

Role: Combining fancy footwork with quick and precise lunges, swashbucklers dart in and out of battle, harassing and thwarting their opponents. These fast and agile combatants serve as protectors for spellcasters and flank mates for rogues and slayers, while waiting for the opportunity to show panache and score the killing blow on some lumbering hulk.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The swashbuckler's class skills are [Acrobatics](#) (Dex), [Bluff](#) (Cha), [Climb](#) (Str), [Craft](#) (Int), [Escape Artist](#) (Dex), [Intimidate](#) (Cha), Knowledge(Nature) (Int), Knowledge(Nobility)(Int), [Perception](#)(Wis), [Perform](#) (Cha), [Profession](#) (Wis), [Ride](#) (Dex), [Sense Motive](#) (Wis), [Sleight of Hand](#) (Dex), Stealth (Dex), and [Swim](#) (Str).

Skill Ranks per Level: 4 + [Int](#) modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Deeds , panache , swashbuckler finesse , Chitin Armor
2nd	+2	+0	+3	+0	Fast Movement +10
3rd	+3	+1	+3	+1	Deeds , Chitin Armor
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Swashbuckler weapon training +1
6th	+6/+1	+2	+5	+2	Fast Movement +20
7th	+7/+2	+2	+5	+2	Deeds , Chitin Armor
8th	+8/+3	+2	+6	+2	Bonus feat
9th	+9/+4	+3	+6	+3	Swashbuckler weapon training +2

10th	+10/+5	+3	+7	+3	Fast Movement +30
11th	+11/+6/+1	+3	+7	+3	Deeds , Chitin Armor
12th	+12/+7/+2	+4	+8	+4	Bonus feat
13th	+13/+8/+3	+4	+8	+4	Swashbuckler weapon training +3
14th	+14/+9/+4	+4	+9	+4	Fast Movement +40
15th	+15/+10/+5	+5	+9	+5	Deeds , Chitin Armor
16th	+16/+11/+6/+ 1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+ 2	+5	+10	+5	Swashbuckler weapon training +4
18th	+18/+13/+8/+ 3	+6	+11	+6	Fast Movement +50
19th	+19/+14/+9/+ 4	+6	+11	+6	Deeds , Chitin Armor
20th	+20/+15/+10/ +5	+6	+12	+6	Bonus feat , swashbuckler weapon mastery

Class Features

The following are the class features of the swashbuckler.

Weapon and Armor Proficiency

Swashbucklers are proficient with simple and martial weapons, as well as their personal Chitin armor and bucklers.

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 cannot go higher than her [Charisma](#) modifier (minimum 1), though feats and magic items can affect this maximum. A swashbuckler

spends panache to accomplish deeds (see below), and regains panache in the following ways.

Critical Hit with a Light or One-Handed Piercing Melee Weapon: Each time the swashbuckler confirms a [critical hit](#) with a light or one-handed piercing melee weapon, she regains 1 panache point. Confirming a [critical hit](#) on a [helpless](#) or unaware creature or a creature that has fewer [Hit Dice](#) than half the swashbuckler's character level doesn't restore panache.

Killing Blow with a Light or One-Handed Piercing Melee Weapon: When the swashbuckler reduces a creature to 0 or fewer [hit points](#) with a light or one-handed piercing melee weapon attack while in combat, she regains 1 panache point. Destroying an unattended object, reducing a [helpless](#) or unaware creature to 0 or fewer [hit points](#), or reducing a creature that has fewer [Hit Dice](#) than half the swashbuckler's character level to 0 or fewer [hit points](#) doesn't restore any panache.

Deeds

Swashbucklers spend panache points to accomplish deeds. Most deeds grant the swashbuckler a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the swashbuckler has at least 1 panache point, but do not require expending panache to be maintained. A swashbuckler can only perform deeds 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.

Derring-Do (Ex): At 1st level, a swashbuckler can spend 1 panache point when she makes an [Acrobatics](#), [Climb](#), [Escape Artist](#), [Fly](#), [Ride](#), or [Swim](#) check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her [Dexterity](#) modifier (minimum 1).

Dodging Panache (Ex): At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an [immediate action](#) spend 1 panache point 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 the original 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 only perform this deed while wearing Chitin Armor and while carrying no heavier than a light load.

Opportune Parry and Riposte (Ex): At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and expend a use of an [attack of opportunity](#) 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. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its [attack roll](#) is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an [immediate action](#) make an attack against the creature whose attack she parried, provided that creature is within her reach.

Kip-Up (Ex): At 3rd level, while the swashbuckler has at least 1 panache point, she can kip-up from [prone](#) as a [move action](#) without provoking an [attack of opportunity](#). She can kip-up as a [swift action](#) instead by spending 1 panache point.

Menacing Swordplay (Ex): At 3rd level, while she has at least 1 panache point, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can choose to use [Intimidate](#) to demoralize that opponent as a [swift action](#) instead of a [standard action](#).

Precise Strike (Ex): At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not [natural weapon](#) attacks), adding her swashbuckler level to the damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to [sneak attacks](#) is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a [critical hit](#). As a [swift action](#), a swashbuckler can spend 1 panache point to double her precise strike's damage bonus on the next attack. This benefit must be used before the end of her turn, or it is lost. This

deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the [Signature Deed](#) feat).

Swashbuckler Initiative (Ex): At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on [initiative](#) checks. In addition, if she has the [Quick Draw](#) feat, her hands are free and unrestrained, and she has any single light or one-handed piercing melee weapon that isn't hidden, she can draw that weapon as part of the [initiative](#) check.

Swashbuckler's Grace (Ex): At 7th level, while the swashbuckler has at least 1 panache point, she takes no penalty for moving at full speed when she uses [Acrobatics](#) to attempt to move through a [threatened](#) area or an enemy's space.

Superior Feint (Ex): At 7th level, a swashbuckler with at least 1 panache point can, as a [standard action](#), purposefully miss a creature she could make a melee attack against with a wielded light or one-handed piercing weapon. When she does, the creature is denied its [Dexterity](#) bonus to AC until the start of the swashbuckler's next turn.

Battle Fury (Su): At 7th level, a dervish dancer can attack more than once as he moves. He can spend 1 panache point to combine a full-attack action with a single move, taking the attacks at any point during his movement, but must move at least 5 feet between each attack. This movement provokes [attacks of opportunity](#) as normal.

This ability replaces Targeted Strike.

Bleeding Wound (Ex): At 11th level, when the swashbuckler hits a living creature with a light or one-handed piercing melee weapon attack, 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). Alternatively, the swashbuckler can spend 2 panache points to deal 1 point of [Strength](#), [Dexterity](#), or [Constitution bleed](#) damage instead (swashbuckler's choice). Creatures that are immune to [sneak attacks](#) are also immune to these types of [bleed](#) damage.

Evasive (Ex): At 11th level, while a swashbuckler has at least 1 panache point, she gains the benefits of the [evasion](#), [uncanny dodge](#), and [improved uncanny dodge](#) [rogue](#) class features. She uses her swashbuckler level as her [rogue](#) level for [improved uncanny dodge](#).

Subtle Blade (Ex): At 11th level, while a swashbuckler has at least 1 panache point, she is immune to [disarm](#), steal, and [sunder combat maneuvers](#) made against a light or one-handed piercing melee weapon she is wielding.

Dizzying Defense (Ex): At 15th level, while wielding a light or one-handed piercing melee weapon in one hand, the swashbuckler can spend 1 panache point to take the fighting defensively action as a [swift action](#) instead of a [standard action](#). When fighting defensively in this manner, the [dodge bonus](#) to AC gained from that action increases to +4, and the penalty to [attack rolls](#) is reduced to -2.

Perfect Thrust (Ex): At 15th level, while the swashbuckler has at least 1 panache point, she can as a [full-round action](#) make a perfect thrust, pooling all of her attack potential into a single melee attack made with a light or one-handed piercing melee weapon. When she does, she makes the attack against the target's [touch](#) AC, and ignores all [damage reduction](#).

Swashbuckler's Edge (Ex): At 15th level, while the swashbuckler has at least 1 panache point, she can take 10 on any [Acrobatics](#), [Climb](#), [Escape Artist](#), [Fly](#), [Ride](#), or [Swim](#) check, even while distracted or in immediate danger. She can use this ability in conjunction with the derring-do deed.

Cheat Death (Ex): At 19th level, whenever the swashbuckler is reduced to 0 [hit points](#) or fewer, she can spend all of her remaining panache to instead be reduced to 1 hit point. She must have at least 1 panache point to spend. Effects that kill the swashbuckler outright without dealing hit point damage are not affected by this ability.

Deadly Stab (Ex): At 19th level, when the swashbuckler confirms a [critical hit](#) with a light or one-handed piercing melee 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 or die. The DC of this save is 10 + 1/2 the swashbuckler's level + the swashbuckler's [Dexterity](#) modifier. This is a death attack. Performing this deed does not grant the swashbuckler a panache point.

Stunning Stab (Ex): At 19th level, when a swashbuckler hits a creature with a light or one-handed piercing melee weapon, she can spend 2 panache points to [stun](#) the creature for 1 round. The creature must succeed at a [Fortitude](#) saving throw (DC = 10 + 1/2 the swashbuckler's level + the swashbuckler's [Dexterity](#) modifier) or be

[stunned](#) for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Swashbuckler Finesse (Ex)

At 1st level, a swashbuckler gains the benefits of the [Weapon Finesse](#) feat with light or one-handed piercing melee weapons, and she can use her [Charisma](#) score in place of [Intelligence](#) as a prerequisite for [combat feats](#). This ability counts as having the [Weapon Finesse](#) feat for purposes of meeting feat prerequisites.

Fast Movement (Ex)

At 2nd level, a monk gains an [enhancement bonus](#) to his land speed of +10 feet. This bonus increases by +10 feet every 4 levels thereafter (to a maximum of +50 feet at 18th level). A monk carrying a medium or heavy load loses this extra speed. This ability replaces Charmed Life.

Chitin Armor Training (Ex)

At 1st level All Moranth start play with a suit of Chitin Armor. This Armor covers the body completely and stats are as follows:

Armor	Cost	Armor	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
						30 ft.	20 ft.	
Chitin	N/A	+4	+4	-2	20%	30 ft.	20 ft.	35 lbs.

Starting at 3rd level, a fighter learns to be more maneuverable while wearing this armor. Whenever he is wearing Chitin armor, he reduces the armor check penalty by 1 (to a minimum of 0), increases the armor shield bonus by 1, and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th, and 19th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum [Dexterity](#) bonus and armor bonus allowed.

A Moranth's Armor is also directly tied to their being and they have learned from an early age how to care for and improve their armor over time. At 3rd level a Moranth's Chitin Armor is considered Masterwork.

This Ability Replaces Nimble.

Bonus Feats

At 4th level and every 4 levels thereafter, a swashbuckler gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as [combat feats](#). Swashbuckler levels are considered [fighter](#) levels for the purpose of meeting [combat feat](#) prerequisites.

In addition, upon reaching 4th level and every 4 levels thereafter, a swashbuckler can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the swashbuckler loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A swashbuckler can only change one feat at any given level, and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Swashbuckler Weapon Training (Ex)

At 5th level, a swashbuckler gains a +1 bonus on attack and damage rolls with one-handed or light piercing melee 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 level (to a maximum of +4 at 17th level).

Swashbuckler Weapon Mastery (Ex)

At 20th level, when a swashbuckler threatens a [critical hit](#) with a light or one-handed piercing melee weapon, that critical is automatically confirmed. Furthermore, the critical modifiers of such weapons increase by 1 ($\times 2$ becomes $\times 3$, and so on).