

SWASHBUCKLER

Swashbuckler
Level

PANACHE

PANACHE
PER DAY

Inne

$$\boxed{} \text{ ptk} = \text{CHA} + \boxed{}$$

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

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

UŻYCIE
NA DZIEŃ

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$$\boxed{} = \left(\boxed{} + 2 \right) \div 2 \quad \text{Uses today} \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array}$$

Bysty

NIMBLE

Swashbuckler
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Poziom DODGE BONUS

$$3 + \boxed{\text{KP}} = \left(\boxed{} + 1 \right) \div 4$$

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

ATUTY PREMIOWE

Poziom

4

Poziom

8

Poziom

12

Poziom

16

Poziom

20

SWASHBUCKLER WEAPON TRAINING

ATTACK/
DAMAGE
BONUS

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

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

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

Poziom

20

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

DEEDS

Koszt

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 ptk

Dodging panache

Move 5ft immediately when attacked, gaining a bonus to AC equal to your CHA. This provokes attacks of opportunity.

1 ptk

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 ptk

Kip-up

Stand as a move action without provoking attacks of opportunity.

*

Stand as a swift action instead.

1 ptk

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 ptk

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 ptk

Głowa

Confused for 1 round.

Ręce

Takes no damage but drops carried item.

Legs

Knocked prone (does not affect four-legged creatures)

TORS

Staggered for 1 round.

Bleeding wound

On a successful hit, deal bleed damage equal to your DEX.

1 ptk

Or deal 1 point of Strength, Dexterity or Constitution damage.

2 pts

Evasive

Uchylenie

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 ptk

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 ptk

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

WYTRWAŁOŚĆ
SAVE DC

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$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{ZR} \quad (\text{Zaokrąglane w dół})$$