

Swashbuckler guide

Remaster Swashbuckler optimization guide

I initially created a Swashbuckler guide when the game was first released, but with the remaster out, I thought it best to let that guide fade away. However, I've changed my mind. A year after the remaster, I still find existing online guides unsatisfactory—they're either outdated or overlook what I consider the essence of the remaster Swashbuckler. So here is my updated guide.

This guide is intended for both beginners and veterans alike. That said, if you're only in search of a nimble, rapier-wielding character, you might consider the Thief Rogue instead. The Swashbuckler is a fantastic class, but it truly shines in the hands of those who enjoy tinkering and optimizing builds. If a straightforward build is what you're after, this guide might not be the right fit (also, Thief Rogue is awesome).

Because the focus is on optimization, I won't provide lengthy breakdowns for every feat and ability. I trust that anyone interested in optimization can quickly understand the details of each feat on their own.

The Swashbuckler stands out as one of the most adaptable martial classes in the game—it can deliver massive damage, serve as a tank and support the party. Additionally, it naturally excels in exploiting specialized skill and item actions. The only limits are your own creativity (and your available feats, so you'll appreciate Free Archetype).

I've structured this guide in reverse order: build examples come first, followed by tactical advice. My rationale is that the builds speak for themselves and offer a clear overview of Swashbuckler tactics without immediately diving into potentially dense explanations.

Swashbuckler builds

Lizardswash or Swashdebuffer

In my opinion, the iconic Swashbuckler build, defined by its simplicity and lethality.

Ancestry: Frilled Lizardfolk

Attributes: Maxed Charisma

Swashbuckler Style: Braggart

Class feats: Flashy Dodge (1), Charmed Life (2), Get Used to Disappointment (12)

Ancestry feats: Bone Magic for Electric Arc (1)

You have a simple routine: Threatening Approach + Finisher. Threatening Approach allows you to get to melee range of the enemy, Demoralize them with extra effectiveness and as such get Panache.

Against Fear-Immune or Demoralize-Immune enemies or when you want to focus more on damage, you will try to generate Panache with free actions/reactions like Flashy Dodge or Get Used to Disappointment and then use a Finisher + Electric Arc.

Swashlit Sentinel

Given the natural synergy, both mechanically and thematically, between the Starlit Sentinel Archetype and the Swashbuckler class, this build is poised to become a classic—it is in my opinion one of the best Starlit Sentinel builds.

One drawback is that you can use Starlit Transformation only once per hour, so it's wise to have an alternative plan during those 50 minutes.

Attributes: High Charisma

Swashbuckler Style: Braggart

Hand setup: 2 thrown weapons

Archetype feats: Flying Blade (1), Starlit Sentinel Dedication (2), Special Sentinel Technique for Luminous Stardust Healing (4), Majestic Proclamation (8), Dual Finisher (8)

Useful class feats: Flashy Dodge (1), Goblin Scuttle (1), Antagonize (2), Charmed Life (2), Skittering Scuttle (9), Get Used to Disappointment (12), Mobile Finisher (12)

Your main routine will be Majestic Proclamation + Finisher (preferably Dual Finisher to reset Demoralize Immunity on more enemies). As you won't be able to move much, it's a good idea to use Mobile Finisher or any other movement ability like Goblin Scuttle/Skittering Scuttle or just play with thrown weapons. If you manage to start a round with Panache you can also go for Luminous Stardust Healing + Finisher. Simple and deadly.

Swashtowershield or Swashtank

The tower shield, so iconic, so hard to use, I've seen countless players failing at doing so. For them (and maybe you) it's a lucky day as here comes the Swashtowershield. The concept is simple: You reach incredible AC thanks to your portable door and benefit from Opportune Riposte much more than any other Swashbuckler.

Attributes: Maxed Strength and Charisma

Swashbuckler Style: Braggart

Hand setup: Tower Shield

Class feats: Flashy Dodge (1), You're Next (1), Antagonize (2), Get Used to Disappointment (12)

Skill feats: Hefty Hauler (1), Battle Cry (7)

General feats: Medium Armor Proficiency, Heavy Armor Proficiency

The crux of this build is to generate Panache with free actions/reactions and then use a routine of Finisher + Raise a Shield + Take Cover. Once level 10, you'll often be able to Opportune Riposte and even sometimes twice in a round at level 12 thanks to your extreme AC. Be careful as Opportune Riposte will cancel the Take Cover action and as such reduce your AC, so at high level you may prefer a Fortress Shield over a Tower Shield.

To attract enemies toward you, you have a few choices:

As demoralized enemies will come for you thanks to Antagonize, you'll use Demoralize free actions/reactions like Battle Cry, You're Next or Get Used to Disappointment to draw their attention and avoid having to move.

Timber Swashinel

This build melds the best aspects of Kineticist Impulses with the Swashbuckler class, creating a straightforward support/control build.

Attributes: At least +2 Constitution

Hand setup: At least a free hand

Archetype class feats: Kineticist Dedication (2), Base Kinesis for Timber Sentinel (4), Add Element for Four Winds (10)

Interesting class feats: Flying Blade (1), Brandishing Draw (2), Guardian's Deflection (4) or Buckler Dance (10)

This build is extremely simple: Every time you start your turn with Panache you go for Finisher + Timber Sentinel or Four Winds + Finisher (if you need to move). Being able to use your class with good effectiveness while regularly planting a tree in the middle of the battlefield or moving the whole party should raise praise from your allies.

Swashealer

Martial characters struggle to compete with divine or primal healers, but the Swashealer defies that trend and can serve as the primary healer for your party (note that having a secondary healer is ideal since you'll often be on the frontline and as such at high risk of going down).

Hand setup: Either a free hand, a Thrower's Bandolier with Brandishing Draw or a nasty unarmed attack (like the Kashrishi's Puncturing Horn)

Items: Retrieval Belt or Retrieval Prisms, a few Potions of Healing and Elixirs of Life

Archetype feats: Medic Dedication (2), Doctor's Visitation (4)

Other interesting archetypes: Alchemist or Herbalist Dedication

Using this build is rather simple: You must make sure to start every turn with Panache on, either because you finished the previous turn with Panache or got it with a free action/reaction. If you need to heal, you can use Doctor's Visitation + Feed Potion/Elixir + Finisher. The amount of healing is roughly equivalent to a 2-action Heal, depending on the Potion you use and your proficiency in Medicine.

The only issue of this build being that you need a steady access to Potions of Healing or Elixirs of Life. Having an Alchemist in the party is the simplest solution, otherwise you can use the Potions of Healing that your party finds and that clutter your backpack. If you have no such access to Potions and Elixirs, Alchemist or Herbalist Dedication will give you a small number of daily Elixirs of Life.

Battle Swashbinger or Swashbuffer

This build is centered on bolstering your party while simultaneously finishing off enemies. It's akin to the Battle Harbinger Archetype but, in my view, performs much better since it lets you attack and buff concurrently without sacrificing offensive capability for support.

Items: Retrieval Belt or Retrieval Prisms + a certain number of Wands

Feats: Extravagant Parry (1), After You (2), a Spellcasting Archetype Dedication (2), Get Used to Disappointment (12)

Other interesting feats: Flying Blade (1), Mobile Finisher (12)

Free Archetype feats: Basic, Expert and Master spellcasting for more buffs.

As buffs have to be cast early on to get maximum effectiveness, this build focuses on having Panache before playing your first round. After You can safely be used against bosses as their initiative bonus is in general stellar. Against multiple enemies, the goal is to start the fight with Extravagant Parry on: From my experience, most GMs allow the use of Extravagant Parry as a custom exploration activity akin to Defend (but be careful that your GM may object). If you start your first turn with Panache, you can immediately go for Finisher + Benediction/Bless/Haste/whatever. If you have the ability to gain Panache through free actions/reactions, you can even buff during multiple rounds but later buffs are less impactful and you may prefer to switch to more offensive spells (basically a save-based cantrip or a Focus Spell).

Swashmarshal

This is one of the few Gymnast builds that actually “work”. The challenge with a Gymnast build is that combat maneuvers have the Attack trait, which complicates their use alongside a Finisher without cumbersome workarounds—often resulting in a less effective build. The Marshal Archetype sidesteps this issue with its unique Topple Foe ability, a Trip reaction that can be easily triggered. This lets you accumulate Panache by tripping

enemies outside your turn, leaving your turn free for Finishers. Moreover, the Marshal Archetype provides several complementary abilities that enhance a Swashbuckler build. This build benefits from a Free Archetype environment given its heavy reliance on archetype feats.

Attributes: Maxed Strength and Charisma

Swashbuckler Style: Gymnast

Archetype Feats: Marshal Dedication (2), Dread/Inspiring Marshal Stance (4), To Battle! (8), Topple Foe (10), Form Up! (10)

Interesting feat: Reactive Strike (6)

General feats: Medium Armor Proficiency, Heavy Armor Proficiency

It's simple to play: you use Topple Foe any time you can to build Panache and then a Finisher + To Battle/Form Up! during your round. The main drawback of this build is the time you'll need to get it online as it'll be really effective only at level 10+.

Unconventional builds

These builds are a bit off the beaten path and often rely on specific party compositions or creative tactics to shine. I've included them because I find them entertaining—but results may vary. If they flop, don't say I didn't warn you. If they dominate, let me know so I can update this guide accordingly.

Terminaswash or Support Gymnast

The Terminaswash is a high-damage build that thrives on punishing enemies who are already tripped or grappled. You'll need a teammate focused on Trip/Grapple to make it work. When set up right, this build absolutely melts prone enemies.

Ancestry: Xyloshi Kashrishi

Attributes: Maxed Strength

Swashbuckler Style: Gymnast

Hand setup: d12 weapon

Feat: Reactive Strike (6)

Ancestry feat: Puncturing Horn (1)

General feats: Medium Armor Proficiency, Heavy Armor Proficiency

The Terminuswash really gets online at level 9 once you get the Exemplary Finisher class feature. At that stage, your Finishers on Tripped/Grappled enemies will deal crazy damage. Combined with a good Greatsword Reactive Strike when the creature stands up or Opportune Riposte if the enemy decides to attack you from the ground and you should get to the top of the damage chart.

Improving this build damage output even further is a bit complex as you use your reactions for Reactive Strike. Abilities like Get Used to Disappointment will help at high level and in that case a cantrip like Electric Arc will finish to put you among the highest martial damage dealers of the game.

Swashchemist or Titanic Guardian

This one is all about making the most of Guardian's Deflection, a feat that can effectively boost your entire party's AC by +2—as long as you keep your reaction available. Past level 12, you can also fill a backup healing role. As the value of Guardian's Deflection is highly party dependent (both in terms of party size and how they position themselves), this build can be more or less good.

Attributes: Maxed Strength and +2 Intelligence

Hand setup: One-handed reach weapon and a free hand

Feats: Guardian's Deflection (4), Reflexive Strike (6)

Item: Collar of the Shifting Spider (5)

Archetype feats: Alchemist Dedication (2), Advanced Alchemy (4), Combine Elixir (12)

The goal is to use either a Titanic Fury Cocktail or a Choker-Arm Mutagen to increase your reach to 15ft+ so you can use Guardian's Deflection on anyone in the party. Titanic Fury Cocktail will severely reduce your AC and Reflex, forcing you to stay away from danger, and Choker-Arm Mutagen will negatively impact your offensive ability, so pick your poison.

Otherwise you play roughly like a normal Swashbuckler.

This build works infinitely better in a Free Archetype environment due to its severe cost in archetype feats.

If you have an Alchemist in the party, they can provide you with the Mutagens, removing the need for Archetype feats (but then you don't become an ok healer at level 12+).

Swershlock Holmes

Free action Devise a Stratagem (DaS) pairs wonderfully with the Swashbuckler class. In a Free Archetype setting and if you are fine increasing Intelligence (or play an Aiuvaran) this is icing on the cake. More than a build it's a couple of feats you should think about.

But be warned: DaS will significantly increase the complexity of your rounds as you need to handle the cases where at the start of your turn you have Panache and when you don't and cases where your DaS "hits" and when it doesn't.

Attributes: +2 Intelligence

Archetype feats: Investigator Dedication (2), Investigator's Stratagem (4)

This is rather straightforward: use free action DaS anytime you can to ensure your Finisher will hit. It can also be of some help to a Gymnast or Rascal by

allowing you to use an Attack action to build Panache and still be sure to hit with your Finisher.

On the other hand, avoid using one-action DaS too often as that would cripple your action economy. Taking the Person of Interest feat can help if you want to use it often.

Swashtroller

A build making heavy use of the Ready Action. It is touchy to use as you have to forecast enemy actions and their effectiveness will as such vary greatly. Also, Ready actions are highly GM-dependent.

As a Battledancer, there's not much way to use Fascinating Performance as the Fascinated Condition rarely lasts more than a split second. This build allows you to get the most out of it.

Attributes: High Charisma

Swashbuckler Style: Battledancer

Class feats: Flying Blade (1), Focused Fascination (1), Leading Dance (4), Mobile Finisher (12)

You can (as it's conditional, you should not do it all the time) Ready an action to perform either a Fascinating Performance or a Leading Dance. During enemy turn, you disrupt an enemy action by performing your Ready action. And at the same time you get Panache, allowing you to start the follow up turn in a perfect situation.

Fascinating Performance will impact Concentrate actions (typically spells), forcing the enemy to affect you or lose their action. Forcing an evoker to target you with their Fireball, when you took a move action previous turn to be isolated from your teammates, is a nasty move.

Leading Dance will move enemies. It's impactful against enemies with short-range AoE attacks. A typical example is the Gug that attacks every enemy in its reach, it won't be happy to just have you in its reach.

Tactical considerations

If you've browsed some of the builds in this guide, you probably already have a sense of how Swashbuckler plays. This section is here to help you understand why those builds work and to inspire your own creative spins on the class.

Action economy

Too many actions, too much Panache

The classic pitfall when playing the Swashbuckler is to end up with either too many actions/reactions, too much Panache or both. Most players will build their Swashbuckler by considering they will use one action per round to generate Panache, one action for a Finisher, and that's all. They don't give much thought to their third action and their reaction and end up either building Panache too often, wasting their third action on unimpactful actions or using an "action filler" that burns one of their actions every round to avoid facing the problem.

Mastering the Swashbuckler action economy

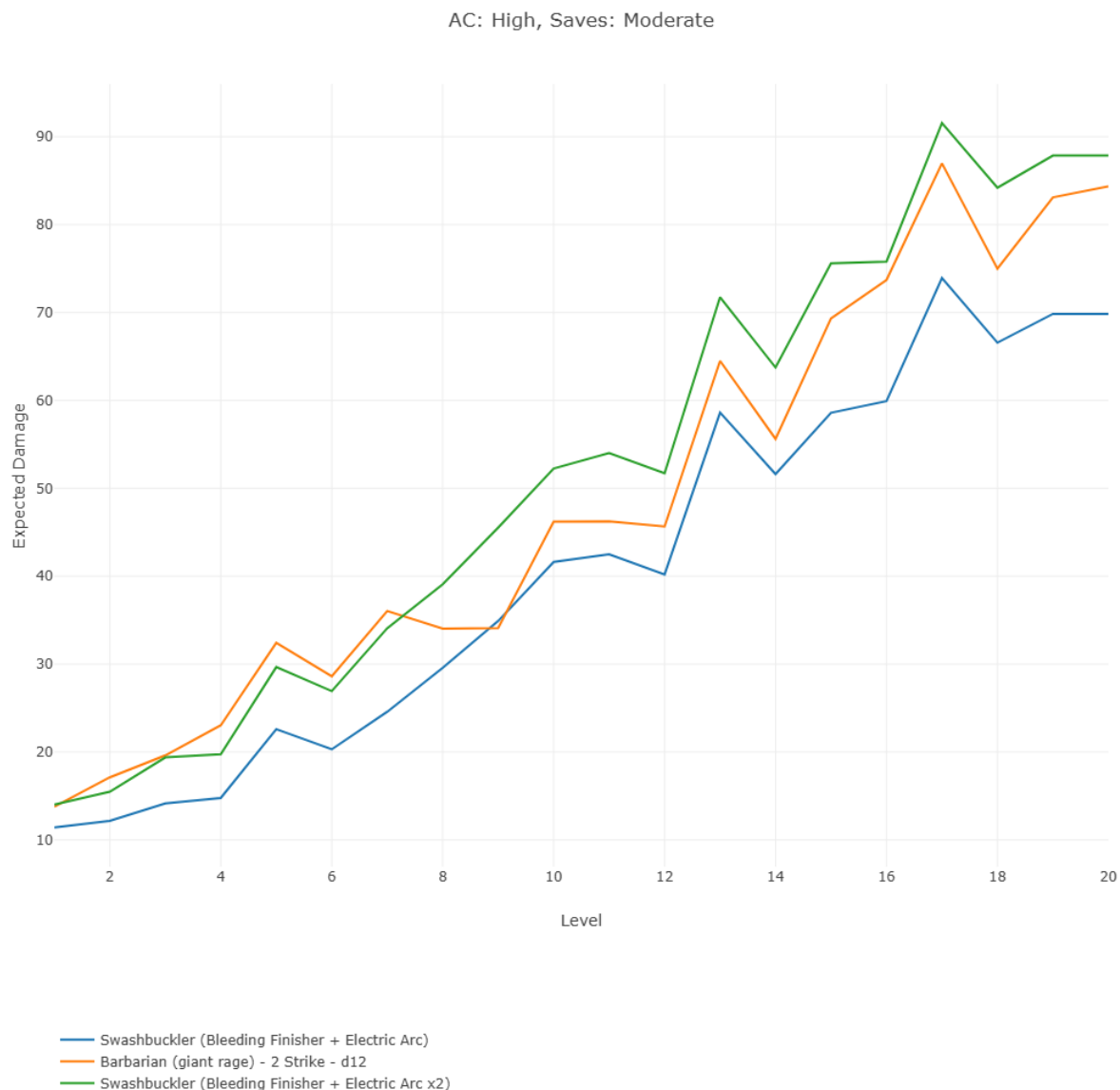
Mastering the action economy is the key to transforming your Swashbuckler into a true powerhouse.

Each round, you can perform one and only one Finisher. You can't really attack during your turn as that would increase your MAP and as such reduce your Finisher accuracy. As all Finishers are one-action activities, you have 2 available actions per round for something else.

Most martial characters rely on either making two Strikes or using powerful two-action abilities like Spellstrike or Double Slice. Spellcasters often spend two or even three actions on impactful spells. As a result, many classes are left with just one extra action per round—the so-called “third action.” The Swashbuckler, by contrast, gets two such actions, offering much greater flexibility to respond to changing situations.

Also, it’s important to note that two-action activities are not simply the equivalent of doing two one-action activities—they’re in general much stronger. Take the classic example of Heal: the two-action version heals three times as much and offers better range than the one-action version. So when you have two actions available and nothing essential to do, it’s usually better to spend them on a strong two-action activity rather than two weaker ones. Pairing a Finisher with a well-chosen two-action option can feel like getting two turns’ worth of impact in one round.

Here’s a simple illustration of how this advantage adds up:



Blue and green represent Dex/Cha Swashbuckler performing a Rapier Bleeding Finisher (Confident Finisher before level 8) with Persistent damage counted once and an Electric Arc (the blue one counts EA damage once, the green twice).

Orange is a Greatsword Giant Barbarian making 3 Strikes.

We can see that as soon as Bleeding Finisher kicks in the Swashbuckler competes with one of the top damage dealers of the game.

Whatever your preferred playstyle, it's worth planning around a few powerful two-action activities—or strong pairs of one-action activities—to make the most of the rounds where you start with Panache.

Handling action economy

I know what you're thinking: *"But SuperBidi, I can't use a Finisher and a two-action activity in the same turn because I need Panache to even use a Finisher!!! And I have to be in the right position, too!!! (Cue the dramatic exclamation marks!!!)"*

And that right there is the heart of the Swashbuckler class—how you manage your action economy.

Fortunately, there are plenty of feats that let you gain Panache as a free action or a reaction, and you also have tools to reposition efficiently—or avoid needing to reposition at all. Plus, if you end your turn with Panache and in the right place to strike, you're well set up to start your next turn with a Finisher. This ebb and flow is what makes the Swashbuckler a bit tricky: your turns aren't symmetrical, and there's a certain unpredictability to how they play out.

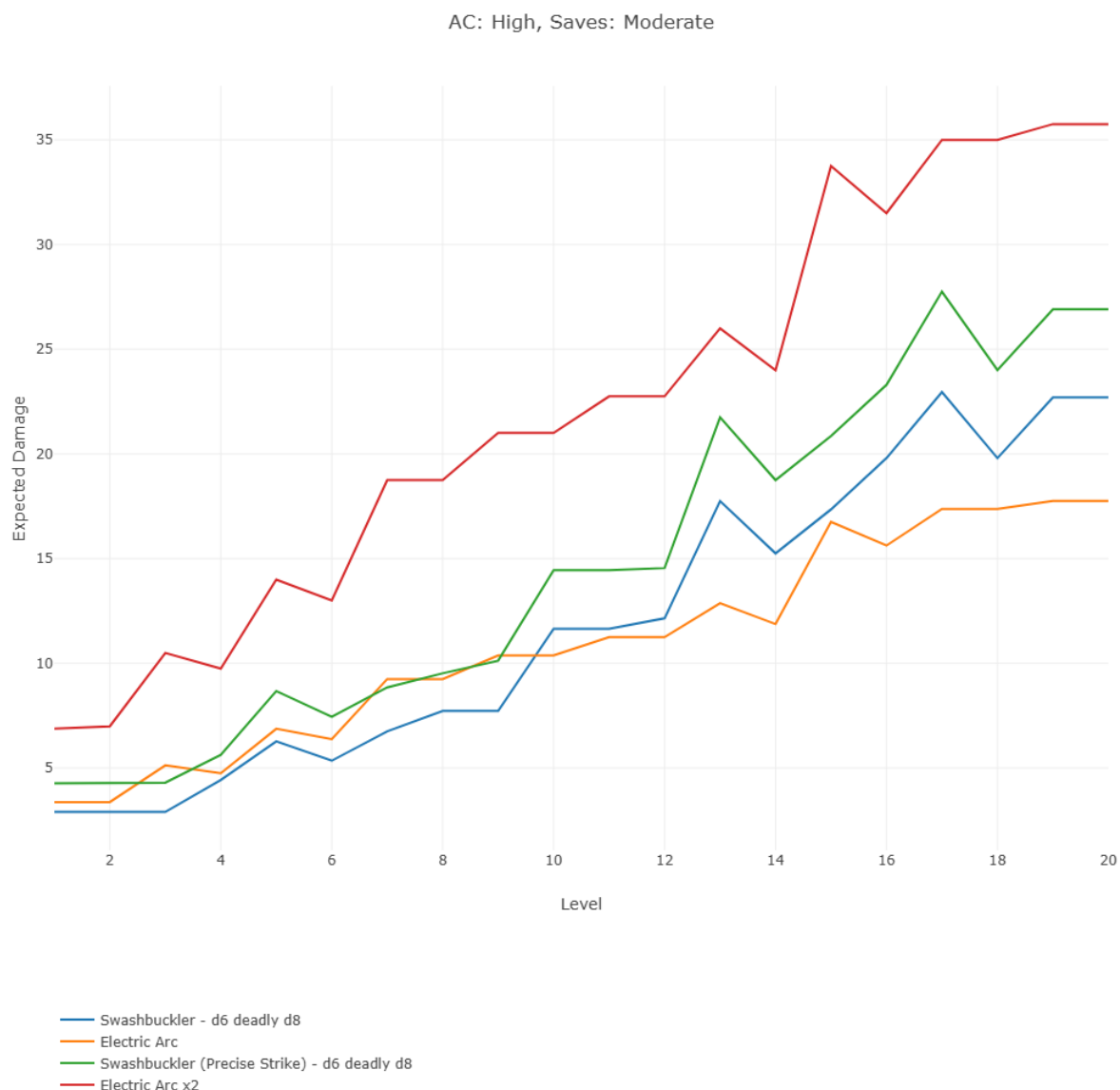
The key is finding the right balance between Panache generation, mobility, and your other feats. The more often you can pull off a Finisher followed by a strong two-action move, the more you'll stand out. That said, you don't want to overinvest in just getting Panache—there are too many other excellent feats worth taking, like Bleeding Finisher, Buckler Dance, or Incredible Luck.

As a general guideline: if you start more than half of your turns with Panache and rarely gain it when you already have it, you're likely in a good place. And if you're only prevented from opening your turn with a Finisher due to positioning less than 20% of the time, your mobility is probably right where it needs to be.

Note: Opportune Riposte and Reactive Strike

My philosophy when it comes to playing a Swashbuckler means that you will use your reactions to get Panache most of the time and as such won't have them available for an Opportune Riposte (or a Reactive Strike).

First, let's look at these damaging charts:



Blue and green: Rapier attack, with and without Precise Strike bonus
Orange and red: Electric Arc against one and 2 targets

We see that a reaction attack from a classic Rapier Swashbuckler competes with a single target Electric Arc (it gets ahead at level 10+ when you have the Precise Strike bonus).

That's why I don't encourage you to play with reaction attacks at low level and even ignore Reactive Strike at level 6 as using your reactions to build Panache should be much more consistent for equivalent results. This changes at level 12 when you get access to free action Panache with Get

Used to Disappointment, at that level you should now think about adding Reactive Strike to your build.

Note: Getting a third hand

Your hand setup as a Swashbuckler is quite constrained and you may look for a third hand at some point to benefit from feats like Guardian's Deflection and Extravagant Parry.

The most basic way to solve this is to grab an unarmed attack. The Kashrishi's Puncturing Horn is an absolute monster, the Lizardfolk Claws are also excellent and in general you can always use a Fist attack even when all your hands are full (and with Martial Artist, you get a d6 Fist).

Brandishing draw is an often overlooked ability, but it combines wonderfully with a Thrower's Bandolier. First, it lets you choose your weapon each time you attack and as such switch damage types and materials. But it also frees your hand as soon as you have done your Finisher as you don't have to keep your weapon at hand.

Precision resistance/immunity:

One thing to take into account as a Swashbuckler is that some enemies will be immune or resistant to Precision damage, cancelling the point of using Finishers against them. There are a few ways to handle them.

First, you can just Strike like an idiot with a fully-Runed Greatsword, especially if your character is built with maxed Strength.

Casting Electric Arc (or any other spell) alongside a Strike should net you ok damage, considering the circumstances.

Otherwise, Bleeding Finisher will also work, not for the Precision damage but for the Bleeding damage (provided that the enemy isn't immune to Bleeding, too).

Precision Immune/Resistant enemies are rather common, you should have a way to handle them even if it comes at a cost. Don't attack them with a Rapier like an idiot.

A word on AoO-style reactions

There's one thing that will really frustrate you as a Swashbuckler: Reactive Strikes and similar reactions that trigger off ranged attacks, Move or Manipulate actions. These aren't too common at low levels, but they become increasingly frequent as you level up. Unfortunately, there's no perfect counter—you'll likely need to adapt your playstyle by minimizing movement and avoiding manipulate actions. While this shift won't drastically reduce your effectiveness, it can make combat feel more static and less exciting.

To stay effective in these situations, it helps to have a reliable three-action routine you can fall back on each turn—something like a Bravado action, followed by a Finisher, and then a solid utility or support action. If you're operating in an environment with lots of attacks of opportunity or similar reactions, prioritize actions that don't provoke them or allow you to stay out of range.

Swashbuckler evolution with level

One last important point is that the Swashbuckler feats are extremely impactful with a very steep progression with level. As such, what constitutes a must have feat at a specific level can become useless a few moments later.

The classic example being Flashy Dodge -> Get Used to Disappointment -> Panache Paragon. While Flashy Dodge allows you to build Panache with a Reaction, Get Used to Disappointment switches to a free action and Panache Paragon removes the need for being missed.

Other feat chains include:

- Single target Finisher: Precise Finisher -> Bleeding Finisher -> Perfect Finisher -> Precise Finisher + Bleeding Finisher

- Dazzling Display is awesome when you get it but quickly loses steam when you reach Get Used to Disappointment 2 levels later
- Opportune Riposte is overall rather underwhelming but if you take Parry and Riposte it becomes suddenly a viable playstyle
- Reactive Strike is not interesting before you can build Panache through free actions but then it becomes very interesting
- Elegant Buckler is mostly useless but is a prerequisite to the very effective Buckler Dance

The resulting effect is that you'll need to adapt your build when gaining levels, retraining lower level feats rather regularly and sometimes even changing your weapon setup. And if you care about optimization it also means that, by waiting a few more levels without retraining anything, your optimized build can just become useless complexity. So be prepared to adapt, always.

Character building

When building your Swashbuckler, I encourage you to find inspiration from one of the aforementioned builds and start from there. Most of them leave a lot of space to build your unique character.

Attributes

One of the great advantages of the Swashbuckler is the flexibility it provides for attribute allocation. You'll need a strong attack stat, usually Dexterity but you can also opt for Strength. While Strength builds come with slightly lower accuracy, the increased damage largely makes up for it. Just be cautious early on, as until you gain Medium Armor Proficiency, your AC might be lacking.

Charisma is often the go-to secondary stat for Swashbucklers, however, it's not mandatory. You can also prioritize a mix of Dexterity and Strength to boost offense, take Constitution for durability, or invest in Wisdom for

better Perception and Will saves. Intelligence, on the other hand, offers little benefit for most Swashbucklers and is typically the least valuable stat to invest in.

Swashbuckler Styles

Swashbuckler styles, overall, are underwhelming. They tend to have minimal impact on how you actually play your Swashbuckler. In fact, it's completely viable to play a "styleless" Swashbuckler—one who doesn't build around their style-specific actions.

Battledancer:

Fascinating Performance is extremely hard to use and I haven't found nice combat abilities based on Perform. The main asset of the Battledancer is the Exemplary Finisher which gives you a modicum of mobility that can sometimes be useful. Meh.

Braggart:

Braggart is in my opinion the go to style. First, it makes Get Used to Disappointment more effective, as if it needed that. Second, you have an incredible feat in Battle Cry that will give you Panache at the beginning of combat every time an enemy starts less than 30 ft. from you. And then there are a lot of excellent Demoralize-based 2-action activities.

Fencer:

Fencer is bad before level 9. At level 9, the Exemplary Finisher is slightly useful and if you play a Kitsune you can take Fox Trick to gain Panache as a

free action once per hour. From my perspective, Fox Trick is the reason to go Fencer (as it is rather nice). Otherwise, meh.

Gymnast:

Gymnast is unplayable as is, period. Gaining Panache with Trip, Grapple, Reposition or Shove is bland useless as these are Attacks and you can't really use Attacks during your turn as a Swashbuckler. So, unless you find a reaction to perform these actions outside your turn, the only interesting feature of the Gymnast is the Exemplary Finisher provided someone else in your party trips enemies for you. Otherwise, meh.

Rascal:

I won't waste much time on Rascal: It's utterly useless. Dirty Trick has the Attack trait and as such can't be used effectively and the Exemplary Finisher is awful.

Note to DMs: If one of your players is particularly drawn to the Rascal, consider houseruling the Attack trait off of Dirty Trick. In my view, that's the simplest way to enable the Style.

Wit:

Wit is rather weak. The Exemplary Finisher is not bad as chances are high you'll get targeted after landing a Finisher. It also increases the chances to trigger effects on failure/critical failure to attacks against you. But that's all. Meh again.

Feats:

I won't make a level by level description of each and every feat as I don't really have the time for that. But I can provide you a list of useful feats.

Panache generation feats:

You'll need a steady stream of Panache during combat. These feats will help you get it. You'll certainly take a few of them until you reach the moment where Panache is easy to gain. Remember that there are diminishing returns at some point so don't take half a dozen Panache generation feats as it's too much.

If you hesitate in the feats to take, consider taking Flashy Dodge and retrain it at level 12 when you take Get Used to Disappointment, these should guarantee you a steady stream of out of turn Panache generation.

Guardian's Deflection pairs wonderfully with Flashy Dodge/Get Used to Disappointment but asks for a specific hand setup to work. If you have space in your build, you can then sprinkle other Panache generating feats, but they tend to be less impactful.

Note: Colors are indicative of the overall feat effectiveness, not of their effectiveness at generating Panache.

Flashy Dodge (before level 12), You're Next (Braggart), After You, Charmed Life, Even the Odds, Guardian's Deflection, Swaggering Initiative, Battle Cry (Braggart), Fox Trick (Fencer), Buckler Dance, Cheat Death, Get Used to Disappointment, Panache Paragon.

Mobility and range enhancing feats :

There's no need to get any mobility or range enhancing feat but it can end up rather useful (especially at high level where high enemy reach and size increase distance). As a general rule, you should make sure to be on the frontline and attract attention to drive enemies next to you. It's a snowball effect: The more effective you are, the more attention you'll raise, the

more enemies will attack you, the less actions you'll waste moving and generating Panache and the more effective you'll be.
If you can't always be on the frontline here's a list of interesting feats and abilities you should consider:

[Flying Blade](#), [Goblin Scuttle](#), [Retreating Finisher](#), [Twirling Throw](#),
[Mature Beastmaster Companion \(with Free Archetype\)](#), [Flashy Roll](#),
[Skittering Scuttle](#), [Switcheroo](#), [Mobile Finisher](#), [Illimitable Finisher](#)

A list of 2-action non-Attack abilities:

The last thing you need when building your Swashbuckler is good 2-action abilities. I don't know all of them but I'm pretty sure I'll find more and more to expand this build. Don't hesitate to help me with that. Also, I won't color them because that would be way too complicated. I encourage you to dig through them all by yourself.

General actions

These actions are available to everyone and as such to you. Also, remember that since the remaster Innate Spells progress to Expert automatically at level 12, becoming clearly usable.

Ready an Action, Cast an Innate Spell (Electric Arc mostly)

Ancestry and Heritage

Ancestry and Heritage feats and abilities are an excellent source of unexpected 2-action activities. Unfortunately, most of them are limited to once per day or once per hour and rather high level. Still, they make a

perfect addition to a Swashbuckler build. I haven't listed all of them, only those that I think are widely usable during combat.

Threatening Approach (Lizardfolk), Breath of the Dragon (Dragonborn), Crystalline Dust (Aphorite), Extinguish Light (Fetchling), Extraplanar Haze (Nephilim), Hypnotic Lure (Nagaji), Nanite Shroud (Android), Skin Split (Nagaji), Alluring Performance (Vishkanya), Cantorian Rejuvenation (Hobgoblin), Coral Detoxification (Athamaru), Ferocious Gust (Strix), Fleeing Shriek (Kobold), Life's Blood (Samsaran), Perfume Cloud (Ghoran), Quill Spray (Shisk), Rain of Bolts (Automaton), Spore Cloud (Leshy), Tears of Pearl (Merfolk), Calaca's Showstopper (Duskwalker), Cloak of Poison (Leshy), Dance of the Jester (Wayang), Look but Don't Touch (Ghoran), Ponpoko-Pon! (Tanuki), Pummeling Whirlpool (Merfolk), Radiant Burst (Ifrit), Unnerving Terror (Yaoguai), Channel the Godmind (Nephilim)

Skill abilities

Unfortunately, there's not much to find here.

High/Long Jump, Administer First Aid, Pick a Lock, Disable a Device/Haunt, Hide + Sneak, Disturbing Knowledge, Fane's Escape

Dedication feats

Certainly the most interesting list as Dedications will provide you with excellent and easily usable 2-action activities.

Quick Alchemy + Activation (Alchemist, Herbalist), Explode (Inventor), Megavolt (Inventor), Timber Sentinel (Kineticist), Four Winds (Kineticist), Qi Blast (Monk), Debilitating Dichotomy (Oracle), To Battle! (Marshal), Form Up! (Marshal), Mind Shards (Mind Smith), Snap

Out of It! (Pathfinder Agent), Walk the Plank (Pirate), Luminous Stardust Healing (Starlit Sentinel), Malestic Proclamation (Starlit Sentinel), Worm's Feast (Worm Caller), Call Worm Spirit (Worm Caller), Crimson Breath (Worm Caller)

Focus Spells

You should think about adding Focus Spells to your toolbelt only if you play with Free Archetype. Otherwise, the sheer cost of the Dedication + the feat to get the spell + the feats to improve your spell DC is just unbearable. But with Free Archetype, you should definitely think about a caster Dedication. Here's a list of Focus Spells that don't have the Attack trait and which have an effect on a successful save (as your spell DC will be rather low):

Amp Daze (Psychic), Amp Frostbite (Psychic), Amp Telekinetic Rend (Psychic), Brain Drain (Oracle), Crushing Ground (Druid), Cry of Destruction (Cleric), Dazzling Flash (Cleric), Incendiary Aura (Oracle), Lament (Cleric), Lift Nature's Call (Cleric), Overstuff (Cleric), Parch (Cleric), Pushing Gust (Cleric), Rejuvenating Flames (Sorcerer), Sepulchral Mask (Sorcerer), Slime Spit (Ranger), Spray of Stars (Oracle), Tempest Surge (Druid), Ulcerous Canker (Oracle), Updraft (Druid), Waking Nightmare (Cleric), Zenith Star (Cleric)

Items

There are lots of 2-action activities provided by items. Unfortunately, most of them are limited to once per day and many have fixed DCs. But it's never a bad idea to include items in your routine.

I won't provide a list unless I get a lot of examples in the discussion threads of this guide as diving into all the game items will take me ages 😊