

BAB High

HP per Lv 6(d8)

Weapon Proficiency any 4 group (+1 group on multiclass)

Armor Proficiency Light

Saving Throw Proficiency Ref

Level	Class Ability
1st	Deeds(Dodging Panache , Precise Strike) , Panache
2nd	Flourish , Charmed life 3/day
3rd	Deeds(Opportune Parry and Riposte) , nimble +1
4th	Bonus feat
5th	Deeds(Bleeding Wound) , swashbuckler weapon training +1 , flourish
6th	Charmed life 4/day , swashbuckler initiative
7th	Deeds(swift reprisal)
8th	Flourish
9th	Deeds(Targeted Strike) , nimble +2 , swashbuckler weapon training +2
10th	Charmed life 5/day
11th	Advanced flourish
12th	Deeds(Perfect Thurst)
13th	<u>Swashbuckler</u> weapon training +3
14th	Advanced flourish , charmed life 6/day
15th	Deeds(Stuning Stub) , nimble +3
16th	Bonus feat
17th	Advanced flourish , <u>Swashbuckler</u> weapon training +4
18th	Deeds(Deadly Stub) , Charmed life 7/day
19th	Cheat Death
20th	<u>Swashbuckler</u> weapon mastery

Panache (Ex): More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat.

At the start of each day, a swashbuckler gains a number of panache points equal to her Charisma modifier (minimum 1). Her panache goes up or down throughout the day, but usually can't exceed her Charisma modifier (minimum 1), though feats and magic items can affect this maximum.

A swashbuckler spends panache points to accomplish deeds.

Deeds: Swashbucklers spend panache points to accomplish deeds. Most deeds grant the swashbuckler a momentary bonus or effect, but some provide longer-lasting effects. A swashbuckler can perform deeds only of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the swashbuckler has or spends the required number of panache points to perform the deed.

Dodging Panache (Ex): At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can spend 1 panache point as a reaction to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from her previous square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can perform this deed only while wearing light armor or no armor, and while carrying no heavier than a light load.

Precise Strike (Ex): At 1st level, a swashbuckler gains the ability to strike precisely with one-handed finesse weapon(natural weapon は対象外). 攻撃が命中した後、free action で 1 panache point を消費することで、武器のダメージダイス 1 つが最大化される。クリティカルしたときには、追加のダメージダイス 2 つまで最大化される。

Lv6,11,16 で最大化されるダメージダイスとクリティカル時に最大化されるダメージダイスが 1 ずつ増加する。Weapon finesse の Feat で Finesse プロパティをつけている場合には、その武器のダメージダイスが 1d8 までであれば、この Deed を利用できる。

Opportune Parry and Riposte (Ex): At 3rd level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point as a reaction to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses and take opportunity damage. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made.

Bleeding Wound (Ex): At 5th level, when the swashbuckler hits a living creature with a one-handed finesse weapon, as a free action she can spend 1 panache point to have that attack deal additional bleed damage. The amount of bleed damage dealt is equal to the swashbuckler's Dexterity modifier (minimum 1). This bleed does not stack. Creatures that are immune to critical hits are also immune to this.

Swift Reprisal (Ex): At 7th level, when the swashbuckler deals opportunity damage, she can spend 1 panache point as a free action so that opportunity damage gains bonus equal to her swashbuckler level

Targeted Strike (Ex): At 9th level, as a full-round action, the swashbuckler can spend 1 panache point to make an attack with a single one-handed finesse weapon that cripples part of a foe's body. The swashbuckler chooses a part of the body to target. If the attack succeeds, in addition to the attack's normal damage, the target makes Saving throw against Dex Class DC or suffers one of the following effects based on the part of the body targeted (see below). If a creature doesn't have one of these body locations, that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted strikes. Items or abilities that protect a creature from critical hits also protect a creature from targeted

strikes.

Arms(Reflex): The target drops one carried item of the swashbuckler's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen.

Head(Will): The target is confused for 1 round. This is a mind-affecting effect.

Legs(Reflex): The target is knocked prone. Creatures with four or more legs or that are immune to trip attacks are immune to this effect.

Torso or Wings(Fort): The target is staggered for 1 round.

Perfect Thrust (Ex): At 12th level, she can spend 1 panache point to make a perfect thrust, pooling all of her attack potential into a single melee attack as a standard action made with a one-handed finesse weapon. When she does, she makes the attack against the target's touch AC and ignores all damage reduction possessed by the target(Except DR/epic).

Stunning Stab (Ex): At 15th level, when a swashbuckler hits a creature with a one-handed finesse weapon, she can spend 1 panache points to stun the creature for 1 round. The creature must succeed at a Fortitude saving throw (Dex Class DC) or be stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Deadly Stab (Ex): At 18th level, when the swashbuckler made a critical hit with a one-handed finesse weapon, in addition to the normal damage, she can spend 1 panache point to inflict a deadly stab. The target must succeed at a Fortitude saving throw(Dex Class DC) or take additional 10 x swashbuckler level damage. Performing this deed does not restore panache to the swashbuckler.

Flourish (Ex): Flourish は Swashbuckler が Panache を回復する方法である。Lv2 の時、Swashbuckler は 2 つの Flourish を習得する。Lv5,8 で追加の Flourish を習得する。

いずれの Flourish も、対象が明らかに弱い相手の場合や、行動に戦略的な意味がない場合、効果がない (GM 判断)

<Move> タグがある Flourish は、組み合わせて使うことはできない。

1 つの Flourish からは、1 ラウンドにつき 1 点までしか回復しない。

Graceful Critical: one-handed finesse weapon による 武器攻撃 で Critical しダメージを与えた場合、Panache を 1 点回復する。

Killing Blow: one-handed finesse weapon による 武器攻撃 でクリーチャーの hp を 0 以下にした場合に Panache を 1 点回復する。

Dashing Maneuver Disarm, Trip, Bull Rush のいずれかが命中したとき、Panache を 1 点回復する。

Menacing Swordplay: Intimidate の Demoralize に成功したとき、Panache を 1 点回復する。

Cunning Feint Deception の Feint に成功したとき、Panache を 1 点回復する。

Acrobatic Display:<Move> Take 10 で Acrobatics の軽業を行うことができる。この時に敵の Opportunity Attack のダメージを軽減した場合、Panache を 1 点回復する。

Kip-Up:<Move> Prone 状態から 5ft の移動で立ち上がることができ、AoO を誘発しない。この時に敵の Threaten 内にいた場合、Panache を 1 点回復する。

Derring Leap:<Move> Take 10 で Acrobatics の水平または垂直ジャンプができる。これによって障害物や溝等を避けた時、Panache を 1 点回復する。

Perfect Balance<Move> 2 Swashbuckler level ごとに 5ft までの高さからの落下を無視する (最大 50 ft)。5ft 以上の高さから落下した時、Panache を 1 点回復する。

Charmed Life (Ex): At 2nd level, the swashbuckler gains a knack for getting out of trouble. Three times per day as a reaction, she can add her Charisma modifier to the result of a saving throw. She must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of seven times per day at 18th level).

Nimble (Ex): At 3rd level, a swashbuckler gains a +1 dodge bonus to AC while wearing light armor or no armor. Anything that causes the swashbuckler to lose her Dexterity bonus to AC also causes her to lose this dodge bonus. This bonus increases by 1 for every 6 levels beyond 3rd (to a maximum of +3 at 15th level).

Bonus Feats: At 4th level and 16th level, a swashbuckler gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those categorized as combat feats.

Swashbuckler Weapon Training (Ex): At 5th level, a swashbuckler gains a +1 class bonus on attack and damage rolls with one-handed finesse weapons. While wielding such a weapon, she gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level).

Swashbuckler Initiative (Ex): At 6th level, while the swashbuckler has at least 1 panache point, she gains a +2 class bonus on initiative checks. In addition, if her hands are free and unrestrained, and she has a one-handed finesse weapon that's unhidden and ready to draw, she can draw that weapon as part of the initiative check.

Advanced Flourish (Ex): 11Lv で、以下のリストから強力な Flourish を一つ選択して習得する。代わりに通常の Flourish を得ることもできる。14Lv,17Lv で追加で取得する。

Evasive Rogue の Evasion 能力を得る。Reflex ST に成功すると、Panache を 1 点回復する。

Dizzying Defense Weapon Attack Option で Fight Defensively を選択したとき、Attack Roll へのペナルティが -2 に軽減される。この状態で攻撃を回避したとき、Panache を 1 点回復する。

Opportunist Attack of opportunity でダメージを与えた時、Panache を 1 点回復する。

Flowing Assault one-handed finesse melee weapons での Full Attack を行ったとき、Full Attack のペナルティが -5 から -2 に軽減される。これにより 2 回以上攻撃が命中した時、Panache を 1 点回復する。

Whirlwind Step<Move> 移動時、移動中に Melee Attack の Reach 内に入った敵に Opportunity damage を与える。この時、移動に追加の 10ft が消費される。これにより 2 体以上の敵にダメージを与えた時、Panache を 1 点回復する。

Vertical Sprint <Move> 壁や垂直面を 5ft の追加コストで移動できる。移動終了時は平面に着地する必要がある。移動終了時に開始地点より 10ft 以上高い位置にいる場合、Panache を 1 点回復する。

Duelist's Waltz <Move> 敵を一体選択する。その敵の Threaten 内である限り、任意の場所に 5ft の移動で移動でき、またその敵からの AoO を受けない。この移動により、Flank していない状態から

相手を Flank する位置に動いた場合、Panache を 1 点回復する。

Cheat Death (Ex): At 19th level, while the swashbuckler has at least 1 panache point and has 2 or more hit points, when she is reduced to 0 or fewer hit points, she can spend all of her remaining panache points to instead be reduced to 1 hit point. Effects that kill the swashbuckler outright without dealing hit point damage are not affected by this ability.

Swashbuckler Weapon Mastery (Ex): At 20th level, the critical multipliers of a one-handed finesse weapon increase by 1 ($\times 2$ becomes $\times 3$, and so on). In addition, he cannot be disarmed while wielding a weapon of that type.

Archetype: Gunslinger

- one-handed finesse weapon となっているところが全て one-handed firearm に代わります。
- Opportune Parry and Riposte を以下に置き換え

Covering Fire (Ex) At 3rd level, when an ally within 30 feet is targeted by a ranged attack, the gunslinger can spend 1 panache point as a reaction to make a ranged attack against the attacker. The gunslinger makes an attack roll with her firearm; if her result is greater than the attacking creature's attack roll, the attacker takes a -4 penalty to their attack roll and takes opportunity damage.

- Swift Reprisal を以下に置き換え

Startling Shot (Ex): At 7th level, when a gunslinger deals damage other than opportunity damage with firearms, he can spend 1 panache point as a free action to purposely miss the attack. When she does, she deals no damage, but that creature becomes flat-footed until the start of its next turn. This is mind-affecting effect and target must be intelligence 5 or higher.

専用 Feat

Extra Panache: Panache の初期値・最大値 +2

絶滅した Feat

Amateur Swashbuckler

各種 Panache Feats

Signature Deed

Seize Advantage