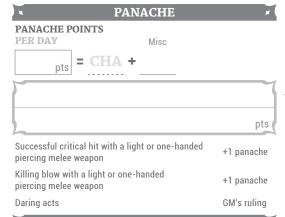
SWASHBUCKLER

Swashbuckler Level



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 quality for combat feats. **CHARMED LIFE**

2 Add CH	IA to the a saving throw before it i	s rolled.
USES PER DAY	Swashbuckler Level	
	= (+ 2) ÷ 2	Uses 🔲 🗆 today

	1/1	HILDER	No.
Level	NIMBLE DODGE BONUS	Gunslinger Level	
3	+ AC =	(+ 1) ÷ 4	

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

`*	BONUS FEATS	" (
Level		
Level 8		
Level 12		
Level 16		
Level 20		

	ATTACK / DAMAGE BONUS			Gunslinger Level	
Level	+	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

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

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

				#
				Cost
Level	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.		
	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.		
	Kip-up	Stand as a move ac	tion 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. Does not multiply on critical hits.		
		Double the next precise strike bonus		
	Swashbuckler initiative	Gain +2 initiative bonus. If you have the Quick Draw feat, draw melee weapon as part of initiative.		* e.
	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
7		Head	Confused for 1 round.	
		Arms	Takes no damage but drops carried item.	
		Legs	Knocked prone (does not affect four-legged creatur	es)
		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			Cannot be caught flat-footed or denied DEX bonus (AC against an invisible attacker.	0 *
			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.		
Level	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 Ohp or lower, restore to 1hp. all remaining		
Level 19	Deadly stab	On confirming a critical hit, target must make fortitude save or die.		1 pt
-7	Stunning stab	On a hit, target must make fortitude save or be stunned for 1 round.		2 pts
	* Deeds with no cost are or	nly available while yo	u have at least 1 grit point remaining	
		Swashbuckler Level	-	

