

LEGENDARY Swashbucklers

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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SUPERSCRIPT REFERENCES

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference ^{ACG} = *Pathfinder Roleplaying Game Advanced Class Guide*

- ^{ACO} = Supplement on the origins of classes from the Pathfinder Roleplaying Game Advanced Class Guide
- ^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide
- ^{MTT} = Toolbox for melee combat
- PSP = Primer for "Society" Play
- ^{QC} = Supplement on campaigns and quests
- ^{RTT} = Toolbox for ranged combat
- ^{UC} = Pathfinder Roleplaying Game Ultimate Combat
- ^{UE} = Pathfinder Roleplaying Game Ultimate Equipment
- ^{UM} = Pathfinder Roleplaying Game Ultimate Magic

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WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

WHAT YOU WILL FIND INSIDE LEGENDARY SWASHBUCKLERS

Legendary Swashbucklers is the latest volume in our new series of class-focused player supplements, this time focusing on the most flamboyant fighters in the game, the dashing and dauntless swashbuckler. This new hybrid class, introduced in the *Pathfinder Roleplaying Game Advanced Class Guide*, was an evolutionary step in the idea of the light fighter who uses wits as well as weapons and style and speed over strength, and this book takes it to a whole new level with a redesigned legendary swashbuckler class, over a dozen swashbuckler archetypes (including variants of existing archetypes as well as brandnew ones like the **tumbler** and **gallivant**). Swashbucklers can add further depth and panache to their origins and abilities by adding **personages** that open up a whole new suite of skills, from the **braggart** and **daredevil** to the **madcap** and the masked **phantom** and more! The **dervish darter** prestige class lets all kinds of characters in on the fun, and an assortment of flashy and fabulous magic items will help outfit your mysterious marauder or audacious avenger ready to take on the world with a smile as bright as your blades.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on! - Jason Nelson



INTRODUCTION

In terms of a roleplaying game, swashbucklers are lightly armored warriors who depend on speed and style to counter the strength and stamina of their opponents. A simple enough description, but for a swashbuckler, style is what makes all the difference. A battle is a dance, an opportunity to perform for the crowd, even if that crowd is a gang of thugs or vicious beasts with lethal intent. No matter the odds, combat is not just about fighting for your life, but about outlasting, outclassing, out-quipping, and out-coiffing every ally and enemy on the field. Victory is more than survival, it is about living to fight another day and being able to tell the tale of what a glorious and exciting victory it was.

SWASHBUCKLER

Whereas most combatants enter the fray encased in suits of armor, swashbucklers rely on their grace and panache to win them the day. Swashbucklers dart in, out, and around the battlefield, wearing down opponents with attacks as fluid and poised as they are deadly, all while foiling powerful attacks made against them with a well-placed step, a flick of the wrist, and a flash of the blade. Able to deftly parry opponents and strike their unaware opponents with ease, a swashbuckler transforms gruesome carnage into an artful performance. Though some are arrogant and carefree, all swashbucklers are deeply dedicated to their wits and their blades.

Role: Swashbucklers stand at the forefront of combat, darting in and out of battle with style and poise. Afforded an additional amount of protection thanks to their reckless bravery and nimble footwork, swashbucklers are able to stand toe to toe with the most heavily armed opponents, matching their bold blows with grace and upsetting attacks. To a swashbuckler, all combat is but a dance; rehearsed and choreographed dozens of times over in her mind before her opponent can raise a sword or nocked an arrow against her.

Base Level	Attack Bonus	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Deeds, panache, personage, swashbuckler weapon training
2nd	+2	+0	+3	+0	Personage ability, uncanny dodge
3rd	+3	+1	+3	+1	Deeds, finesse training, nimble +1
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Swashbuckler weapon training
6th	+6	+2	+5	+2	Evasion
7th	+7	+2	+5	+2	Deeds, finesse training, nimble +2
8th	+8	+2	+6	+2	Bonus feat, improved uncanny dodge
9th	+9	+3	+6	+3	Swashbuckler weapon training
10th	+10	+3	+7	+3	Personage ability
11th	+11	+3	+7	+3	Deeds, finesse training, nimble +3
12th	+12	+4	+8	+4	Bonus feat
13th	+13	+4	+8	+4	Swashbuckler weapon training
14th	+14	+4	+9	+4	Improved evasion
15th	+15	+5	+9	+5	Deeds, finesse training, nimble +4
16th	+16	+5	+10	+5	Bonus feat
17th	+17	+5	+10	+5	Swashbuckler weapon training
18th	+18	+6	+11	+6	Personage ability
19th	+19	+6	+11	+6	Deeds, finesse training, nimble +5
20th	+20	+6	+12	+6	Bonus feat, swashbuckler weapon mastery

TABLE 1: LEGENDARY SWASHBUCKLER



Legendary Class: Although much of the legendary swashbuckler will be familiar to those who have played the original swashbuckler, the most notable change is to its ability progression. The result is that the swashbuckler has more of a unique, identifying personality as a class rather than acting as a melee alternate to the gunslinger. Swashbucklers now receive less deeds from their class, but possess a new ability that allows each swashbuckler to diversify herself from her fellows called a personage, which grants her bonus abilities and deeds. This allows a swashbuckler player to diversify her character beyond her selection of feats.

Alignment: Any. Hit Die: d10. Starting Age: As a fighter. Starting Wealth: 5d6 × 10 gp (average 175 gp).

CLASS SKILLS

The swashbuckler's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

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 light 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 action 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*: Each time the swashbuckler confirms a critical hit with a weapon belonging to a fighter weapon group that she has selected with swashbuckler weapon training, she regains a number of panache points based upon the weapon's critical damage multiplier; she regains 1 panache point for weapons with a x2 multiplier, 2 panache points for weapons with a x3 multiplier, 3 panache points for weapons with a x4 multiplier, and so on. 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: Each time the swashbuckler reduces a creature to o or fewer hit points with a weapon belonging to a fighter weapon group that she has selected with swashbuckler weapon training, she regains 1 panache point. Destroying an unattended object, reducing a helpless or unaware creature to o or fewer hit points, or reducing a creature that has fewer Hit Dice than half the swashbuckler's character level to o 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. In addition, a swashbuckler gains additional deeds from her personage. 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 a skill check with a Strength-, Dexterity, or Charisma-based skill 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 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).

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.

Precise Strike (Ex): At 1st level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with any weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training (though not natural weapons), adding her swashbuckler level to the damage dealt. The swashbuckler only gains the benefit of this deed with a weapon held in her primary hand; weapon attacks made with her secondary hand do not receive this benefit. If she is wielding a weapon in two hands or in her off-hand, she adds half of her swashbuckler level to the damage dealt (minimum o) instead of her full swashbuckler level. The swashbuckler can use this ability with thrown 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).

Charmed Life (Ex): At 3^{rd} level, while the swashbuckler has at least 1 panache point as an immediate action before attempting a saving throw to add her Charisma modifier to the result of the save. She must choose to do this before the roll is made.

Daring Stride (Ex): At 3rd level, a swashbuckler can spend 1 panache point as an immediate action to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum o) against all attacks made against her until the start of her next turn. Anything that causes the swashbuckler to lose her Dexterity bonus to AC also causes her to lose this dodge bonus. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. If the swashbuckler uses this deed in response to a melee attack, this movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from the original square. The swashbuckler can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load.

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 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.

Swashbuckler's Initiative (Ex): At 3^{rd} 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 a melee weapon that isn't hidden and belongs to a fighter weapon group that she has selected with swashbuckler weapon training, she can draw that weapon as part of the initiative check.

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Targeted Strike (Ex): At 7th level, as a full-round action the swashbuckler can spend 1 panache point to make an attack with a single melee weapon that cripples 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 suffers one of the following effects based on the part of the body targeted. If a creature doesn't have one of the listed 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. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

- *Arms*: The target takes no damage from the attack, but it 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*: The target is confused for 1 round. This is a mind-affecting effect.
- *Legs*: 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: The target is staggered for 1 round.

Bleeding Wound (Ex): At 11th level, when the swashbuckler hits a living creature with a 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. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

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 any melee weapon she is wielding that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

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 weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. 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 Strength-, Dexterity-, or Charisma-based check or skill 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 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 a swashbuckler hits a creature with a melee weapon, she can spend 2 panache points to stun the creature for 1 round. The creature must succeed on 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.

Alternatively, if the swashbuckler confirms a critical hit against an opponent, she can spend 1 panache point to outright kill the target. The creature must succeed on a Fortitude saving throw (DC = 10 + 1/2 the swashbuckler's level + the swashbuckler's Dexterity modifier) or die. This is a death attack. Performing this deed does not grant the swashbuckler a panache point. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

Personage (Ex): Each swashbuckler possesses a specific style and persona known as her personage. The personage grants the swashbuckler a number of bonuses and special abilities. This personage often represents the swashbuckler's upbringing and personal persona, and is the source of her panache. A swashbuckler must pick one personage upon taking her first level of swashbuckler. Once made, this choice cannot be changed.

Swashbuckler Weapon Training (Ex): At 1st level, a swashbuckler selects one fighter weapon group. She gains the benefits of the Weapon Finesse feat with all melee weapons belonging to her chosen fighter weapon group. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.



Every four levels thereafter (5th, 9th, 13th, and 17th), a swashbuckler becomes further trained in another group of weapons. She gains the benefits of the Weapon Finesse feat with all melee weapons belonging to this group. In addition, she gains a +1 bonus on attack rolls and damage rolls with weapons belonging to her previously selected weapon groups as well as the benefits of the Improved Critical feat. For example, when a swashbuckler reaches 5th level, she gains the benefits of the Weapon Finesse feat with all melee weapons belonging to one weapon group and a +1 bonus on attack and damage rolls and the benefits of the Improved Critical feat with the weapon group selected at 1st level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A swashbuckler also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the swashbuckler's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Uncanny Dodge (Ex): Starting at 2nd level, a swashbuckler can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A swashbuckler with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a swashbuckler already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Finesse Training(Ex): Beginning at 3rd level, a swashbuckler selects one type of melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training and that she is proficient with. Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack or ranged attack (if the weapon is a thrown weapon) with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the swashbuckler from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The swashbuckler can select an additional weapon at 7th level and every 4 levels thereafter, to a maximum of five weapons at 19th level.

Nimble (Ex): At 3rd level, a swashbuckler gains a +1 dodge bonus to AC while wearing light 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 4 levels beyond 3rd (to a maximum of +5 at 19th level).

Evasion (Ex): At 6th level and higher, a swashbuckler can avoid even magical and unusual attacks with great ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the swashbuckler is wearing light armor or no armor. A helpless swashbuckler does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A swashbuckler of 8th level can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has swashbuckler levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Improved Evasion (Ex): At 14th level, a swashbuckler's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless swashbuckler does not gain the benefits of improved evasion.

Swashbuckler Weapon Mastery (Ex): At 20th level, when a swashbuckler threatens a critical hit with a melee weapon or thrown weapons that belongs to a fighter weapon group that she selected with swashbuckler weapon training, that critical hit is automatically confirmed. Furthermore, the critical multipliers of such weapons increase by 1 (×2 becomes ×3, and so on).

LEGENDARY Swashbuckler Archetypes

The legendary swashbuckler class draws upon a central idea – the reckless warrior who fights with unmatched bravado and martial skill – and is designed to be a foundation for a wide array of characters. Within this basic concept, however, exists the potential for an untold array of characters, each relying on one of an infinite number of different ways to answer the question, "What is a swashbuckler?" And as any might guess, not every swashbuckler is represented within the mechanical abilities of the unmodified legendary swashbuckler; to assume that such a broad concept could be so easily encompassed is foolish.

Enter archetypes, sets of modified abilities that can be easily swapped out for those of a given class to help customize its focus. This section introduced a number of archetypes for the legendary swashbuckler base class, some modified versions of existing swashbuckler archetypes from various Pathfinder Roleplaying Game sources, and others all-new options created for *Legendary Swashbucklers*. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

DARING INFILTRATOR

Not known for their flashy entrances or for standing out in a crowd, a daring infiltrator uses stealth, disguise, and ruthless guile to pursue her goals. Some of these swashbucklers work to undermine evil organizations, while others are master thieves or mysterious assassins.

Class Skills: A daring infiltrator gains Disguise (Cha) and Stealth (Dex) as class skills, but does not gain Diplomacy (Cha), Perform (Cha), and Profession (Wis) as class skills. This ability alters the swashbuckler's list of class skills.

Bonus Feats: In addition to combat feats, a daring infiltrator's bonus feats can come from the following list: Alertness, Antagonize, Cosmopolitan, Deceitful, Deft Hands, Disarming Threat (Pathfinder RPG Advanced Class Guide), Persuasive, Prodigy, and Skill Focus. This alters the bonus feat class ability.

Clandestine Expertise (Ex): At 2^{nd} level, a daring infiltrator gains a +2 bonus on Bluff, Disguise, and Stealth checks. This bonus increases by 1 for every 4 levels beyond 2^{nd} . In addition, when a daring infiltrator successfully aids another with a Bluff, Disguise, or Stealth check, she grants

the subject a +4 bonus on the skill check instead of the normal +2. This ability replaces uncanny dodge.

Deeds: A daring infiltrator gains the following deeds, each of which replaces an existing deed.

Silence Is Golden (Ex): At 3rd level, when a daring infiltrator with at least 1 panache point succeeds at a trip or grapple combat maneuver check, the target is rendered mute for 1 round. For every 5 by which the result of the combat maneuver check exceeds the opponent's CMD, the target remains mute for an additional round. A mute creature cannot speak, use language-dependent effects or verbal components, or use command words. This deed replaces kip-up.

Authoritative Bluff (Ex): At 11th level, a daring infiltrator can spend 1 panache point to reroll a Bluff check after the roll is made but before the results are revealed. She must take the result of the second roll, even if it is lower. Additionally, a daring infiltrator with at least 1 panache point gains a +5 bonus on Bluff checks to pretend to be someone's superior (socially or in the military). If she succeeds at the check, the target obeys any reasonable orders she gives as it would those of an actual superior in the situation. This deed replaces bleeding wound.

DASHING COMMANDER

An inspiration on the battlefield, a dashing commander uses her potent battle cries to inspire her allies and lead them to victory.

Deeds: The dashing commander gains the following deeds, each of which replaces an existing deed.

Inspiring Swordplay (Ex): At 1st level, while a dashing commander has at least 1 panache point, her Battle Cry feat's range improves to 60 feet and its effects don't end for an ally when that ally uses Battle Cry to reroll a saving throw. When an ally uses this reroll, a dashing commander can spend 1 panache point as an immediate action to grant the ally a bonus on its reroll equal to her Charisma modifier. This deed replaces daring stride.

Unshakable Panache (Ex): At 3rd level, a dashing commander is immune to fear effects while a she has at least 1 panache point and is under the effect of her Battle Cry feat. This deed replaces kip-up.

Commander Weapon Training (Ex): At 1st level, a dashing commander selects one fighter weapon group. She gains the benefits of the Weapon Finesse feat with all melee weapons belonging to her chosen fighter weapon group. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites and as swashbuckler weapon training when determining which weapons the dashing commander can use in conjunction with her swashbuckler deeds and class features. In addition, she gains Battle Cry (Pathfinder RPG Advanced Class Guide) as a bonus feat.

At 4th level, the dashing commander increases the number of times per day that she can use her Battle Cry feat by one. In addition, allies affected by her battle cry gain a +1 morale bonus on damage rolls in addition to its other effects. At 9th level and every 4 levels thereafter, the dashing commander gains one additional use of the Battle Cry feat and the morale bonuses granted by her battle cry increase by 1, to a maximum of +4 at 17th level. This ability replaces swashbuckler weapon training.

Inspirational Mastery (Ex): At 20th level, the dashing commander gains the benefits of her inspiring swordplay deed regardless of the number of panache points she has remaining, although she must spend panache points in order to grant an ally a bonus on its reroll, as normal. In addition, while a dashing commander has at least 1 panache point, her allies can use her Battle Cry feat to reroll a number of saving throws per use of the feat equal to her Charisma modifier (minimum 1). An ally may not reroll more than one saving throw per round in this manner. This ability replaces swashbuckler weapon mastery.

FLYING BLADE

Rather than fighting in the fray, a flying blade swashbuckler focuses on combat from afar using an array of dazzling attacks with thrown weapons rather than sully herself with the blood of her enemies.

Deeds: A flying blade gains the following deeds, each of which replaces an existing deed.

Disrupting Counter (Ex): At 3rd level, when an opponent makes a melee attack against her, a flying blade can spend 1 panache point to make an attack of opportunity against the attacking foe. If the attack hits, the opponent takes a –4 penalty on all attack rolls until the end of its turn. This deed replaces kip-up.

Subtle Throw (Ex): At 3rd level, a flying blade can spend 1 panache point as part of a ranged attack with a thrown weapon to make it without provoking attacks of opportunity. At 6th level, as a swift action she can spend 1 panache point to make all of her ranged attacks with thrown weapons without provoking attacks of opportunity until the start of her next turn. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. This deed replaces daring stride.

Flying Blade Training (Ex): At 1st level, a flying blade gains the benefits of the Weapon Finesse feat with all melee weapons belonging to the thrown fighter weapon group. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites. In addition, a flying blade can use any swashbuckler deed that requires her to make a melee attack with a weapon that belongs to a fighter group that she selected with the swashbuckler weapon training class feature with a ranged attack made with such a weapon instead. The target must be within the thrown weapon's first range increment of her.

Every four levels thereafter (5th, 9th, 13th, and 17th), a flying blade gains a +1 bonus on attack rolls and damage rolls with weapons belonging to the thrown fighter weapon group. In addition, she gains the benefits of the Improved Critical feat with those weapons and increases the range increment of any such weapon that she throws as part of a ranged attack by 5 feet (up to a total increase of 20 feet at 17th level). This ability alters swashbuckler weapon training.

GALLIVANT

Rather than getting bogged down in a fray, a gallivant dashes into combat atop a loyal steed, sweeping hither and yon with flashing blade and lashing hooves and leaving broken bones and broken hearts in her wake.

Mount: At 1st level, a gallivant gains a mount, as a cavalier. Use the gallivant's level as his effective cavalier level to determine the abilities of her mount. In addition, if she has the opportune parry and riposte swashbuckler deed, a gallivant can attempt to parry an attack made against her mount as if the attack were made against her. If her attack roll's result fails to exceed the attacker's result, the gallivant can choose to resolve the hit against her mount or herself. This ability replaces the base ability of the swashbuckler's personage.

Jockey's Charge (Ex): At 3rd level, a gallivant learns to make more accurate charge attacks while mounted. The gallivant receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the gallivant does not suffer any penalty to his AC after making a charge attack while mounted. This ability replaces the swashbuckler's 3rd-level finesse training.

Charging Panache (Ex): At 11th level, a gallivant's recklessness while riding helps to fuel his panache. If the gallivant's mount confirms a critical hit or reduces an opponent to o or fewer hit points with a melee attack or the trample ability, she regains 1 panache point. Confirming a critical hit or reducing an opponent to o or fewer hit points that has fewer Hit Dice than half the gallivant's character level doesn't restore panache. In addition, the gallivant can make a free bull rush, disarm, sunder, or trip combat maneuver when she charges and her charge attack is successful. This free combat maneuver doesn't provoke attacks of opportunity. This ability replaces the swashbuckler's 11th-level finesse training.

HEIGHTENED BLADE

Marred by tragedy or circumstance, most who suffer an affliction as devastating as a heightened blade's are doomed to poverty and obscurity. But a heightened blade is no such individual. Instead, a heightened embraces her physical flaws, wearing them like armor and wielding them like a blade.

Disability (Ex): Each heightened blade has a physical disability, a hindrance that she possesses as well as a benefit that she has gained from her trials in overcoming it. This choice is made at 1st level, and once made, it cannot be changed. The heightened blade's disability cannot be removed or dispelled without the aid of a deity. A heightened blade's disability is based on her swashbuckler level, plus one for every two levels or Hit Dice other than swashbuckler. If the heightened blade takes levels in another class that grants an oracle's curse or a similar ability, the abilities must be of the same type, even if that means that the ability of one of the classes must change. Subject to GM discretion, the heightened blade can change his former ability to make them conform. If the curses possess different benefits, the heightened blade gains the benefits of both curses. Each heightened blade must choose one of the following disabilities. This ability replaces the base ability of the swashbuckler's persona.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you can blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.

Deaf: You cannot hear and suffer all of the usual penalties for being deafened. You gain the Aspect of the Beast feat as a bonus feat, ignoring its prerequisites. You must select the night senses manifestation of this feat. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing and the initiative penalty for being deaf is reduced to -2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremorsense out to a range of 30 feet.

Dwarf: You are smaller than average for a member of your race, reducing your base size category by one. You gain 2 additional skill ranks each time you gain a level or a Hit Die. At 5th level, you reduce the attack roll penalty for wielding a weapon whose intended wielder size is one size category larger than yours by -2. At 10th level, you are considered one size category larger then your actual size when determining your CMB and CMD as well as whether or not you can bull rush, overrun, or trip an opponent. At 15th level, you gain a +2 size bonus to your CMB and CMD against creatures that are

larger than you.

Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. You speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

Wasting: Your body is slowly rotting away. You take a -4 penalty on Charisma-based skill checks, except for Bluff checks made to feint in combat and Intimidate checks. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.





INSPIRED BLADE

An inspired blade is both a force of personality and a sage of swordplay dedicated to the perfection of combat with the rapier. They use the science and geometry with swordplay to beautiful and deadly effect.

Inspired Panache (Ex): Each day, an inspired blade gains a number of panache points equal to her Charisma modifier (minimum 1) and Intelligence modifier (minimum 1), instead of just her Charisma modifier. Unlike other swashbucklers, an inspired blade gains no panache from a killing blow. She gains panache only from scoring a critical hit with a weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. This ability alters the panache class feature.

Deeds: The inspired blade gains the following deeds, each of which replaces an existing deed.

Inspired Strike (Ex): At 11th level, an inspired blade can spend 1 panache point when making a melee attack to gain an insight bonus on that attack roll equal to her Intelligence modifier (minimum +1). When an inspired blade hits with an attack augmented by inspired strike, she can spend 1 additional panache point to make the hit a critical threat, though if she does so, she does not regain panache if she confirms that critical threat. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training and its cost cannot be reduced by abilities such as Signature Deed. This ability replaces bleeding wound.

Inspired Focus (Ex): At 1st level, an inspired blade gains the benefits of Weapon Focus as a bonus feat with one weapon of her choice that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. In addition, the inspired blade only gains the benefits of her swashbuckler weapon training and swashbuckler weapon mastery abilities with melee weapons and thrown weapons that she has selected with Weapon Focus and that belong to a fighter weapon group that she has selected with swashbuckler weapon training. This ability alters swashbuckler weapon training and swashbuckler weapon training and swashbuckler weapon training.

MOUSER

In the hands of a trained warrior, a well-sharpened blade is deadly regardless of size. A mouser moves in close, using her size and skill as an advantage.

Deeds: The mouser gains the following deeds, each of which replaces an existing deed.

Underfoot Assault (Ex): At 1st level, if a foe whose size is larger than the mouser's is adjacent to her and misses her with a melee attack, the mouser can as an immediate action spend 1 panache point to move 5 feet into an area of the attacker's space. This movement does not count against the mouser's movement the next round, and it doesn't provoke attacks of opportunity. While the mouser is within a foe's space, she is considered to occupy her square within that foe's space.

While the mouser is within her foe's space, the foe takes a –4 penalty on all attack rolls and combat maneuver checks not made against the mouser, and all of the mouser's allies that are adjacent to both the foe and the mouser are considered to be flanking the foe. The mouser is considered to be flanking the foe whose space she is within if she is adjacent to an ally who is also adjacent to the foe. The mouser can move within her foe's space and leave the foe's space unhindered and without provoking attacks of opportunity, but if the foe attempts to move to a position where the mouser is no longer in its space, the movement provokes an attack of opportunity from the mouser. This deed replaces daring stride.

Quick Steal (Ex): At 3rd level, as a swift action the mouser can spend 1 panache point when she hits a for larger than her size with a light or one-handed piercing melee weapon to attempt a steal combat maneuver check against the creature she hit. Using this deed does not provoke an attack of opportunity. This deed replaces opportune parry and riposte.

Hamstring (Ex): At 7th level, as long as a mouser has at least 1 panache point when she hits a foe whose size is larger than her own with a light or one-handed piercing melee weapon, she can as a swift action attempt a dirty trick combat maneuver check. Instead of the normal conditions that can be applied with dirty trick, this deed can stagger the target only if the check is successful. This deed replaces targeted strike.

Cat's Charge (Ex): At 11th level, as long as a mouser has at least 1 panache point, when she charges a foe whose size is larger than her own, the mouser can end her charge in any space she can reach, not just the closest space. All other requirements of the charge must still be satisfied. This deed replaces bleeding wound.

MUSKETEER

Musketeers are brave (or foolish) swashbucklers who wield firearms with reckless abandon on the battlefield. Favored by swaths of organizations and kingdoms, a musketeer's daring nature makes him ideal for the high-risk, high-reward gamble of brandishing firearms.

Weapon and Armor Proficiency: At 1st level, a musketeer gains proficiency with all simple weapons and martial weapons, as well as two-handed firearms. This replaces the swashbuckler's weapon proficiency.

Deeds: The picaroon gains the following deeds, each of which replaces an existing swashbuckler deed.

Quick Clear (Ex): At 3rd level, as a standard action the picaroon can spend 1 panache point to remove the broken condition from a single one-handed firearm she is currently wielding, as long as the firearm gained that condition through a misfire. This deed replaces kip-up.

Gunsmithing: At 1st level, a musketeer gains the gunsmith class feature, as a gunslinger, including a battered firearm. This ability replaces the base ability of the swashbuckler's personage.

Firearm Finesse (Ex): Beginning at 3rd level, a musketeer can select a two-handed firearm that she is proficient with using the finesse training ability instead of a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. If she does so, she adds her Dexterity bonus (if any) to damage rolls with the selected firearm. This ability alters finesse training.

Picaroon Training (Ex): At 1st level, a musketeer gains the benefits of the Weapon Finesse feat with light or one-handed melee weapons that belong to one fighter weapon group of her choice. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites. She also gains the benefits of the Rapid Reload (musket) feat. This ability counts as having both the Weapon Finesse and Rapid Reload feats for the purpose of meeting feat prerequisites.

Every four levels thereafter (5th, 9th, 13th, and 17th), a musketeer gains a +1 bonus on attack rolls and damage rolls with two-handed firearms and weapons belonging to her chosen fighter weapon group, and she gains the benefits of the Improved Critical feat with those weapons. This ability alters swashbuckler weapon training and the precise strike deed.

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Mysterious Avenger

While some swashbucklers fight for queen and country, and others for coin, glory, or just the enhancement of their own reputations, the mysterious avenger fights directly for a cause. Instead of gaining personal glory for her heroic deeds, she keeps her identity hidden in order to fight for those who cannot fight for themselves.

Alignment: A mysterious avenger must be of a good alignment, and must be dedicated to the protection of the good and the powerless under her care. If she ceases to be good or betrays the trust of those she was sworn to protect, she loses her secret identity class feature. She can regain them if she atones for her violations by some means that the GM sees fit (possibly by way of the atonement spell if the mysterious avenger is especially religious).

Class Skills: A mysterious avenger adds Disguise (Cha) to her list of class skills. This ability alters the swashbuckler's list of class skills.

Weapon and Armor Proficiency: A mysterious avenger loses her proficiency with bucklers, but gains proficiency in the whip exotic weapon. This ability alters the swashbuckler's weapon and armor proficiency.

Avenger Weapon Training (Ex): At 1st level, a mysterious avenger selects one fighter weapon group. She gains the benefits of the Weapon Finesse feat with the whip and all melee weapons belonging to her chosen fighter weapon group. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites and as swashbuckler weapon training when determining which weapons the dashing commander can use in conjunction with her swashbuckler deeds and class features.

At 5th level, a mysterious avenger can study an opponent she can see as a move action. She then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against that opponent, a +1 bonus on weapon attack and damage rolls against it, and a +1 bonus to the saving throw DC of any swashbuckler deeds used against that opponent. A mysterious avenger can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the mysterious avenger studies a new target.

At 9th, 13th, and 17th levels, the mysterious avenger's bonuses against a studied target increase by 1. In addition, at each such interval, a mysterious avenger is able to maintain these bonuses against an additional studied target at the same time. A mysterious avenger can discard this connection to a studied target as a free action, allowing her to study another target in its place. At 9th level, a mysterious avenger can study an opponent as a move or swift action. This ability replaces swashbuckler weapon training. **Secret Identity (Su):** At 4th level, a mysterious avenger's force of personality and dedication to her cause give her the ability to keep her true identity secret, even from magical prying. She gains a +4 bonus on Disguise checks in a single disguise of her choice, typically her avenger persona. Once this disguise has been chosen, it can't be changed. She also gains a +4 bonus on saving throws against divination effect. At 11th level, these bonuses increase to +8 and she becomes immune to all scrying effects and other magical effects used in attempts to uncover her secret identity. This ability replaces the swashbuckler's 4th-level bonus feat.

PICAROON

While some swashbucklers take pride in their ability to wear down an opponent with great skill at arms and clever positioning, a picaroon relies on her firearms to get in close and hit hard.

Weapon and Armor Proficiency: At 1st level, a picaroon gains proficiency with all simple weapons and martial weapons, as well as one-handed firearms. This replaces the swashbuckler's weapon proficiency.

Deeds: The picaroon gains the following deeds, each of which replaces an existing swashbuckler deed.

Melee Shooter (Ex): At 1st level, as a swift action when wielding both a light or one-handed piercing melee weapon and a one-handed firearm, the picaroon can spend 1 panache point to avoid provoking attacks of opportunity with the first ranged attack made by the one-handed firearm during her turn. This deed replaces opportune parry and riposte.

Quick Clear (Ex): At 3rd level, as a standard action the picaroon can spend 1 panache point to remove the broken condition from a single one-handed firearm she is currently wielding, as long as the firearm gained that condition through a misfire. This deed replaces kip-up.

Gun Feint (Ex): At 7th level, a picaroon can use the ferocious reputation of firearms to her advantage. A picaroon with at least 1 panache point can feint instead of attacking with her firearm as part of a full attack. She can spend 1 panache point to gain a +5 bonus on this check. This deed replaces superior feint.

Lightning Reload (Ex): At 11th level, once per round the picaroon can spend 1 panache point to reload a single barrel of a one-handed firearm as a swift action. If she has the Rapid Reload feat or is using an alchemical cartridge, she can instead reload a single barrel of the weapon as a free action each round. Using this deed doesn't provoke attacks of opportunity. This deed replaces bleeding wound.

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Gunsmithing: At 1st level, a picaroon gains the gunsmith class feature, as a gunslinger, including a battered firearm. This ability replaces the base ability of the swashbuckler's personage.

Firearm Finesse (Ex): Beginning at 3rd level, a picaroon can select a one-handed firearm that she is proficient with using the finesse training ability instead of a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training. If she does so, she adds her Dexterity bonus (if any) to damage rolls with the selected firearm. This ability alters finesse training.

Picaroon Training (Ex): At 1st level, a picaroon gains the benefits of the Weapon Finesse feat with light or one-handed melee weapons that belong to one fighter weapon group of her choice. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites. She also gains the benefits of the Two-Weapon Fighting feat as long as she is wielding such a weapon in one hand and a one-handed firearm in the other. This ability counts as having both the Weapon Finesse and Two-Weapon Fighting feats for the purpose of meeting feat prerequisites, and she can fight with two weapons in this manner without losing the benefits of the precise strike deed.

Every four levels thereafter (5th, 9th, 13th, and 17th), a picaroon gains a +1 bonus on attack rolls and damage rolls with one-handed firearms and weapons belonging to her chosen fighter weapon group, and she gains the benefits of the Improved Critical feat with those weapons. This ability alters swashbuckler weapon training and the precise strike deed.

RAPSCALLION

Though no less a braggart compared to other swashbucklers, a rapscallion forgoes any semblance of honor in favor of dastardly tricks and surprise assaults against unprepared foes.

Class Skills: A rapscallion gains 6 skill ranks + a number of skill ranks equal to her Intelligence modifier at each level, instead of the normal 4 skill ranks + Intelligence modifier at each level. Furthermore, Stealth (Dex) is a class skill for the rapscallion. This ability alters the rapscallion's list of class skills.

Weapon and Armor Proficiency: A rapscallion is proficient with all simple weapons, plus the cutlass, hand crossbow, rapier, sap, shortbow, and short sword. She is proficient with light armor, but not with shields. This ability replaces the swashbuckler's weapon and armor proficiencies. **Panache (Ex):** Beginning at 3rd level, a rapscallion regains 1 panache point whenever she rolls a 6 on a sneak attack damage dice. She cannot regain more than one panache point per round in this way. This ability alters panache.

Deeds: The rapscallion gains the following deeds, each of which replaces an existing swashbuckler deed.

Dastardly Swordplay (Ex): At 3rd level, while she has at least 1 panache point, a rapscallion doesn't provoke attacks of opportunity when making a dirty trick combat maneuver with a melee weapon. When she makes a full attack, a rapscallion can spend 1 panache point in order to make one additional dirty trick maneuver at her highest base attack bonus. The rapscallion may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training This deed replaces kip-up.

Sneak Attack (Ex): At 3rd level, the rapscallion can make a sneak attack as long as she has at least 1 point of panache. This is as the rogue ability of the same name. At 3rd level, her sneak attack damage is +1d6. This increases by 1d6 at 6th level and every three levels thereafter. If she gets a sneak attack bonus from another source, the bonuses on damage stack. This deed replaces precise strike.

Masterful Feint (Ex): At 7th level, while she has at least 1 panache point, a rapscallion can feint as a swift action instead of a standard action. Additionally, when a rapscallion successfully feints an opponent while she has at least 1 panache point, that opponent is denied its Dexterity bonus to AC against all attacks that she makes until the start of her next turn. This deed replaces swashbuckler's grace.

Rapscallion Talent: Beginning at 4th level, a rapscallion can select one of the following rogue talents in place of a bonus feat: befuddling strike*, bleeding attack*, camouflage, charmer, coax information, convincing lie, deft palm, distracting attack*, expert leaper, false friend, fast stealth, follow clues, guileful polyglot, hold breath, honeyed words, iron guts, ledge walker, nimble climber, obfuscate story, offensive defensive*, peerless maneuver, positioning attack, quick disguise, resiliency, rogue crawl, rope master, slow reactions*, sniper's eye, steal the story, and surprise attack. The rapscallion must meet all of the talent's prerequisites, if any.



RONIN

A ronin is a lordless swordsman, sometimes called a knight-errant. Although most ronin seek a new master to restore their honor, others stick to the lordless lifestyle for personal reasons.

Ronin's Code: At 1st level, a ronin adopts a set of personal edicts that be must abide by, as if he belonged to the ronin samurai order (Pathfinder RPG Ultimate Combat). If he violates these edicts, he loses all of his panache points and cannot regain panache for 24 hours.

If the ronin has levels in a class that grants an order, she must belong to the ronin samurai order and cannot change her order. If she belonged to an order before acquiring this ability, she must immediately abandon her previous order and become a ronin if she was not already a ronin.

Deeds: The ronin gains the following deeds, each of which replaces an existing deed.

Fluid Strike (Ex): At 3rd level, while the ronin has at least 1 panache, she can draw a weapon as a free action and is treated as having the Quick Draw feat for the purpose of determining if she can draw a weapon with the swashbuckler's initiative deed. Additionally, if the ronin draws a weapon on the first turn of a combat and attacks a foe within her reach, she can spend 1 panache point as a swift action to make a feint attempt against the target of her attack. This deed replaces kip-up.

Favored Weapon Training (Ex): At 1st level, a ronin selects a single melee weapon. She gains the benefits of the Weapon Finesse feat with her chosen melee weapon. She gains proficiency with that weapon if she wouldn't normally be proficient with it and the weapon is considered to belong to a fighter weapon group that she has selected with swashbuckler weapon training for the purpose of determining which swashbuckler deeds and abilities she can use. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Every four levels thereafter (5th, 9th, 13th, and 17th), the swashbuckler becomes further trained in another weapon. She gains the benefits of the Weapon Finesse feat with all melee weapons that she selects with this ability. In addition, she gains a +1 bonus on attack rolls and damage rolls with her previously selected weapons as well as the benefits of the Improved Critical feat. For example, when a ronin reaches 5th level, she gains the benefits of the Weapon Finesse feat with one melee weapon and a +1 bonus on attack and damage rolls and the benefits of the Improved Critical feat with the melee weapon she selected at 1st level. She cannot select a weapon multiple times with this ability. A swashbuckler also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the swashbuckler's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. This ability alters swashbuckler weapon training.

Resolve (Ex): Starting at 2^{nd} level, the ronin gains the samurai's resolve class feature. She can use resolve once per day at 2^{nd} level, plus one additional time per day for every four swashbuckler levels beyond 2^{nd} . Instead of regaining uses of resolve by defeating the target of a challenge, the ronin can spend 2 panache points as a free action in order to regain one use of resolve, up to her maximum number of uses per day. If the ronin gains this ability from another class, the daily uses of this ability stack and the ronin may regain uses of resolve as detailed by both classes. This ability replaces uncanny dodge.

Order Abilities: Beginning at 2nd level, Beginning at 4th level, the ronin may select the self reliant ronin order ability in place of a bonus feat. At 8th level, she may select the without master order ability in place of a bonus feat if she has previously selected the self reliant ronin order ability. At 16th level, she may select the chosen destiny ronin order ability in place of a bonus feat if she has previously selected both the self reliant and without master order abilities. This ability alters the swashbuckler's bonus feats.

TUMBLER

A master of mobility, a tumbler gracefully darts her way across the battlefield, weaving between her opponents in order to gain the perfect vantage point from which to strike.

Deeds: The tumbler gains the following deeds, each of which replaces an existing swashbuckler deed.

Reactive Tumble (Ex): At 3rd level, when an opponent makes a melee attack against the tumbler, she can spend 1 panache point and expend a use of an attack of opportunity to attempt to avoid the attack. The tumbler makes an Acrobatics check. If her result is greater than the result of the attacking creature's attack roll, the creature's attack automatically misses. The tumbler must declare the use of this ability after the creature's attack is announced, but before its attack is made. Upon performing a successful reactive tumble and if she has at least 1 panache point, the tumbler can as an immediate action move up to her speed without provoking attacks of opportunity. She must end her movement within the threatened area of the creature whose attack she dodged. This deed replaces opportune parry and riposte.



High Jump (Ex): At 3rd level, while the tumbler has at least 1 panache point, she adds her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. This deed replaces swashbuckler initiative.

Dashing Attack (Ex): At 7th level, a tumbler can spend 1 panache point as a full-round action in order to move up to her speed and use the attack action without provoking any attacks of opportunity from the target of her attack. She can move both before and after the attack, but she must move at least 10 feet before the attack and the total distance the tumbler moves cannot be greater than her speed. A tumbler cannot use this ability to attack a foe that is adjacent to her at the start of her turn. The tumbler can combine the attack granted by this deed with any feat or swashbuckler deed or class feature that is used in conjunction with the attack action, such as the Vital Strike feat. This deed replaces targeted strike.

Tumbler Weapon Training (Ex): At 1st level, a swashbuckler selects one fighter weapon group. She gains the benefits of the Weapon Finesse feat with all melee weapons belonging to her chosen fighter weapon group. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Every four levels thereafter (5th, 9th, 13th, and 17th), a tumbler becomes further trained in another group of weapons. She gains the benefits of the Weapon Finesse feat with all melee weapons belonging to this group. In addition, she gains a +1 bonus on attack rolls and damage rolls as well as the benefits of the Vital Strike feat with weapons belonging to her previously selected weapon groups. When her bonus with a weapon group reaches +2, she gains the benefits of the Improved Vital Strike feat with weapons belonging to that weapon group. When her bonus with a weapon group reaches +3, she gains the benefits of the Greater Vital Strike feat with weapons belonging to that weapon group. For example, when a tumbler reaches 5th level, she gains the benefits of the Weapon Finesse feat with all melee weapons belonging to one weapon group and a +1 bonus on attack and damage rolls and the benefits of the Vital Strike feat with the weapon group selected at 1st level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A tumbler also adds this bonus on combat maneuver checks made with weapons from this group. This bonus also applies to the tumbler's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. This ability alters swashbuckler weapon training.

Tumbler Weapon Mastery (Ex): At 20th level, when a tumbler threatens a critical hit with melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training while using the attack action, that critical hit is automatically confirmed. Furthermore, the weapon's critical threat range increases by 1 (this increase to the critical threat range stacks with the increases from the keen weapon special ability and similar effects), and the critical modifier of the weapon increases by 1 (x2 becomes x3, for example). This ability replaces swashbuckler weapon mastery.

Two-WEAPON DUELIST

Although most swashbucklers fight using the free-hand style, a two-weapon warrior favors wielding two weapons at once.

Deeds: The two-weapon duelist gains the following deeds, each of which replaces an existing swashbuckler deed.

Two-Weapon Mobility (Ex): At 3rd level, when a twoweapon duelist uses the attack action and hits a target with her primary hand weapon, she can spend 1 panache point as a free action to make an attack of opportunity with her off-hand weapon against the target of her attack, incurring the usual penalties for two-weapon fighting on her off-hand weapon's attack while doing so. A twoweapon duelist may only use this deed once per round. This deed replaces kip-up.

Two-Weapon Balance (Ex): At 11th level, while the two-weapon duelist has at least 1 panache point, she reduces the attack penalties for fighting with two weapons by –1. Alternatively, she may use a one-handed piercing melee weapon in her offhand, treating it as if it were a light weapon while incurring the normal penalties for two-weapon fighting with a light weapon in her off-hand. This deed replaces bleeding wound.

Two-Weapon Counterstrike (Ex): At 15th level, a two-weapon duelist can spend 1 panache point when she makes an attack of opportunity to attack once with both her primary and offhand weapons, taking the usual penalties for fighting with two weapons while doing so. A two-weapon duelist cannot use this deed in conjunction with the attack of opportunity provoked by her two-weapon mobility deed. This deed replaces perfect thrust.



Two-Weapon Training (Ex): At 1st level, a swashbuckler selects one fighter weapon group. She gains the benefits of the Weapon Finesse and Two-Weapon Fighting feats with all light and one-handed weapons belonging to her chosen fighter weapon group. This ability counts as having the Weapon Finesse and Two-Weapon Fighting feats for purposes of meeting feat prerequisites and as swashbuckler weapon training when determining which weapons the dashing commander can use in conjunction with her swashbuckler deeds and class features.

Every four levels thereafter (5th, 9th, 13th, and 17th), a twoweapon duelist becomes further trained in another group of weapons. She gains the benefits of the Weapon Finesse and Two-Weapon Fighting feats with all weapons belonging to this group. In addition, she gains a +1 bonus on attack rolls and damage rolls with light and one-handed weapons belonging to her previously selected weapon groups as well as the benefits of the Improved Critical feat. For example, when a swashbuckler reaches 5th level, she gains the benefits of the Weapon Finesse feat with all melee weapons belonging to one weapon group and a +1 bonus on attack and damage rolls and the benefits of the Improved Critical feat with the weapon group selected at 1st level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups. A swashbuckler also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the swashbuckler's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. This ability alters swashbuckler weapon training.

VAINGLORIOUS SWASHBUCKLER

The vainglory swashbuckler is a master of her panache, using it to perform superhuman stunts at a moment's notice.

Personal Deeds: A vainglory swashbuckler can select a personal deed (see below) for which she qualifies in place of any swashbuckler class deed. She cannot select a personal deed in place of one of her personage deeds or a deed that she gains from a swashbuckler archetype.

PERSONAL DEEDS

Personal deeds are abilities that draw on the swashbuckler's panache. All of the standard swashbuckler's deeds count as personal deeds. A vainglory swashbuckler can learn additional personal deeds, which replace an existing deed, such as riposte parry and dodge. Personal deeds are divided into two categories: feats and swashbuckler deeds.

Feats: These personal deeds duplicate the effects of specific feats. A swashbuckler does not need to qualify for a feat to select it as a personal deed. For example, a vainglory swashbuckler can select Power Attack as a personal deed even if she doesn't meet the prerequisites for selecting Power Attack as a feat. A personal deed that duplicates the effects of a feat counts as having that feat for the purpose of meeting feat prerequisites. Activating one of these personal deeds is a free action on the swashbuckler's turn; until the start of her next turn, the swashbuckler is treated as if she had that feat. Some of these personal deeds that duplicate feats may also be activated as an immediate action; these deeds are noted in the personal deeds list.

> Swashbuckler Deeds: Some personal deeds are standard swashbuckler deeds. Even if a swashbuckler selects a different personal deed in place of a standard swashbuckler deed, she can select that deed later as one of her personal deeds. Swashbuckler deeds do not list their panache costs; this information is located in the deed's description in the swashbuckler base class. A swashbuckler can select a swashbuckler deed that she has altered or replaced as part of an archetype as a personal deed.

Requirements: All personal deeds have a minimum swashbuckler level requirement to select them. A swashbuckler who does not meet this requirement cannot select that personal deed.

Activation: Most personal deeds require the swashbuckler to spend panache points; the exact amount is listed after the personal deed. Personal deeds that cost o panache require that the swashbuckler have at least 1 panache point in order to use the deed.

3RD-LEVEL DEEDS

Bodyguard^{APG}† (1 panache point) Combat Expertise (1 panache point) Dazzling Display (1 panache point) derring-do (swashbuckler deed) dodging panache (swashbuckler deed) Flanking Foil^{UC} (1 panache point) Kick Up^{ACG} (1 panache point) opportune parry and riposte (swashbuckler deed) Performance Weapon Mastery^{UC} (0 panache points) Power Attack (1 panache point) Precise Shot (1 panache point) Quick Draw (0 panache points) Stand Still† (1 panache point)

7TH-LEVEL DEEDS

Acrobatic Steps† (1 panache point) Canny Tumble^{ACG} (1 panache point) Combat Patrol^{APG} (1 panache point) Death or Glory^{UC} (o panache points) Greater Dirty Trick^{APG} (1 panache point) Greater Disarm (1 panache point) Greater Feint (1 panache point) Greater Sunder (1 panache point) Heroic Recovery^{APG} † (1 panache point) kip-up (swashbuckler deed) Lunge (1 panache point) precise strike (swashbuckler deed) Spring Attack (1 panache point) swashbuckler initiative (swashbuckler deed)

11TH-LEVEL DEEDS

Bleeding Critical † (1 panache point) Disarming Strike^{UC} † (1 panache point) Improved Vital Strike (1 panache point) Lightning Stance (1 panache point) Penetrating Strike (1 panache point) Sickening Critical† (1 panache point) Step Up and Strike† (1 panache point) swashbuckler's grace (swashbuckler deed) targeted strike (swashbuckler deed) Whirlwind Attack (1 panache point)

15th-Level Deeds

bleeding wound (swashbuckler deed) Blinding Critical[†] (1 panache point) Crippling Critical^{APG}† (1 panache point) Deafening Critical † (1 panache point) Deflect Arrows* † (1 panache point) subtle blade (swashbuckler deed) Tiring Critical† (1 panache point)

19TH-LEVEL DEEDS

Deadly Finish (1 panache point) Exhausting Critical† (1 panache point) perfect thrust (swashbuckler deed) Stunning Critical† (1 panache point) swashbuckler's edge (swashbuckler deed)

* A vainglory swashbuckler doesn't require a free hand in order

to benefit from this personal deed. † This deed can be used as an immediate action.



WHIRLING DERVISH

Some warriors have adapted dances into graceful martial forms, and their swashbuckling style is feared throughout the world its ability to devastate foes with a scimitar through motion and agility regardless of strength of arms.

Merciful (Ex): While violence is sometimes necessary to cleanse evil, dervishes rarely revel in a foe's defeat. A whirling dervish does not gain any panache for dropping a foe below o hit points unless that foe is an evil outsider or undead, or the damage she dealt was nonlethal. Additionally, she gains 1 panache point if she causes an evildoer with a number of Hit Dice equal to at least 1/2 her character level to surrender to her. She can gain this benefit no more than once per round, even if multiple enemies surrender. This ability alters panache.

Deeds: A whirling dervish gains the following deeds, each of which replaces an existing swashbuckler deed.

Whirlwind Dance (Ex): At 7th level, a whirling dervish can sweep through her opponents' lines like a cyclone. As a fullround action, she can spend 1 panache point to move up to her speed. She can make attacks against creatures with her reach during this movement, up to the number of attacks she's entitled to with a full attack. Each attack is made at her highest attack bonus, and must target a different creature. This movement provokes attacks of opportunity as normal. This deed replaces targeted strike.

Dance of Dawn (Ex): At 11th level, whenever a whirling dervish is in conditions of dim light or brighter and hits with a melee attack, she can spend 1 panache point to reflect the light off her blade into the eyes of her target. That opponent is blinded for 1 round. A successful Fortitude save (DC = 10 + 1/2 the whirling dervish's class level + her Dexterity modifier) negates this effect. This deed replaces bleeding wound.

Dance of Mercy (Ex): At 19th level, when a whirling dervish hits a creature with a melee weapon, she can spend 2 panache points to stun the creature for 1 round. The creature must succeed on 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.

Alternatively, if the whirling dervish confirms a critical hit with a 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 (DC = 10 + 1/2 the dervish's class level + her Dexterity modifier) or take an amount of nonlethal damage equal to its current hit points + 1, as well as becomes paralyzed for 1 hour. Performing this

deed doesn't grant the swashbuckler a panache point. This deed replaces deadly stab.

Dervish Finesse (Ex): At 1st level, a whirling dervish treats the scimitar as though it belonged to the fighter weapon group that she selected at 1st level with her swashbuckler weapon training class feature. In addition, the whirling dervish does not treat any two-handed melee weapons (or light or one-handed melee weapons that she wields in two hands) as though they belonged to any fighter weapon group that she selects with her swashbuckler weapon training class feature and she loses the benefits of her swashbuckler weapon training while carrying a weapon or shield in her off-hand. This ability alters swashbuckler weapon training.

Dervish Dance (Ex): At 3rd level, a whirling dervish can use her Dexterity modifier instead of her Strength modifier on melee damage rolls with the scimitar in addition to any weapon that she selects with finesse training. This ability alters finesse training.



Swashbuckler Personages

The following personages represent those most common chosen by swashbucklers.

BRAGGART

Although they come in very different shapes, styles, and temperaments, all swashbucklers with the braggart personage are united by their larger-than-life egos and their uncanny ability to crush their opponents' spirit through sheer force of will. The braggart personage incorporates rules for psychological maneuvers found in *Psychological Combat* by Everyman Gaming, LLC.

Personage Bonus: At 1st level, a braggart swashbuckler adds her Charisma bonus (if any) to the DC of Bluff, Diplomacy, and Intimidate checks made against her as part of a demoralize or feint attempt or against the effects of the Antagonize feat. If *Psychological Combat* by Everyman Gaming, LLC is available, the swashbuckler adds her Charisma bonus (if any) to her psychology DC instead. In addition, she gains Antagonize as a bonus feat (Pathfinder RPG), or Improved Antagonize if *Psychological Combat* is available.

Personage Abilities: A swashbuckler with the braggart personage gains the following abilities as she increases in level.

Braggart (Ex): At 2nd level, a braggart swashbuckler can spend a standard action to extol her own accomplishments and battle prowess. She receives Dazzling Display as a bonus feat. She does not need a weapon in hand to use this ability. The swashbuckler receives a +2 morale bonus on melee attack rolls made against demoralized targets and she ignores the Weapon Focus prerequisite for all feats that also list Dazzling Display as a prerequisite.

Unsettling Blows (Ex): At 10th level, a braggart swashbuckler's attacks of opportunity render a struck creature flat-footed until the end of the braggart swashbuckler's next turn. A successive Will saving throw negates this effect. (DC = 10 + 1/2 the swashbuckler's level + the swashbuckler's Charisma modifier).

Felling Strike (Ex): At 18th level, a braggart swashbuckler adds her Charisma bonus (if any) on attack rolls made to confirm a critical hit against any opponent that is flat-footed, frightened, panicked, shaken, or denied its Dexterity bonus to AC.

Personage Deeds: A swashbuckler with the braggart personage gains the following deeds when she reaches the appropriate level.

Psychological Assault (Ex): At 3rd level, when a braggart swashbuckler makes a successful melee attack against an opponent, she can spend 1 panache point to attempt to demoralize, feint, or antagonize her target as a swift action. If Psychological Combat by Everyman Gaming, LLC is available, the antagonize attempt functions as described therein; otherwise, the antagonize attempt functions as if using the Diplomacy option of the Antagonize feat (Pathfinder RPG Ultimate Magic). The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

Mind Games (Ex): At 7th level, while she has at least 1 panache point, a braggart swashbuckler doesn't provoke attacks of opportunity from opponents that are flat-footed, frightened, panicked, shaken, or denied their Dexterity bonus to AC when using any of the following combat maneuvers: dirty trick, disarm, reposition, steal, or trip. If *Psychological Combat* by Everyman Gaming, LLC is available, the swashbuckler also doesn't provoke attacks of opportunity from opponents that are antagonized when using these combat maneuvers.

Braggart's Boast (Ex): At 11th level, a braggart swashbuckler can use her overwhelming ego and self-confidence to hone her offense against her opponents. When she makes a melee attack or a combat maneuver attempt against an opponent that is flat-footed, frightened, panicked, shaken, or denied its Dexterity bonus to AC, she can grant her attack a morale bonus equal to her Charisma bonus (if any) by spending 1 panache point. This bonus stacks with the morale bonus granted by the braggart ability, but not with other morale bonuses. If *Psychological Combat* by Everyman Gaming, LLC is available, the swashbuckler may use also this deed when she makes a melee attack or a combat maneuver attempt against an opponent that is antagonized, but only if she is her target's antagonist.

Massive Ego (Ex): At 15th level, while she has at least 1 panache point, a braggart swashbuckler adds her Charisma bonus (if any) as an insight bonus on saving throws against mind-affecting effects. If she has the Steadfast Personality feat (Pathfinder RPG Advanced Class Guide), this ability grants her a +2 bonus on saving throws against mindaffecting effects instead. By spending 1 pananche point as an immediate action after making a saving throw against a mind-affecting effect, she can reroll her saving throw. She must use the new result, even if it's worse. She must use this ability before the result of her saving throw has been revealed. Force of Personality (Ex): At 19th level, while she has at least 1 panache point, a braggart swashbuckler gains an insight bonus to the saving throw DC of each of her swashbuckler deeds equal to her Charisma modifier. If using such a deed causes her to spend all of her panache in the process, she doesn't receive the benefit of this ability.

DANDY

Whether she was born with a silver spoon in her mouth, trudged her way to the top, or is simply pretending, swashbucklers with the dandy personage radiate an air of privilege. Such swashbucklers are fueled by their haughty sense of self-worth, as they believe that the woes and fears of the common man are simply beneath them.

Personage Bonus: A dandy swashbuckler gains either Deceitful or Persuasive as a bonus feat at 1st level (her choice). If she chooses Deceitful, this feat acts as Combat Expertise for the purpose of satisfying the prerequisites of Improved Feint and feats that list Improved Feint as a prerequisite. If she chooses Persuasive, this feat acts as Weapon Focus for the purpose of satisfying the prerequisites of Dazzling Display and feats that list Dazzling Display as a prerequisite. The swashbuckler doesn't need to present a weapon when using Dazzling Display if she has satisfied its prerequisites using Persuasive instead of Weapon Focus.

Personage Abilities: A swashbuckler with the dandy personage gains the following abilities as she increases in level.

Aristocratic Edge (Ex): At 2nd level and every 4 levels thereafter, a dandy swashbuckler selects one Dexterity-, Intelligence-, or Charisma-based skill that she is trained in. She gains a bonus on skill checks made with the selected skill equal to half her swashbuckler level.

In addition, the swashbuckler can choose the following feats, in addition to combat feats, as bonus feats: Deceitful, Leadership, Persuasive, Rhetorical Flourish (*Pathfinder RPG Ultimate Combat*), Signature Skill (*Pathfinder RPG Pathfinder Unchained*), Skill Focus, or Steadfast Personality.

Aristocratic Negotiations (Ex): At 10th level, a dandy swashbuckler reduces the time it takes her to change a creature's attitude using Diplomacy or Intimidate to 2d4 rounds. When she does so, she can use Diplomacy or Intimidate to shift a creature's attitude up to three steps rather than just two. If she has another ability that allows her to shift a creature's attitude up to three steps, she can shift a creature's attitude up to four steps instead.

In addition, each time she gains a swashbuckler bonus feat, the swashbuckler can select one of the following rogue talents instead: charmer (Pathfinder RPG Advanced Player's Guide), coax information (Pathfinder RPG Advanced Player's Guide), convincing lie (Pathfinder RPG Ultimate Combat), false friend (Pathfinder RPG Advanced Race Guide), obfuscate story (Pathfinder RPG Advanced Race Guide), or steal the story (Pathfinder RPG Advanced Race Guide).





Aristocratic Training (Ex): At 18th level, a dandy swashbuckler gains one feat or rogue talent listed by the aristocratic skills ability or the aristocratic negotiations ability (your choice). She must meet the feat or rogue talent's prerequisites.

Personage Deeds: A swashbuckler with the dandy personage gains the following deeds when she reaches the appropriate level.

Save Face (Ex): At 3rd level, a dandy swashbuckler can spend 1 panache point after making a Dexterity-, Intelligence-, or Charisma-based skill check but before the result is revealed to reroll the skill check with a –4 penalty. She must use the new result, even if it is worse.

Aristocratic Certainty (Ex): At 7th level, a dandy can spend 1 panache point as an immediate action before making a Dexterity-, Intelligence-, or Charisma-based skill check to roll her skill check twice and use the better result.

Inspired Negotiations (Ex): At 11th level, a dandy can spend 1 panache point as a swift action in order to gain the benefits of one rogue talent from among those listed by her aristocratic negotiations ability that she doesn't already know until the end of her turn. She must be able to fulfill that talent's prerequisites.

Hasty Influence (Ex): At 15th level, a dandy can spend 1 panache point as a swift action in order to attempt to change a creature's attitude using Diplomacy or Intimidate as a fullround action. If she rolls a natural 20 on her skill check with this deed, she regains 1 panache point.

Negotiation Mastery (Ex): At 19th level, when a dandy succeeds on a Diplomacy or Intimidate check to change a creature's attitude, she can spend all of her remaining panache to change that creature's attitude to helpful for 1d4 days, regardless of its previous attitude. She must have at least 1 panache point to spend. This ability does not make Diplomacy or Intimidate effective against a creature that intends to harm the swashbuckler or her allies in the immediate future.

DAREDEVIL

Ever-ready to charge headfirst into trouble, a swashbuckler with the daredevil personage is fast on her feet and more than willing to meet trouble with the edge of her blade.

Personage Bonus: At 1st level, a daredevil swashbuckler gains Nimble Moves as a bonus feat. In addition, the swashbuckler adds Acrobatic Steps to the list of bonus feats that she can select as a swashbuckler bonus feat.

Personage Abilities: A swashbuckler with the daredevil personage gains the following abilities as she increases in level.

Brazenness (Ex): At 2nd level, a daredevil swashbuckler does not take a penalty to her AC when she uses the Cleave feat, the Lunge feat, or when she charges. In addition, the daredevil gains a bonus on Acrobatics checks made to tumble past an opponent equal to half her swashbuckler level.

Spring Attack (Ex): At 10th level, a daredevil swashbuckler gains the Spring Attack feat as a bonus feat, ignoring its prerequisites.

Precise Footwork (Ex): At 18th level, a daredevil swashbuckler automatically succeeds on Acrobatics checks with a DC of 20 or less, including checks made to tumble past an opponent. Whenever she succeeds on an Acrobatics check to tumble past an opponent, that opponent becomes flat-footed against her next attack, plus one additional attack for every 5 that the swashbuckler beats her opponent's CMD by. This benefit lasts until the end of the swashbuckler's next turn.

Personage Deeds: A swashbuckler with the daredevil personage gains the following deeds when she reaches the appropriate level.

Daredevil's Charge (Ex): At 3rd level, while she has at least 1 panache point, a daredevil swashbuckler ignores difficult terrain when she uses the charge, run, or withdraw actions. She can also charge through squares that contain allies.

Daredevil's Dart (Ex): At 7th level, while she has at least 1 panache point, a daredevil swashbuckler can move up to her speed and make a single melee attack without provoking any attacks of opportunity from the target of her attack, as if using the Spring Attack feat. She can move both before and after the attack, but she must move at least 10 feet before the attack and the total distance that she can move cannot be greater than her speed. A swashbuckler cannot attack a foe that is adjacent to her at the start of her turn when using this deed.

Daredevil's Pounce (Ex): At 11th level, while she has at least 1 panache point, a daredevil swashbuckler gains the pounce special ability, allowing her to make a full attack at the end of a charge.

Rapid Attack (Ex): At 15th level, a daredevil swashbuckler can spend 1 panache point when she uses the Spring Attack feat in order to make a full-attack as a standard action. The swashbuckler may use these attacks at any point during her movement, and the attacks do not need to target the same creature. In addition, the swashbuckler's movement doesn't provoke attacks of opportunity from any creature whose threatened area she moves through while using this ability.



Relentless Pursuit (Ex): At 19th level, while she has at least 1 panache point, a daredevil swashbuckler can make multiple attacks against an opponent that moves through her threatened area. An opponent provokes one attack of opportunity for each of the swashbuckler's threatened squares that it moves out of. By spending 1 panache point as an immediate action, the swashbuckler can make an attack of opportunity against an opponent that moves out from one of her threatened squares by using a 5-foot step or the withdraw action.

MADCAP

Although all swashbucklers are somewhat reckless, a madcap epitomizes the reckless flair that characterizes panache users. Fearless before danger by spell or by blade, a madcap is staunch in her resolve and tireless in her pursuits.

Bonus: At 1st level, a madcap swashbuckler gains Steadfast Personality (*Pathfinder RPG Advanced Class Guide*) as a bonus feat.

Personage Abilities: A swashbuckler with the madcap personage gains the following abilities as she increases in level.

Reckless Panache (Ex): At 2nd level, whenever an opponent makes an attack of opportunity against a madcap swashbuckler, she regains 1 panache point, even if the attack of opportunity misses her. When an opponent confirms a critical hit against the swashbuckler, she regains a number of panache points equal to the critical damage multiplier of the attacker's weapon.

Tumbling Panache (Ex): At 10th level, when a madcap swashbuckler succeeds on an Acrobatics check to tumble through an opponent's threatened area without provoking an attack of opportunity, she regains 1 panache point. If she succeeds on an Acrobatics check to tumble through an opponent's space without provoking an attack of opportunity, she regains 2 panache points instead. Tumbling through an helpless or unaware creaure's threatened area or space or the threatened area or space of an opponent that has fewer Hit Dice than half the swashbuckler's character level doesn't restore panache.

Overwhelming Bravado (Ex): At 18th level, whenever a madcap swashbuckler regains 1 or more panache points, she regains 1 additional panache point. In addition, the madcap swashbuckler no longer has a maximum limit to amount of panache she can have; panache points in excess of her maximum (her Charisma modifier plus bonus panache gained from feats or abilities) last for 1 hour before they are lost.

Personage Deeds: A swashbuckler with the madcap personage gains the following deeds when she reaches the appropriate level.

Overkill (Ex): At 3th level, a madcap swashbuckler can spend 1 panache point when she makes an attack in order to gain a +1 competence bonus on her attack roll and a +1 competence bonus to the saving throw DC of all swashbuckler deeds that she uses until the end of her turn. She can spend an additional number of panache points when using this deed to increase these bonus by +1 per panache point spent, up to a maximum bonus equal to the swashbuckler's Charisma modifier (minimum 1).

Fearless (Ex): At 7rd level, while she has at least 1 panache point, a swashbuckler is immune to fear (magical or otherwise).

Madcap's Daring (Ex): At 11th level, while she has at least 1 panache point, a madcap swashbuckler can egg her opponents on to regain her reckless bravado. She can choose to grant all opponents a +2 bonus on attack rolls and damage rolls against her in order to regain 1 panache point each time that an opponent with a number of Hit Dice equal to half the swashbuckler's character level or more targets her with a melee attack. The swashbuckler can regain a maximum of 1 panache point per opponent that targets her with a melee attack while using this ability. This effect lasts until the start of the swashbuckler's next round.

A swashbuckler using this ability regains a panache point regardless of whether the attacker's melee attacks hit or miss, but she regains no panache if she uses any abilities in response to the attacker's attack, such as the daring stride deed or the opportune parry and riposte deed.

Opportunist (Ex): At 15th level, once per round, a madcap swashbuckler can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character by spending 1 panache point. This attack counts as an attack of opportunity for that round.

Madcap Madness (Ex): At 19th level, by spending 1 panache point, when a madcap swashbuckler is affected by an enchantment spell or effect and fails her saving throw, she can attempt it 1 round later at the same DC. She can attempt to end such an effect once each round by spending another panache point. In addition, when she reattempts her saving throw, the swashbuckler can spend any number of additional panache points beyond this ability's initial cost in order to gain a +1 insight bonus on her saving throw per panache point spent.

PHANTOM

Stalkers of the night, phantom swashbucklers are masters of stealth and disguise. Using the cover of nightfall, elaborate disguises, and practiced techniques, these swashbucklers use their panache to strike terrible fear into their enemies by night while keeping up an elaborate social façade by day.

Bonus: At 1st level, a phantom swashbuckler divides his personage into two separate halves: a social personage and a phantom personage. Although he is physically unchanged between these two identities, his phantom personage is comprised of a specific attire (such as a costume) and includes identifying features like specific colors or a logo, make-up, signature equipment, personality quirks, and a separate name. Knowledge checks about one of the phantom swashbuckler's personages do not reveal information about the other unless the creature attempting the Knowledge check knows that the two personages are one and the same.

The phantom swashbuckler begins each day in either of his personages. Changing from one personage to the other takes 1 minute and must be done out of sight of other creatures; any creature who witnesses this change immediately knows that the phantom swashbuckler's social and phantom personages are one and the same. This change is a nonmagical disguise that alters the phantom swashbuckler's appearance as well as his state of mind; as a result, items such as a *hat of disguise* do not reduce the amount of time required to change personages.

If a phantom swashbuckler is the target of an effect that would change his alignment, it changes both alignments to the new alignment. Any attempts to scry or otherwise locate the phantom swashbuckler work only if the phantom swashbuckler is currently in a personage known to the creature attempting to locate her. If she is in an identity unknown to the creature, the spell or effect has no effect, revealing nothing but darkness as if the target was invalid or did not exist.

In order to help preserve the distinction between his social personage and his phantom personage, a phantom swashbuckler must downplay his true abilities while in his social personage, particularly her panache. While in his social personage, a phantom swashbuckler gains a +20 circumstance bonus on Disguise checks to appear as a proper and normal member of her society. If she uses any swashbuckler deed that requires her to spend panache while in her social personage, she must succeed at a Disguise check against the Perception of all onlookers, without the aforementioned +20 circumstance bonus, or the onlookers will realize that the phantom swashbuckler is something more than her social personage, and perhaps discover that her social personage and phantom personage are one and the same.

Personage Abilities: A swashbuckler with the vagabond personage gains the following abilities as she increases in level.

Phantom's Renown (Ex): At 2nd level, a phantom swashbuckler may choose a region where either her social personage or phantom personage is famous, and within that region, the locals are more likely to react favorably to her social identity and fearfully towards her phantom identity. The swashbuckler gains a bonus on Diplomacy checks while in her social personage and on Intimidate checks while in her phantom personage to influence people from that area.

At 2nd level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the swashbuckler grows more famous, additional areas learn of her (typically places where she has lived or traveled, or settlements adjacent to those where she is known) and her bonuses apply to even more people. At 6th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 10th level, the region is a settlement or settlements with a total population of 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 14th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate checks is +4. At 18th level and above, the swashbuckler's renown has spread far to where most civilized folk know of her (GM's discretion), and the modifier on Diplomacy and Intimidate checks is +5.

Fast Guise (*Ex*): At 10th level, the phantom swashbuckler can effortlessly shift between his social and phantom personages. Instead of needing 1 minute to change his personage, he can do so as a full-round action. If she uses this ability and encounters any creature familiar with both of her personages, she must make a Disguise skill check to avoid the creature seeing through her hastily donned disguise and realizing that they are, in fact, the same person. The swashbuckler can spend 1 additional round adjusting and perfecting his appearance and personage to negate the need for this check.

Extended Influence (Ex): At 18th level, any attitude shift that the phantom swashbuckler causes through use of the Diplomacy or Intimidate skill generally lasts for 1d4 days instead of 1d4 hours, but can last much longer or shorter



depending upon the situation (GM discretion). In addition, whenever the swashbuckler uses Intimidate to cause a fear effect, he increases the duration of that fear effect by 50%; for example, a fear effect with a duration of 5 rounds would be increased to to 7 rounds.

Personage Deeds: A swashbuckler with the phantom personage gains the following deeds when she reaches the appropriate level.

Phantom's Derring-Do (Ex): At 3rd level, a phantom swashbuckler can use derring-do in conjunction with any Strength-, Dexterity, or Charisma-based skill check, allowing him to roll 1d6 and add the result to the check. This deed otherwise functions as the standard swashbuckler's derringdo deed, but if she using this deed when she makes a Charisma-based check and she rolls a result of a natural 6 on the 1d6, she can continue to roll 1d6s and add the result to her Charisma-based check up to a number of times equal to her Charisma modifier (minimum 1), instead of her Dexterity modifier. If the swashbuckler selects an archetype that

alters or replaces the derring-do deed, the swashbuckler gains the unaltered version of the derring-do deed instead.

Phantom Disappearance (Ex): At 7th level, a phantom swashbuckler can spend 1 panache point to use the Stealth skill even while being observed. As long as he is within 10 feet of some sort object, condition, or effect that he could use to gain cover or concealment, the swashbuckler can hide himself from view in the open without having anything to actually hide behind. He can remain hidden in this manner until the end of his next turn, after which all creatures that he does not have cover or concealment automatically notice him.

Evasive Tongue (Ex): At 11rd level, while she has at least 1 panache, a phantom swashbuckler's disparate personages identities allow her to defeat her foes' attempts to discern if she is lying. As long as what she says is true from her current personage's perspective, the swashbuckler adds half her swashbuckler level on Bluff checks made to convince her opponent that what she is saying is true. Such statements also detect as true to effects like discern lies and she can say it in effects like zone of truth that force her to speak the truth.

Phantom Strike (Ex): At 15th level, a phantom swashbuckler can spend 1 panache whenever she hits a foe that is shaken, frightened, or panicked with a melee attack in order to attempt to paralyze it with fear. The opponent must succeed on a Will saving throw (DC 10 + 1/2 the swashbuckler's level + the swashbuckler's Charisma modifier) or cower for 1 round. This ability is a mind-affecting fear effect. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

Lights Out (Ex): At 19th level, when a phantom swashbuckler uses the Intimidate skill demoralize to an opponent or hits an opponent with weapon melee а that deals nonlethal damage, he can spend 1 panache point to attack to knock out or frighten the opponent into unconsciousness. The target must succeed at a Will saving throw or immediately fall asleep for 3d6 x 10 minutes. Such creatures can be awakened from as a standard action (an application of the aid another action) and slapping or dealing lethal damage awakens the creature. but normal noise does not.

RAIDER

Accustomed to life on the high seas, a swashbuckler with the raider personage seeks the thrill of adventure for personal profit or gain. Although some raiders take care to only prey on the rich or upon evil marks, most raiders take whatever they want from whomever they please.

Personage Bonus: At 1st level, a raider swashbuckler gains Sea Legs as a bonus feat, ignoring the feat's prerequisites. In addition, the swashbuckler may use her Charisma modifier instead of her Intelligence modifier on all Profession (sailor) checks and her Dexterity modifier instead of her Strength on all Swim checks. If she is proficient with firearms, the swashbuckler can regain panache from attacks made with firearms as if they belonged to the fighter weapon group that she selected with swashbuckler weapon training at 1st level.

Personage Abilities: A swashbuckler with the raider personage gains the following abilities as she increases in level.

Liquid Courage (Ex): At 2nd level, a raider swashbuckler gains the ability to fortify her grit with strong drink. The act of drinking is a standard action that provokes attacks of opportunity, and each drink provides 1 grog point. Grog points can be used in place of panache points to fuel deeds or panache feats (including those requiring a minimum of 1 panache point to use). The swashbuckler can gain a maximum number of grog points each day equal to her Constitution modifier (minimum 1), and they last for 1 hour or until used, whichever comes first. While she has at least 1 grog point, the swashbuckler gains a morale bonus on saves against fear and a dodge bonus to AC against attacks of opportunity equal to her current grog point total, up to a maximum of a +1 bonus at 1st level. The maximum bonus that the swashbuckler can gain from this ability increases by +1 at 6th level and every 4 levels thereafter.

Swagger (Ex): At 10nd level, a raider swashbuckler's confident swagger unnerves her foes and inspires her allies. She gains a +2 bonus on Intimidate checks, and the DC of Intimidate checks made against her increases by 2. She and her allies gain a +1 morale bonus on Profession (sailor) checks. These bonuses and her Intimidate DC increase by 1 for every 3 levels beyond 10th. In addition, whenever the raider succeeds at a saving throw against an opponent's attack or ability, she can attempt an Intimidate check to demoralize that opponent as an immediate action.

Greater Liquid Courage (Ex): At 18th level, a raider adds her Charisma bonus (if any) to the total number of grog points that she can gain each day.

Personage Deeds: A swashbuckler with the raider personage gains the following deeds when she reaches the appropriate level.

Plunder (Ex): At 3th level, as a full-round action a raider swashbuckler can make a single melee attack against a foe that is either shaken or denied its Dexterity bonus to AC. If the attack hits, the swashbuckler also pilfers a small, loose item from her target as if she had succeeded at a Sleight of Hand or steal combat maneuver check. She doesn't need to attempt a Sleight of Hand check, but if she does so and surpasses the target's opposed Perception check, the target is unaware that the item is stolen. The swashbuckler may only use this deed in conjunction with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

Rope Mastery (Ex): At 7th level, while she has at least 1 panache point, a raider swashbuckler gains a bonus on Acrobatics and Climb checks equal to her level when climbing or swinging on a rope. If she spends one 1 panache point, she can ignore difficult terrain until the end of her turn and any movement that she makes while climbing or swinging on a rope does not provoke attacks of opportunity.

Walk the Plank (Ex): At 11th level, a raider swashbuckler doesn't provoke attacks of opportunity when using a reposition combat maneuver. By spending 1 panache point when she makes her combat maneuver check, the swashbuckler can also make an Intimidate check against the target's CMD. If her check succeeds, the swashbuckler can reposition her target into a space that is intrinsically dangerous, such as a pit or off the side of a ship.

Sea Mastery (Ex): At 15th level, while she has at least 1 panache point, a raider swashbuckler can move and attack normally while underwater, as if using *freedom of movement*. The swashbuckler only receives this benefit when making attacks with a melee weapon that belongs to a fighter weapon group that she has selected with swashbuckler weapon training.

Watery Grave (Ex): At 19th level, while she has at least 1 panache point, any creature that a raider swashbuckler repositions into a body of water deep enough to require a Swim check takes a penalty on its Swim check equal to the swashbuckler's level. By spending 1 panache point when she successfully repositions an opponent into such a body of water, the swashbuckler can attempt to drown the target of her reposition maneuver. The target must succeed at a Fortitude save (DC 10 + 1/2 the swashbuckler's level + the swashbuckler's Dexterity modifier) or lose its ability to make swim and make Swim checks for a number of rounds equal to the swashbuckler's level. In addition, the target immediately begins to drown, as if she had cast *suffocation*^{APG} except the effect's duration is increased to a number of rounds equal to one-half the swashbuckler's level.



VAGABOND

Masters of dirty fighting and gang-up tactics, vagabond swashbucklers use their impressive swordplay and flair to strike telling blows upon their rivals when they are least prepared for them.

Bonus: At 1st level, a vagabond swashbuckler gains Improved Dirty Trick as a bonus feat and is considered to have Combat Expertise for the purpose of meeting the prerequisites of feats that have Improved Dirty Trick as a prerequisite (such as Greater Dirty Trick).

Personage Abilities: A swashbuckler with the vagabond personage gains the following abilities as she increases in level.

Vagabond Tactics (Ex): At 2nd level, a vagabond swashbuckler increases the bonus that she receives when flanking with an ally to +4.

Distracting Flanker (Ex): At 10th level, when a vagabond swashbuckler flanks an opponent, that opponent takes a -2penalty on attack rolls against all opponents other than the swashbuckler. If multiple vagabond swashbucklers with this ability flank the same opponent, this penalty does not stack.

Master Flanker (Ex): At 18th level, a vagabond swashbuckler gains a flanking bonus if any square she threatens counts for flanking.

Personage Deeds: A swashbuckler with the vagabond personage gains the following deeds when she reaches the appropriate level.

Vagabond Precision (Ex): At 3rd level, while she has at least 1 panache point, a vagabond swashbuckler doubles her precise strike deed's damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the swashbuckler flanks her target. If she uses her precise strike deed's ability to double her precise strike damage while benefiting from this ability, she triples her precise strike damage for that attack.

Superior Feint (Ex): At 7th level, a vagabond 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 melee weapon. When she does, the creature is denied its Dexterity bonus to AC until the start of the swashbuckler's next turn. By spending 1 panache point when she uses this ability, the creature is denied its Dexterity bonus until the end of the swashbuckler's next turn instead.

Flanking Foil (Ex): At 11th level, while she has at least 1 panache point, a vagabond swashbuckler gains the benefits of the Flanking Foil feat (*Pathfinder RPG Ultimate Combat*). In addition, the swashbuckler also denies that opponent the ability to provide a flank for its allies until the start of the swashbuckler's next turn.

Corner Foe (Ex): At 15th level, a vagabond swashbuckler can spend 1 panache point whenever her target is adjacent to an impassable obstacle (such as a pit or a wall) in order to render that opponent flat-footed against all attacks for as long as that opponent is adjacent to that obstacle and threatened by the swashbuckler. This ability ends if the opponent is no longer adjacent to the triggering obstacle or is no longer within the swashbuckler's threatened area. An opponent with uncanny dodge is unaffected by this ability.

Vagabond Distraction (Ex): At 19th level, while she has at least 1 panache point, any opponent that a vagabond swashbuckler is flanking cannot make attacks of opportunity against any opponent except for the swashbuckler. If multiple vagabond swashbucklers with this ability flank the same opponent, that opponent can make attacks of opportunity against all such characters.



Prestige Class: Dervish Darter

INTRODUCTION

Although most warriors seek quick and tidy engagements in the thick of the battlefield, the dervish darter sees such tactics for the fool's errand they are. Rather than standing still and waiting for his opponent to carve him like a fowl, a dervish darter barrels across the battlefield, relying on their reckless attitudes and capricious wit to seize victory from their all-too slow adversaries.

Virtually any warrior who values speed and mobility can become a dervish dancer, and although rogues and swashbucklers make up the bulk of their ranks, barbarians and monks that are willing to eschew their polarized standpoints on life are able to put their natural speed and endurance to excellent use upon taking up the mantle of the dervish darter. Aside from their quick attitudes and often whimsical spirits, dervish dancers often have little in common with one another, and one is just as likely to spot a dervish dancer roaming a small village as she is to see one in the middle of an open field or upon a sailing vessel. No matter where life takes them, dervish dancers are often determined to meet it with grace and a victorious attitude.

Role: Because of their specialization in quick movement, charges, and hit-and-run tactics, dervish darters often balance their time in the front lines with time searching from the perfect position from which to attack. Seldom remaining in one place for very long, their lack of martial focus affords them increase ability to enter and escape combat, allowing them to adjust to the ever-changing flow of battle.

Alignment: Dervish dancers favor freedom and experience over stagnation, and often tend to chaotic alignments over lawful ones. Hit Die: d10.

REQUIREMENTS

The following are features of the dervish darter prestige class. **Feats**: Dodge, Mobility, Nimble Moves. **Skills**: Acrobatics 6 ranks, Escape Artist 6 ranks. **Special**: Amateur Swashbuckler or panache class feature.

CLASS SKILLS

The dervish darter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Dex).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are features of the dervish darter prestige class.

Weapon and Armor Proficiency: A dervish darter gains no additional weapon or armor proficiencies.

Calculated Charge (Ex): At 1st level, a dervish darter ignores the penalty to AC when he charges. In addition, when the dervish darter charges, he gains a +1 bonus on attack rolls and damage rolls made during the charge if he moved at least 10 feet during his charge and he has at least 10 feet of movement remaining at the end of his charge. This bonus increases to +2 at 5th level and +3 at 9th level.

Charging Momentum (Ex): A dervish darter can use his Dexterity score in place of Strength as a prerequisite for the Power Attack feat, as well as any feat that lists Power Attack as a prerequisite.

Skirmish (Ex): A dervish darter is a master of mobility, able to quickly and fearlessly dart in and around the battlefield. A dervish darter deals extra damage whenever he uses the attack action, charges, or makes an attack as a standard action as part of a class ability or feat (such as the Spring

Base Level	Attack Bonus	Fort	Ref	Will	Special
ıst	+1	+0	+2	+0	Calculated charge +1, charging momentum, skirmish +1d6
2nd	+2	+0	+3	+0	Daring dervish, dervish trick
3rd	+3	+1	+3	+1	Bonus feat, sharp turn
4th	+4	+1	+4	+1	Dervish trick, skirmish +2d6
5th	+5	+1	+4	+1	Calculated charge +2, evasive
6th	+6	+2	+5	+2	Bonus feat, Dervish trick
7th	+7	+2	+5	+2	Flexible charge, skirmish +3d6
8th	+8	+2	+6	+2	Dervish trick
9th	+9	+3	+6	+3	Bonus feat, calculated charge +3
10th	+10	+3	+7	+3	Dervish trick, peerless charge, skirmish +4d6

TABLE 2: DERVISH DARTER



Attack feat) if he moved at least 10 feat prior to making his attack roll. This extra damage is 1d5 at 1st level, and increases by 1d6 every 4 levels thereafter.

Any creature that is immune to sneak attacks is immune to the additional damage granted by skirmish, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a skirmish attack. This additional damage is precision damage and isn't multiplied on a critical hit. If the dervish darter is able to make multiple attacks during this attack action or standard action (such as the pounce special ability or the Cleave feat), he only deals additional damage on the first attack that he makes during the turn.

Daring Dervish (Ex): Starting at 2nd level, a dervish darter gains panache and deeds as a swashbuckler of half his level. If he also has swashbuckler levels, these levels stack, including for the purpose of determining when the swashbuckler gains any deeds granted to him by his personage. Furthermore, during any round that he has moved at least 10 feet, any weapon that the dervish darter wields is considered to belong to a fighter weapon group that he selected with swashbuckler weapon training for the purpose of regaining panache and using swashbuckler deeds that require him to use a weapon that belongs to a fighter weapon training. In addition, the dervish darter adds his Charisma bonus (if any) on initiative checks in addition to his Dexterity modifier.

At 4th level and every 2 levels thereafter, the dervish darter can use this ability to push dart around one additional ally during his charge. At 10th level, he can dart around any number of allies during his charge.

Dervish Trick (Ex): As he develops and hones his dexterous abilities, a dervish darter learns a number of tricks that put his quickness and mobility to work. He gains a dervish trick at 2nd level and every 2 levels thereafter. A dervish darter cannot select an individual trick more than once unless noted otherwise.

Tricks marked with an asterisk (*) add effects to the dervish darter's skirmish. Only one of these tricks can be applied to an individual attack, and the decision must be made before the attack roll is made. If adding such a trick's effects to a ranged attack, the opponent must be within 30 feet in order to benefit from the trick.

Acrobatic Steps: A dervish darter that selects this trick gains Acrobatic Steps as a bonus feat. A dervish darter must have the Nimble Moves feat before selecting this dervish trick.

Befuddling Skirmish (Ex)*: When a dervish darter hits an opponent with an attack that deals skirmish damage, that opponent takes a –2 penalty on attack rolls for 1d4 rounds. This

penalty doesn't stack with the penalty from the debilitating injury class feature or the befuddling strike rogue talent.

Charging Deed (Ex): When a dervish darter with this trick charges, he can use any swashbuckler deed he knows (including deeds gained from Panache feats) that requires him to make a single attack as a standard action at the end of his charge. Using a swashbuckler deed in this manner increases its panache cost by 1 point; if the deed can be used while the dervish darter has at least 1 panache, it instead costs 1 panache to perform the deed.

Danger Sense (Ex): A dervish darter with this trick gains the danger sense class feature (*Pathfinder Roleplaying Game Pathfinder Unchained*). He uses his level as his effective rogue level to determine the effects of danger sense.

Dart Around (Ex): When a dervish darter with this trick charges, she may dart around one of his allies without losing momentum. That ally does not block the path of the charge as long as the ally is not adjacent to the target of the charge. This does not move the ally's position; it simply allows the dervish darter to move past.

Darter's Sprint (Ex): A dervish with this trick adds 1/2 his speed to the distance he can move when he runs, charges, or withdraws. A dervish darter must be at least 4th level before selecting this dervish trick.

Fast Action (Ex): A dervish darter with this trick can always act during a surprise round, even if unaware of his opponents. The dervish darter must be at least 6th level before selecting this trick.

Greater Dart Around (Ex): This functions as dart around, but it applies to any number of allies, so long as they are not adjacent to the target of the charge. A dervish darter must have the dart around dervish trick and be at least 6th level to select this dervish trick.

Greater Mobility (Ex): The dervish darter adds his dodge bonus from the Mobility feat on Acrobatics checks made to move through a creature's threatened area or space without provoking attacks of opportunity. In addition, the dervish darter increases the dodge bonus that he gains from Mobility by an amount equal to his calculated charge bonus.

Hostile Dart Around (Ex): When a dervish darter with this trick charges, he can attempt to dart around one of his foes without losing momentum. Instead of darting around an ally, the dervish darter can attempt an Acrobatics check to treat one opponent as though it was not blocking the path of his charge. The DC for this check is 15 + the opponent's CMD. If the dervish darter fails, his charge ends in the closest adjacent space to the opponent, as if he had attempted to charge that opponent, otherwise wasting the dervish

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darter's action and provoking an attack of opportunity from the opponent. Regardless, using this dervish trick counts as attempting to dart around an ally for the purposes of determining the number of allies that the dervish darter can dart around during a charge. A dervish darter must have the dart around dervish trick before selecting this dervish trick.

Mobile Feint (Ex): When a dervish darter with this trick uses a standard action to feint in combat, he can combine that standard action with a move action to move up to his speed. He must move a minimum of 10 feet when using this ability. If he is able to feint as a move action (such as from having the Improved Feint feat), he can combine a move action to feint with a move action to move instead.

Parting Strike (Ex): Once per encounter, when a dervish darter with this trick uses the withdraw action, he can make a single melee or ranged attack with a weapon that he is wielding at any point during his movement.

Skirmishing Defense $(Ex)^*$: When a dervish darter hits an opponent with an attack that deals skirmish damage, he gains a +1 dodge bonus to AC for each skirmish die rolled for one round.

Skirmishing Maneuver $(Ex)^*$: Anytime a dervish darter with this talent hits an opponent with an attack that deals skirmish damage, he can forgo the additional damage in order to attempt a dirty trick, disarm, steal, sunder, or trip combat maneuver against the opponent with a –2 penalty as a swift action. This combat maneuver still provokes attacks of opportunity unless the dervish darter has a feat or ability that allows him to perform it without provoking attacks of opportunity.

Slow Reactions $(Ex)^*$: When a dervish darter hits an opponent with an attack that deals skirmish damage, that opponent can't make attacks of opportunity for 1 round.

Springing Cleave (Ex): When a dervish darter with this trick uses a full-round action to use the Spring Attack feat, he can make an additional attack (using his full base attack bonus) against a foe that is adjacent to the first and also within reach, exactly as though he had used the Cleave feat in order to do so. Furthermore, feats that modify Cleave (such as the Cleaving Finish or Great Cleave feats) also modify this extra attack. A dervish dancer must possess the Spring Attack and Cleave feats before selecting this dervish trick.

Swift Foot (Ex): A dervish darter with this trick adds a +10-foot enhancement bonus to his movement speed and he increases the number of feet of difficult terrain that he can move through using the Nimble Moves feat by 5 feet. A dervish darter can select this dervish trick multiple times. Its effects stack.

Vital Charge (Ex): When a dervish darter with this trick charges, he can apply the benefits of any Vital Strike feats that he possesses to the attack that he makes at the end of his charge. If he is able to make multiple attacks at the end of a charge (such as using the pounce special ability), he cannot apply the benefits of his Vital Strike feat to any of his attacks. A dervish darter must have the Vital Strike feat before selecting this dervish trick.

Vital Cleave (Ex): When a dervish darter with this trick uses a standard action to use the Cleave feat, he can apply the benefits of any Vital Strike feats that he possesses to the first attack that he makes using such feats. The dervish darter must possess the Cleave feat before selecting this feat.

Vital Spring Strike (Ex): When a dervish darter with this trick uses a full-round action to use the Shot on the Run or Spring Attack feat, he can apply the benefits of any Vital Strike feats that he possesses to the first attack that he makes using such feats. A dervish darter must possess either the Shot on the Run or the Spring Attack feat before selecting this dervish trick.

Bonus Feat: At 3rd level and every 3 levels thereafter, a dervish darter gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats or panache feats. IF he has swashbuckler levels, his swashbuckler levels and his prestige class levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

Alternatively, a dervish darter can choose to gain an additional dervish trick instead of a bonus feat. Once this choice is made, it cannot be changed.

Sharp Turn (Ex): Beginning at 3rd level, a dervish darter can zig-zag and veer as he runs, improving his mobility. When charging or running, a dervish darter can make a number of 90 degree turns during his movement equal to his Dexterity bonus (if any). When charging, he must be able to see his target at the beginning of the charge and his charge must end in the closest available square.

Flexible Charge (Ex): At 7th level, when a dervish darter charges, he may move into any available space that is adjacent to the target of his charge, so long as that space is available and he can reach that square while moving at double speed.

Peerless Charge (Ex): At 10th level, a dervish dancer's ability to charge is second to none. When using the charge action, the dervish dance has no restrictions on his movement; in effect, a charge action is simply a double move (or a single move, if he is charging as a standard action) with an attack at the end of his movement.

SWASHBUCKLER MAGIC ITEMS

Swashbucklers focus on movement, quickness, deception, and a flair for the dramatic in their approach to adventuring, and they look for the same qualities in their magical gear. Items that allow them to operate undetected or to get their opponents into a compromising position (or themselves out of the same) are highly prized, as are items with a flamboyant style and grace that let them show off their skills.

WEAPON PROPERTIES

The following magical weapon properties are especially useful for swashbucklers and other characters focusing on mobile combat and flash and panache: *advancing*^{UE}, *agile*^{UE}, *anchoring*^{UE}, *confounding*^{ACG}, *countering*^{UE}, *dancing*, *deceptive*^{PSP}, *dueling*^{UE}, *fate-stealing*^{ACG}, *flamboyant* (or greater *flamboyant*)^{ACG}, *flying*^{ACG}, *fortuitous*^{ACG}, *glamered*^{UE}, *heartseeker*^{UE}, *impervious*^{UE}, *interfering*^{RTT}, *keen*, *menacing*^{UE}, *ominous*^{UE}, *patriotic*^{QC}, *prehensile*^{ACG}, *repositioning*, *shrinking*^{MTT}, *skewering*^{ACO}, *sneaky*^{ACG}, *speed*, *stalking*^{UE}, and *treasonous*^{QC}. In addition, swashbucklers and their ilk can gain particular benefit from weapons with the following properties:

BALANCING

Price +2,000 gp; Aura faint transmutation; CL 3rd; Weight -

A *balancing* weapon helps the wielder maintain her balance. She gains a +2 circumstance bonus on Acrobatics checks and Climb checks or Reflex saves to avoid falling or reduce damage from falling. The wielder is not considered flatfooted and is not denied her Dexterity bonus to AC when using Acrobatics to balance unless the DC is at least 10 plus twice the weapon's enhancement bonus, and she can expend one use of grit, ki, or panache as a free action to retain her Dexterity modifier when making an Acrobatics or Climb check to retain her Dexterity modifier for a number of rounds equal to the weapon's enhancement bonus regardless of the DC of the Acrobatics or Climb check.

Construction Requirements

Cost 1,000 gp

Craft Magic Arms & Armor, cat's grace, feather fall

BLACKOUT

Price +1 bonus; Aura faint enchantment; CL 5th; Weight -

A *blackout* weapon clouds the mind of the target when the wielder makes a successful attack or combat maneuver against a target that is flat-footed or otherwise denied its Dexterity bonus, causing the target to forget anything that has happened since the beginning of its last turn, as *memory lapse*^{APG} (DC 12 Will negates). The wielder can expend one point or use of grit, inspiration, or panache as a swift action to use this ability even against a target that is not flat-footed. In addition, when the weapon is sheathed the wielder can expend two uses of grit, inspiration, or panache as a standard action to induce a type of amnesia in creatures nearby as *anonymous interaction*^{ACG}, with a caster level equal to your level in the class which granted her that grit, inspiration, or panache.

Construction Requirements	Cost +1 bonus
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Craft Magic Arms & Armor, anonymous interaction^{ACG}, memory lapse^{APG}

WEIGHTLESS

Price +3,000 gp; Aura faint transmutation; CL 3rd; Weight -

A *weightless* weapon is treated as having no weight for the purpose of encumbrance, though it retains its normal hardness and hit points. If released in midair, it floats suspended without rising or falling, though unlike an *inertial rod* it does not resist being moved and it does not harm creatures that move into its space. With the weapon in hand, the wielder can *levitate* as a standard action by expending 1 point of grit, ki, or panache. This levitation has a duration of concentration, up to a maximum number of rounds equal to the wielder's level in the class that grants grit, ki, or panache.

Construction Requirements Cost 1,500 gp

Craft Magic Arms & Armor, levitate



Cost 24,770 gp

PRICE 18,000 GP

Cost 9,000 gp

SPECIFIC WEAPONS

BATTLE-BO OF THE DAREDEVIL PRICE 16,600 GP

Slot none; CL 8th; Weight 6 lbs.

Aura moderate transmutation

This +1/+1 balancing quarterstaff is formed from a pair of smaller fighting sticks that screw together, enameled with dark lacquer to appear to be a seamless whole. If screwed apart, the battle-boloses the balancing property but the fighting sticks can be used independently as +1 light hammers. If either fighting stick is broken, it must be repaired or replaced before the quarterstaff can be reassembled. Converting the battle-bo from one form to the other can be done as a swift or move action.

A *battle-bo of the daredevil* can be wielded with grace and swiftness and is treated as a light weapon for the purpose of the Weapon Finesse feat, and it is treated as a light or onehanded piercing weapon for the purpose of all swashbuckler class features and duelist prestige class features in both quarterstaff and fighting stick form. In addition, the wielder may expend one use of grit, ki, or panache as a swift action to gain one of the following benefits:

- Add the wielder's Charisma modifier as a bonus on a combat maneuver check or Acrobatics check.

- Grant the *returning* property to the smaller sticks for a number of rounds equal to her Charisma modifier (or until they are reassembled into a quarterstaff).

- Grant one of the small sticks the abilities of a *ricochet hammer*^{UE} until the end of her turn.

- Attempt a combat maneuver check to reposition or trip a target you hit with the *battle-bo*, whether in melee or with a ranged attack.

- When using the full attack action, the wielder may attempt a reposition or trip combat maneuver using her highest iterative attack bonus against a target she threatens. This maneuver is in addition to any other attacks she makes on her turn and does not stack with other abilities that grant the ability to make additional attacks or maneuvers through the expenditure of grit, ki, or panache, or with effects such as *haste*.

Construction	Requirements	

Cost 8,600 gp

PRICE 46,520 GP

Craft Magic Arms & Armor, creator must have a pool of grit, ki, or panache, cat's grace, eagle's splendor, feather fall, telekinesis

SWORD OF SURRENDER

Slot none; **CL** 8th; **Weight** 2 lbs. **Aura** moderate enchantment and transmutation This exquisitely crafted +1 confounding^{ACG} flamboyant^{ACG} keen adamantine rapier enhances the deadly skill of the wielder, enhancing her dramatic flair and dazzling swordsmanship. She gains a +5 bonus on Intimidate checks when wielding a sword of surrender, and when she confirms a critical hit or succeeds on a disarm, reposition, sunder, or trip combat maneuver she can attempt an Intimidate check as a free action to demoralize the target.

When the wielder of a *sword of surrender* confirms a critical hit or successfully performs a disarm, reposition, sunder, or trip combat maneuver against a target that is already shaken, she can expend one point of panache to compel that target to drop its weapons and surrender to her, as *suggestion* (DC 14 Will negates). If she expends two uses of panache, she can increase the save DC to 13 plus her Charisma modifier. A target failing is save is compelled to remain the wielder's willing prisoner for 8 hours, but this effect is immediately broken if the wielder or her allies attack the surrendered creature or if the wielder successfully compels a different creature to surrender.

	Construction	Requirements	
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Craft Magic Arms & Armor, creator must be a panache user, eagle's splendor, heroism, keen edge, suggestion

WONDROUS ITEMS

CAPED COWL

Slot head; CL 8th; Weight 1/2 lb.

Aura moderate illusion and transmutation

This dark hood is always dark gray or black in color. When worn, the caped cowl shrouds the wearer in the figment of an oversized cloak, which can be of any color or pattern, embossed with whatever symbols the wearer wishes. The illusory cape can flutter and billow even when there is no wind, or hang still in a roaring gale, as the wearer chooses, and its movements can be accompanied by eerie sound effects. The wearer's face is shrouded in gloomy shadow, making the wearer's face unrecognizable (this is considered a magical darkness effect), though if desired he can cause his eyes to be visible as glowing lights of any color desired within the shadows beneath the hood. This shroud of shadows does not obscure the wearer's vision, and in fact the wearer gains darkvision 30 feet while the caped cowl is worn. The wearer gains a +5 competence bonus on Intimidate and Stealth checks, and the bonus on Intimidate checks is doubled to +10 if the target of the check is unable to see the wearer.

Craft Wondrous Item, darkness, darkvision, minor image

Construction Requirements



COMPELLING FAVOR

PRICE 1,500 GP

Slot none; **CL** 5th; **Weight** 1/2 lb. **Aura** faint enchantment and illusion

This nondescript square of silken cloth contains an enticing glamor that is activated only when the user gives it to a Medium or smaller fey, humanoid, or native outsider along with a gesture of affection, such as a kiss, a line of poetry, a gentle embrace, and the like. The target perceives the silken cloth to contain an item of great beauty and emotional meaning as chosen by the user, such as perfect rose, an item of jewelry, an heirloom or piece of artwork. The item is entirely illusory, existing only in the target's mind, but the target understands it as a token of true love and is charmed by the *compelling favor* (DC 14 Will negates), as *charm person*. The target keeps the *compelling favor* on his person as long as the charm lasts, after which the *compelling favor* crumbles to dust and the target realizes

The user may expend one point of panache to extend the duration of the charm for a number of hours equal to her level in the class that grants her panache, though she must offer another gesture of affection to the target to extend the effect. Alternatively, when giving the *compelling favor* to the target, the user may expend one point of panache to give the target a *suggestion*, which may be verbal or may be written on the illusory gift; if the target fails its saving throw against the *compelling favor*, it is compelled to follow that *suggestion* in addition to being charmed. Once the *suggestion* has been discharged, the effects of the *compelling favor* end and cannot be extended. In addition, the target's memories of the *compelling favor*, its user, and the *suggestion* she was compelled to follow fade within 1d6 rounds. A successful DC 14 Will negates this memory loss.

Construction Requirements	s Cost 750 gp
Craft Wondrous Item charm bers	on illusory script modify memory

DOMINO MASK

PRICE 7,500 GP

Slot head; **CL** 3rd; **Weight** 1/10 lb. **Aura** faint enchantment and illusion

As a swift action or move action, the wearer slim mask frames the wearer's eyes and clings to his face without the need for straps or other attachments, and its color and general appearance can be changed by the wearer as a standard action (including causing the mask to appear like goggles, spectacles, or similar eyewear). While the *domino mask* covers very little of the wearer's face, it subtly alters his visage and voice in such a way that he is hard to recognize. The wearer gains a +5 competence bonus on Disguise checks and on Bluff checks made to deceive people about his identity, and once per day he can cloud the minds of all creatures within 30 feet, so that they have difficulty remembering details about him, as if he had cast *anonymous interaction*^{ACG} (DC 13 Will negates).

Donning or doffing a *domino mask* is a swift action, and the user gains a +10 competence bonus on Sleight of Hand checks made to hide the mask on his body.

st 3,750 gp

Craft Wondrous Item, anonymous interaction^{ACG}, disguise self

PRICE 900 GP

Slot none; **CL** 3rd; **Weight** 1/10 lb. **Aura** faint divination

TRACKING BUG

This tiny metallic disk can be placed on a target with a successful melee touch attack or DC 20 Sleight of Hand check, or it can be thrown at a target as a ranged touch attack with a range increment of 10 feet. The target is entitled to a Perception check opposed by the wielder's Sleight of Hand check to notice the *tracking bug* being placed. This is the same DC for other creatures to spot the *tracking bug* if they examine the target. Once used, the *tracking bug* magically adheres to the target for up to 24 hours before becoming inert and falling off. At any point during that 24-hour period, the user can activate the *tracking bug* as a free action, allowing her to locate the device for the next 3 minutes as if she had cast *locate object*.

The user of a *tracking bug* may expend one point or use of grit, inspiration, or panache to may place it or throw it as an immediate action as long as the *tracking bug* is in hand or she has a free hand and the Quick Draw feat. If she expends one point or use of grit, inspiration, or panache she may use her class level in the class that grants her grit, inspiration, or panache in place of the item's normal caster level. She may also activate a *tracking bug* more than once by expending one additional point or use of grit, inspiration, or panache for each activation after the first.

Construction Requirements

Cost 450 gp

Craft Wondrous Item, creator must have a pool of grit, inspiration, or panache, *locate object*



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