

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE POINTS  
PER DAY

Misc

pts

= CHA +

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 2 Add CHA to the a saving throw before it is rolled.

USES  
PER DAY

Swashbuckler  
Level

= ( + 2 ) ÷ 2

Uses  
today

## NIMBLE

Level 3 NIMBLE  
DODGE BONUS

Gunslinger  
Level

+ AC = ( + 1 ) ÷ 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

Gunslinger  
Level

Level 5 + AC = ( - 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.

Level 20 Critical damage modifier increased by one with light or one-handed piercing melee weapons.

## DEEDS

Cost

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

Level 1 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

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. \*

Level 3 Precise strike Add swashbuckler level to melee (or thrown melee weapon) damage. Does not affect targets immune to sneak attack or 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 7 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 half 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 manoeuvres targeting a light or one-handed piercing melee weapon. \*

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

Level 15 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 grit point remaining

FORTITUDE  
SAVE DC

Swashbuckler  
Level

= 10 + ( ÷ 2 ) + DEX (Round down)