

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Divers

pts = **CHA** +

Current panache cannot exceed daily allowance.

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

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

UTILISATIONS Swashbuckler  
PAR JOUR Level

= (  + 2 ) ÷ 2 Uses today ☐☐☐☐

## HABILE

Niveau 3 **NIMBLE DODGE BONUS**

Swashbuckler  
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+ **CA** = (  + 1 ) ÷ 4

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

## DONS SUPPLEMENTAIRES

Niveau 4

Niveau 8

Niveau 12

Niveau 16

Niveau 20

## SWASHBUCKLER WEAPON TRAINING

**ATTACK /  
DAMAGE  
BONUS**

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Niveau 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

Niveau 20 Criticals are automatically confirmed with a light or one-handed piercing melee weapon.

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

## DEEDS

### Derring-do

Add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride or Swim. If the roll is 6, add another (up to your DEX).

Coût  
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

### 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.

\*

### 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.

### 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.

\*

**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

### 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

### 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  
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= 10 + (  ÷ 2 ) + **DEX** (arrondi à l'inférieur)