



Spheres Apocrypha: Swashbucklers



SWASHBUCKLERS

CHARMING FENCER (SWASHBUCKLER ARCHETYPE)

Proficiencies: Charming fencers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A charming fencer is considered an Expert practitioner, gaining spheres and talents as appropriate. Charming fencers use Charisma as their practitioner modifier.

This ability replaces the swashbuckler's bonus feats, as well as charmed life and nimble.

Fencer Finesse: At 1st level, the swashbuckler gets the Finesse Fighting Equipment talent as a bonus talent. Additionally, she can use her Charisma score in place of Intelligence as a prerequisite for combat feats.

This replaces swashbuckler finesse.

DEEDS OF RENOWN

The following are new deeds of renown any swashbuckler may take.

Charming Motion (Ex): Whenever the swashbuckler uses a (motion) talent from the Athletics sphere, she may spend a panache point to regain martial focus as an immediate action. This replaces derring-do.

Graceful Rush (Ex): At times, a swashbuckler just wants to hit a bit harder. When she hits an enemy with a brutal strike from the Berserker sphere, as long as the swashbuckler has at least 1 panache point, she may perform a bull rush as a free action that does not provoke an attack of opportunity.

In addition, the swashbuckler may spend a panache point to apply two (exertion) talents she possesses to the attack. This cannot be combined with Extended Exertion. This replaces opportune parry and riposte, and one other 1st level deed.

Daring Patrol (Ex): At 3rd level, whenever the swashbuckler puts up a patrol with the Guardian sphere and she has at least one panache point, she may add 5 feet of reach to any light or one-handed piercing weapon for the purpose of the patrol's area. This replaces kip-up.

Inspired Gladiator (Ex): At 3rd level, whenever the swashbuckler hits an opponent with a light or one-handed piercing melee weapon with an attack action, she may spend a panache point to perform a boast she knows from the Gladiator sphere as a swift action. This replaces menacing swordplay.

Exploitative Charm (Ex): At 7th level, the swashbuckler has learned to better take advantage of enemy weak points. If the swashbuckler performs an attack action or attack of opportunity that doesn't qualify for a fatal thrust, the charming fencer may spend a panache point to make the attack count as a fatal thrust as an immediate action. This replaces superior feint.

Opportunistic Duelist (Ex): At 7th level, whenever the swashbuckler deals bleed damage to a creature using the *blooded strike* ability of the Duelist sphere, she may spend a panache point as a swift action to 'mark' that creature for rounds equal to her Charisma modifier. Effects that end the bleed also remove this mark. So long as she is using a light or one-handed piercing weapon, the swashbuckler gets a bonus to her CMB against that creature equal to the amount of bonus bleed damage granted to her by *blooded strike*. This replaces targeted strike.

Provoking Ruse (Ex): At 7th level, the swashbuckler may spend a panache point to feint a target that she has challenged with the Guardian sphere as a swift action. This replaces a 7th level deed you know.

NEW TALENTS

DUELIST SPHERE

DEFENSIVE SLICE

Addendum: You may take Defensive Slice a second time. If you do, whenever you use Defensive Slice, you may instead expend two attacks of opportunity when making the attack roll. If you succeed, you send the projectile back to the creature that made the attack, using your defensive slice's attack roll. You may only use this ability once per round.

EQUIPMENT SPHERE

NINJUTSU TRAINING (DISCIPLINE)

You gain proficiency with the kama, kusarigama, nunchaku, rope dart, sai, short sword, shortbow, shuriken, siangham, and wakizashi, and may wield the katana as a two-handed martial weapon. In addition, when attacking an enemy that is unaware of your presence, your first attack against them deals an additional +1 damage.

You may take this talent a total of twice. If taken a second time, you also gain proficiency with the chakram, crystal chakram, double-chained kama, kyoketsu shoge, tekko-kagi, tube arrow shooter, and may wield the katana as a one handed exotic weapon.

SWASHBUCKLER TRAINING (DISCIPLINE)

You gain proficiency with the butterfly knife, longsword, rapier, scimitar, spiral rapier, and sword cane, and may wield the estoc as a two-handed martial weapon. Whenever you make an attack using your Dexterity bonus on attack rolls and your Strength bonus on melee damage rolls, any creature you deal damage to suffers a -1 to CMB when attempting to disarm or sunder your weapon, and a -1 to CMD against disarm or sunder attempts you make against it. These penalties end at the start of your next turn. At +10 base attack bonus, these penalties increase to -2.

GLADIATOR SPHERE

FLAMBOYANT MOVEMENT (BOAST)

You confuse enemies with flirtatious gestures before your attack. The next enemy you attack before the end of your next turn must succeed at a Will save, or else they are denied their Dexterity bonus to AC against your attack. Each time the same creature attempts a save against this effect they gain a cumulative +1 bonus to the save for the next 24 hours.

NEW FEATS

UNDERSTAND THY ENEMY

Prerequisites: Fencing sphere (Read Foe, Parry And Riposte) or Fencing sphere (Read Foe) and opportune parry and riposte deed, Scout sphere.

Benefit: Whenever you *scout* a creature, the next parry and riposte you use against that creature does not cost martial focus, an attack of opportunity, or a panache point. When used in this way, the ability does not require you to have a panache point to perform an attack and you do not regain martial focus.

NEW TRAITS

WELL-BALANCED BLADE (EQUIPMENT)

Your skill at one-handed combat has translated to being able to push your wielding limit just a little further than others with similar training.

Pick a single exotic weapon in which you have martial proficiency with wielding it with two hands, but not in one hand, such as the bastard sword, estoc or katana. You gain the exotic weapon proficiency in this weapon to wield it in one hand.

SPHERE-SPECIFIC DRAWBACKS

FENCING SPHERE

VIRTUOUS

You do not gain any ranks in Bluff from the base sphere. You gain Read Foe with this drawback.

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