

# SWASHBUCKLER

Swashbuckler  
Level

## PANACHE

PANACHE  
PER DAY

Inne

$$\boxed{\phantom{000}} \text{ ptk} = \text{CHA} + \boxed{\phantom{000}}$$

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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$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} + 2 \right) \div 2 \quad \text{Uses today} \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array}$$

## Bysty

NIMBLE

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Poziom DODGE BONUS

$$3 + \boxed{\text{KP}} = \left( \boxed{\phantom{000}} + 1 \right) \div 4$$

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

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$$\text{Poziom } 5 + \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} - 1 \right) \div 4$$

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

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

20 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).

Koszt  
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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$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{ZR} \quad (\text{Zaokrąglane w dół})$$