

# DUELLANTE

Livello  
da Duellante

## PANACHE

PANACHE  
PER DAY

Altro

pti = **CAR** +

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

Azione Audace Discrezione del GM

## 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

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

USI  
AL GIORNO

Livello  
da Duellante

=  $\left( \text{-----} + 2 \right) \div 2$  Uses today ☐☐☐☐

## LEGGIADRIA

Livello 3 **LEGGIADRIA** Livello da Duellante **BONUS SCHIVARE**

+ **CA** =  $\left( \text{-----} + 1 \right) \div 4$

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

## TALENTI BONUS

Livello 4

Livello 8

Livello 12

Livello 16

Livello 20

## SWASHBUCKLER WEAPON TRAINING

ATTACK/  
DAMAGE  
BONUS

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Livello 5  +  =  $\left( \text{-----} - 1 \right) \div 4$

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

Livello 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.

# GESTA

Costo

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

Livello 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. \*

Livello 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. \*

Livello 7 Targeted strike Make one attack as a full round action to cripple opponent. 1 pt

Testa Confused for 1 round.  
Braccia Takes no damage but drops carried item.  
Legs Knocked prone (does not affect four-legged creatures)  
Busto 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

Livello 11 Elusivo **Eludere** Avoid half damage on a successful reflex save. \*  
**Schivare** 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. \*

Livello 15 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. \*

Livello 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 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

TEMPRA  
CD SALVEZZA

Livello  
da Duellante

=  $10 + \left( \text{-----} \div 2 \right) + \text{DES}$  (per difetto)