panache this turn.

Your ego swells, granting you a temporary reprieve from your pain. You gain temporary Hit Points equal to your level plus your Charisma modifier that last until the start of your next turn.

10TH LEVEL**BUCKLER DANCE** ➤**FEAT 10****STANCE SWASHBUCKLER**

Requirements You are wielding a buckler.

You spin your buckler defensively toward every attack. While you are in this stance, you constantly have your buckler raised as if you'd used Raise a Shield, as long as you meet that action's requirements.

DERRING-DO**FEAT 10****FORTUNE SWASHBUCKLER**

When you compound panache with even more derring-do, it somehow tends to work out. When you already have panache, you can roll twice and use the higher result on checks to which the circumstance bonus for having panache applies (Tumble Through and any skill actions listed in your swashbuckler's style).

INTRODUCTION

ANCESTRIES &
BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY
& INDEX

SAMPLE SWASHBUCKLER



FENCER

You befuddle your foes with deft movements, feints, and traps, leading them into your cunning counterattacks.

ABILITY SCORES

Prioritize Dexterity for accuracy, as well as Charisma for Deception.

SKILLS

Acrobatics, Deception, Diplomacy, Society, Stealth, Thievery

SWASHBUCKLER'S STYLE

Fencer

STARTING FEAT

Goaded Feint

HIGHER-LEVEL FEATS

Tumble Behind (2nd), Attack of Opportunity (6th), Reflexive Riposte (10th), Felicitous Riposte (16th)

DUELING DANCE

FEAT 10

STANCE SWASHBUCKLER

Prerequisites Dueling Parry

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

REFLEXIVE RIPOSTE

FEAT 10

SWASHBUCKLER

Prerequisites Opportune Riposte

You can riposte almost without a thought. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to perform an Opportune Riposte.

TARGETING FINISHER

FEAT 10

FINISHER SWASHBUCKLER

Your attack harms and hinders your foe. Choose a particular part of your foe from the list below and Strike. If you hit and damage the target, apply the effect corresponding to the chosen part. This hindrance lasts until the end of your next turn. On a critical hit, you also apply a lesser effect lasting for 1 minute.

- **Arm (or another limb used for attacks, such as a tentacle)** The target is enfeebled 2. On a critical hit, it is also enfeebled 1 for 1 minute.
- **Head** The target is stupefied 2. On a critical hit, it is also stupefied 1 for 1 minute.
- **Legs** The target takes a -10-foot status penalty to its Speeds. On a critical hit, it also takes a -5-foot status penalty to its Speeds for 1 minute.

12TH LEVEL

CHEAT DEATH

FEAT 12

SWASHBUCKLER

Trigger You take damage that would reduce you to 0 Hit Points. Somehow you always escape the reaper by a hair's breadth. You avoid being knocked out or killed and remain at 1 Hit Point, but you become doomed 1 (or increase your doomed value by 1 if you were already doomed). You can't reduce or ignore the doomed condition from Cheating Death. The doomed condition from Cheating Death lasts for 10 minutes, though this doesn't affect the duration of any other doomed condition you have.

MOBILE FINISHER

FEAT 12

FINISHER SWASHBUCKLER

You attack in motion. Stride and then Strike. You can use Mobile Finisher while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

14TH LEVEL

FLAMBOYANT LEAP

FEAT 14

SWASHBUCKLER

Prerequisites master in Athletics, Flamboyant Athlete

Requirements You are capable of using a finisher.

You stylishly leap and deliver a powerful finisher. Make a Leap, High Jump, or Long Jump and attempt one single-action finisher at any point during your jump; the finisher can't be one that includes other movement, such as Mobile Finisher. Immediately after the finisher, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright. When attempting a High Jump or Long Jump during a Flamboyant Leap, determine the DC using the Long Jump DCs, and increase the maximum distance to double your Speed, rather than just your Speed.

IMPOSSIBLE RIPOSTE FEAT 14

SWASHBUCKLER

Prerequisites Opportune Riposte

Your ripostes can deflect attacks back at their source. You can use Opportune Riposte with a trigger of "A foe outside of your reach critically fails an attack roll against you" in addition to its usual trigger. When you use Opportune Riposte with this new trigger against a ranged attack, your Strike deflects some of the triggering effect back toward its source. Compare the result of your attack roll to the AC of the triggering foe. On a hit, you deal the normal amount of damage for your Strike, but the damage type changes to that of the triggering attack. For instance, if you used Opportune Riposte to deflect a *ray of frost*, your Strike would deal cold damage instead of its normal damage type.

PERFECT FINISHER FEAT 14

FINISHER FORTUNE SWASHBUCKLER

You focus your panache into an impeccable assault. Make a Strike, rolling the attack roll twice and using the better result.

TWINNED DEFENSE FEAT 14

STANCE SWASHBUCKLER

Prerequisites Twin Parry

Requirements You wield two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

16TH LEVEL

DEADLY GRACE FEAT 16

SWASHBUCKLER

Your graceful attacks are especially powerful. When you score a critical hit with an agile or finesse melee weapon that has the deadly trait, you double the number of dice from that trait. When you wield an agile or finesse melee weapon that doesn't have the deadly trait, it gains the deadly d8 trait instead.

FELICITOUS RIPOSTE FEAT 16

FORTUNE SWASHBUCKLER

You take advantage of your foe's openings with uncanny odds.

When you make an Opportune Riposte, roll twice on the attack roll and take the better result.

18TH LEVEL

INCREDIBLE LUCK FEAT 18

FORTUNE SWASHBUCKLER

Prerequisites Charmed Life

You always seem to bounce back from the worst. When you use Charmed Life, roll the save twice (including the +2 circumstance bonus from Charmed Life) and use the better result.

LETHAL FINISHER FEAT 18

DEATH FINISHER SWASHBUCKLER

Prerequisites precise strike 6d6

You stab your foe in a vital organ, possibly killing them outright. Make a Strike. On a success, you forego your precise strike damage from the finisher. Instead, your target takes additional precision damage based on a Fortitude save against your class DC. If your Strike was a critical hit, the target's saving throw outcome is one degree worse.

Critical Success You deal 6 precision damage.

Success You deal 6d6 precision damage.

Failure You deal 12d6 precision damage.

Critical Failure You deal 18d6 precision damage.

PARRY AND RIPOSTE FEAT 18

SWASHBUCKLER

Prerequisites Opportune Riposte

Your parries and finishers allow you to riposte with the slightest provocation. You can use Opportune Riposte against an enemy who fails at a Strike against you (not just critically fails), provided you have both damaged that creature with a finisher on your last turn and currently have a circumstance bonus to AC from the parry weapon trait, Dueling Parry, or Twin Parry.

20TH LEVEL

INEXHAUSTIBLE COUNTERMOVES FEAT 20

SWASHBUCKLER

You can react whenever a foe leaves a gap in their defenses. At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform an Opportune Riposte, or an Attack of Opportunity if you have that reaction.

PANACHE PARAGON FEAT 20

SWASHBUCKLER

You find opportunities to perform stylish feats in the moments between others' heartbeats and eye blinks. You are permanently quickened. You can use the extra action only to Tumble Through or perform the skill action listed in your swashbuckler's style as one that allows you to gain panache, or other actions that would allow you to gain panache at the GM's discretion.

INTRODUCTION

ANCESTRIES &
BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY
& INDEX