



Swashbucklers of Porphyra



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Swashbucklers of Porphyra is compatible with
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The land of Porphyra is, for the most part, not kind to those who place style over substance. As a world of harsh environments, religious orders and military regimes, those who survive are those who can handle themselves in a fight. Fortunately, the swashbuckler exists as the highest caliber of both style and skill. Utilizing fighting styles primarily invented and perfected in Iffud, the one nation on Porphyra where looking like you are amazing can be almost as good as actually being amazing, swashbucklers walk into battle with a weapon in one hand and a flourish in the other. The typical Porphyran swashbuckler uses his environment to his advantage, preferring to move around the battlefield rather than stand his ground.

Archetypes

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype if they meet the requirements. A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature. For example, a warpriest could not be both a champion of fate and a disenchanter, because both archetypes replace the channel energy class feature with something else. While the types of options presented for each class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire

Acrobatic Swordsman

Dating back to the NewGods War and developed in lands that hadn't known much war before the Calling, the style of the acrobatic swordsman was designed to counter the advantages of enemies with greater size and experience. An acrobatic swordsman never stays in one place for long, ensuring that his enemies must come to him if they want to get him.

Deeds: The acrobatic swordsman gains the following deeds, each of which replaces an existing deed:

Quick Step: At 3rd level, as long as he has at least one point of panache in his pool, when the acrobatic swordsman rolls Acrobatics to move through an enemy's square, he gains a +5 bonus. This bonus increases by 1 for every three swashbuckler levels he gains past 3 (to a maximum of +10 at level 18).

This ability replaces menacing swordplay.

Acrobat Twist: At 3rd level, while the acrobatic swordsman has at least one point of panache in his pool, each round he treats himself as being in the square he began his turn in until the end of his turn for the purpose of flanking; this allows him to flank with himself. This ability replaces swashbuckler initiative.

Tumbling Strike: At 7th level, when the acrobatic swordsman moves at least 10 feet in a round and makes a successful Acrobatics check to avoid an attack of opportunity, as a swift action he can make a single attack at his full base attack bonus. He can make this attack in the middle of his movement. This ability replaces superior feint.

Achilles Strike: At 7th level, when the acrobatic swordsman moves at least 10 feet in a round, he can, once per round as a free action, make an attack at a target's feet or wings. If he hits, he deals no damage, but does reduce the target's speed by half for one round. This ability replaces targeted strike.

Perfect Routine: At 15th level, by spending a point of panache the acrobatic swordsman can move up to his full speed, making Acrobatics checks to avoid attacks of opportunity or move through enemy squares. While moving, he can make one attack against each enemy he passes at his full base attack bonus. This ability replaces perfect thrust.

Fast Movement (Ex): At 2nd level, as long as the acrobatic swordsman has at least 1 point of panache in his pool he adds 10 feet to his movement speed.

This ability replaces charmed life.

Nimble (Ex): When the acrobatic swordsman moves at least 10 feet in a round, his dodge bonus from nimble increases by +1.

This ability alters nimble.

Acrobat Weapon Training (Ex): At 5th level, an acrobatic swordsman gains a +1 bonus on attack and damage rolls with one-handed light or piercing weapons. While wielding such a weapon, he can, as a full round action, move up to his speed and make an attack during the movement, as Spring Attack. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th, to a maximum of +4 at 17th level.

This ability replaces swashbuckler weapon training.

Acrobat Weapon Mastery (Ex): At 20th level, when the acrobatic swordsman makes a single attack in a round after moving, that attack is automatically treated as a critical hit if it hits. Furthermore, the critical modifier of the

weapon is increased by 1.

This ability replaces swashbuckler weapon mastery.

Anatomist

Anatomists understand the body, the vulnerable spots and pressure points that can be struck, poked or prodded to provoke a reaction. Despite being knowledge typically applied by acupuncturists and other such forms of medical treatment, the anatomist knows how to combine it with his martial training to strike out at those points, crippling, disabling or negating that target's ability to attack or defend themselves all while dealing damage to their most vulnerable places. These cool killers often come from the Sagia schools in Meynon, apostates to the man.

Panache (Ex): The anatomist does not regain panache from confirming a critical hit. He instead regains panache whenever he or an ally kills an enemy suffering from the effects of his Targeted Strike deed. This stacks with the panache regained from killing an enemy normally.

This ability alters panache.

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

Targeted Strike (Ex): At first level, the anatomist learns how to attack his enemies in a way that severely hampers them, rather than harming them. At 1st level, he can spend 1 panache point to make an attack with a single light or one-handed piercing melee weapon that cripples part of a foe's body as a standard action. The anatomist 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, then that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted strikes. Items or abilities that protect a creature from critical hits also protect a creature from targeted strikes.

- *Arms:* The target takes no damage from the attack, but it drops one carried item of the anatomist's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen. At 9th level, the target also becomes incapable of using that arm for three rounds.
- *Head:* The target is dazzled for one round. At 5th level, the first time each day the anatomist uses this against a target they become dazed instead. At

7th level, the anatomist can choose to make the target dazed or confused. At 9th level, the target can be stunned instead of dazed. At 15th level, once per day the anatomist can choose to knock the target unconscious instead.

- *Legs*: The target's land speed is reduced by 5 for a number of rounds equal to the anatomist's level. This penalty increases by 5 at 4th level, and every 3 levels after, and is cumulative each time you use this ability. A creature whose speed is reduced to 0 this way is knocked prone.
- *Torso*: The anatomist cuts the target in such a way to leave a lasting wound; the target takes bleed damage equal to the anatomist's weapon damage for a number of rounds equal to the anatomist's level.
- *Wings*: The target's fly speed is reduced by 5 for a number of rounds equal to the anatomist's level. This penalty increases by 5 at 4th level, and every 3 levels after, and is cumulative each time you use this ability. A creature whose speed is reduced to 0 this way is no longer capable of flying, or using its wings for any other purpose (such as natural attacks).

This ability replaces opportune parry and riposte.

Sneak Attack (Ex): At 3rd level, as long as the anatomist has at least one point of panache in his pool he gains sneak attack when using a light or one-handed piercing weapon, as a rogue of his level-2. If the anatomist has levels in another class that grants sneak attack, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice. This ability replaces precise strike.

Opportune Parry and Riposte (Ex): At 7th level, the anatomist gains the opportune parry and riposte deed. When she makes her riposte, she can spend a point of panache to make it a targeted strike. This ability replaces targeted strike.

Swashbuckler Weapon Training (Ex): At 5th level, instead of increasing his critical range, the anatomist's weapon training gives him the ability to pass critical hits to his allies, as the feat Butterfly Sting.

This ability alters swashbuckler weapon training.

Braggart

Iffud is a land made for those with skill, talent and ambition. There are many who have the last, but not the first two, which can be problematic. Fortunately for them, lying is a surprisingly easy skill to develop. Most get caught eventually, and suffer for the crime of falsifying great deeds, but some perfect

their lying to a point where even the universe itself believes them, making their excessive boasts possible even for them.

Panache: The braggart does not gain panache at the beginning of every day like normal. Instead, when he would attempt to perform a deed or other action requiring panache, as a free action that can be taken even when it is not his turn the braggart can make a Bluff check with a DC of 15 plus the minimum level required to use that deed. If he succeeds, then he gains enough panache to perform all of the actions required by that deed. When he is finished using that deed, he loses any leftover panache.

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

Boast of Skill: At 1st level, the braggart can spend a point of panache to make a commanding boast about an action he is about to take as a swift action. He declares a number and either a skill, an attack roll, a combat maneuver check, his CMD or his AC, and rolls a Bluff check with a DC based on the table A. If he is successful, then he adds that number as a luck bonus to his chosen bonus or defense for one round. If he then fails at his boast (by failing the skill, missing his target or being struck), he is then staggered for one round after.

This ability replaces opportune parry and riposte.

Boasts of Skill	
Boast	DC
Attack Roll	5*bonus
Skill Checks	5*bonus
CMB	5*bonus
CMD	5*bonus
Saving Throws	10*bonus
AC	10*bonus

Called Shot: At 7th level, when the braggart takes the attack action, as a free action he can make a Bluff check with a DC of 25 + his swashbuckler level. If he succeeds, he adds his Charisma modifier as a luck bonus to his attack and damage rolls.

This ability replaces targeted strike.

False Consciousness: At 11th level, when the braggart is under a continuous

spell or effect that allows a Fortitude or Will saving throw to negate, as a swift action he can convince both himself and the universe that he is completely fine. As a swift action while under such an effect, he can make a Bluff check with a DC of 30+his swashbuckler level; this is a purely mental action, and only requires him to be conscious and aware of his circumstances. If he succeeds, then he ignores the effect for one round.

This ability replaces evasive.

Dandy

A dandy need not introduce himself. His very presence should do that for him. A dandy doesn't walk onto the field of war, for his battlefield is the circles of nobility in which he mingles. He would never sully himself with such lowborn attire as armor, would never be caught without his finery, and the weapon he carries at his side is typically gaudy and decorative. That is not to say, though, that he can't handle himself in a fight. To the contrary, a dandy who can't duel for his or an associate's honor would be considered a laughingstock among those circles he travels in. And that decorative blade? No one ever said it wasn't sharp. Dandies are very common on the sparkling streets of Belle Ville, the art-obsessed capital of Vinterre in the Middle Kingdoms.

Weapon and Armor Proficiencies: The dandy is not proficient with light armor or bucklers.

AC Bonus (Ex): When unarmored, unencumbered, and wearing high quality clothing and jewelry (counting rings and amulets, but not wondrous clothing items unless they are described as fancy), the dandy adds his Charisma as a luck bonus to his AC and CMD. He loses this bonus when wearing armor or a shield, or when wielding two weapons simultaneously. If he gains Charisma to his AC and CMD through another means, then this ability only changes that bonus to luck.

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

Clever Wit: At 1st level, a dandy can spend 1 panache point when he makes a Bluff, Diplomacy, Intimidate, Perform, or Sense Motive check, rolling 1d6 and add the result to the check. He can do this after he makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as she rolls natural 6s, up to a number of times equal to his Charisma modifier

(minimum 1). This ability replaces derring-do.

Menacing Swordplay: At 3rd level, while he has at least 1 panache point, when a dandy hits an opponent with a light or one-handed piercing melee weapon, he can choose to use Intimidate to demoralize that opponent as a free action instead of a standard action, up to a number of times per round equal to his Charisma modifier. This ability alters menacing swordplay.

Sharp Tongue: At 3rd level, while he has at least 1 panache point, if the dandy's Intimidate check beats the DC to demoralize his target, he can deal 1d6 points of precision damage to them. This increases by 1d6 at level 6, and every three levels after, to a maximum of 6d6 at level 18. This ability replaces precise strike.

Swashbuckler's Deception: At 7th level, while the dandy has at least one point of panache he can make a Bluff check instead of an Acrobatics check to move through an enemy's threatened square. When he does so, he moves at full speed. This ability replaces swashbuckler's grace.

Dandy's Edge: At 15th level, while the dandy has at least 1 panache point, he can take 10 on all Bluff, Diplomacy, Intimidate, Perform and Sense Motive checks, even while distracted or in immediate danger. He can use this ability in conjunction with his clever wit deed. This ability replaces swashbuckler's edge.

Bargain with Death: At 19th level, when the dandy is reduced to -1 hit points or fewer, he can spend all of his remaining points of panache to make a Diplomacy check with a DC equal to 20 + the amount of negative hit points he would be reduced to. If he succeeds, he is instead reduced to a number of hit points equal to the amount he beat the DC by, to a maximum of the amount of negative hit points he would have been reduced to times -1 (for instance, if he would have been reduced to -10, he can instead be reduced to at most 10). Effects that kill the dandy outright without dealing hit point damage are not affected by this ability. This ability replaces cheat death.

Dandy Weapon Training (Ex): A dandy is taught how to fight with grace and showmanship rather than brute force or speed. At 5th level, the dandy adds his Charisma bonus to damage rolls with one-handed or light piercing weapons, rather than his Strength bonus. If he can normally add his Dexterity bonus to his damage, he can instead replace that with his Charisma modifier.

This ability replaces swashbuckler weapon training.

Dastard

With stylish heroes come stylish villains, and a dastard does not like to disappoint. Specializing in trickery, deceit and screwing up his enemy as much as in killing them, dastards tend to travel to lands of peace and prosperity, set up shop, and ruin the lives of those around them.

Panache: The dastard does not regain panache when he confirms a critical hit against an opponent, but regains one panache when an opponent affected by one of his dirty tricks is reduced to 0 or fewer hit points; this stacks with the panache he regains from a killing blow.

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

Dastardly Tricks (Ex): At 1st level, as long as the dastard has at least one point of panache in his pool, he is treated as having Improved Dirty Trick. He can also choose to use his Strength or Dexterity to determine his CMB when making a dirty trick. This ability replaces derring-do.

Dirty Fighter (Ex): At 3rd level, the dastard can spend one point of panache to perform a dirty trick or feint combat maneuver as part of a full attack, in addition to his normal attacks. When he does so, his attack bonuses are reduced by 2; this applies to his feint or dirty trick as well. If he chooses to feint, it must come at the end of his full attack. This ability replaces precise strike.

Persistent Dastardly Tricks (Ex): At 7th level, as long as the dastard has at least one point of panache in his pool, he is treated as having Greater Dirty Trick. His dirty tricks also last for one additional round. This ability replaces swashbuckler's grace.

More Dastardly Tricks (Ex): At 11th level, as long as the dastard has at least one point of panache in his pool, he is treated as having Dirty Trick Master. When an enemy tries to remove one of his dirty tricks, they provoke an attack of opportunity. This ability replaces bleeding wound.

Faster Dastardly Trick (Ex): At 15th level, the dastard can spend one point of panache to make a dirty trick as a swift action. This ability replaces dizzying defense.

Dastardly Life (Ex): At 2nd level, the dastard gains a knack for getting others into trouble. Three times per day as an immediate action, when a foe within 30 ft. attempts a saving throw, he can reduce their final total by an amount equal to his Charisma modifier. The dastard must choose to use this ability

before the roll is made. At 6th level and every 4 levels after, the number of times he can do this per day increases by one (to a maximum of 7 times per day at 18th level). This ability replaces charmed life.

Snake Oil (Ex): At 3rd level, a dastard adds ½ his level to Bluff checks made to tell a lie. This ability replaces nimble.

Honorable Swordsman

Once, there was a ronin of the Last Kingdom who nearly suffered a terribly fatal blow, one he was unable to avoid because of his bulky o-yoroi. Taking this lesson to heart, he shed his armor for a lighter replacement, and learned to move away instead of relying on the armor to protect him. Thus the first honorable swordsman was born.

Weapon and Armor Proficiencies: The honorable swordsman gains proficiency with the katana.

Panache (Ex): Each day, the honorable swordsman gains a pool of panache equal to his Charisma modifier (minimum 1) plus his Wisdom modifier (minimum 1), instead of just his Charisma modifier.

Unlike a normal swashbuckler, he gains no panache from confirming critical hits. He gains panache only from landing a killing blow with a katana.

This ability modifies panache.

Honorable Finesse (Ex): At first level, the honorable swordsman gains the benefits of the Weapon Finesse feat with the katana despite katanas not being a light weapon (this ability counts as having Weapon Finesse for the purpose of feats) and gains Weapon Focus (katana) as a bonus feat. He also treats katanas as one-handed piercing weapons for the purpose of his class features.

This ability replaces Swashbuckler's Finesse.

Deeds: The honorable swordsman gains the following deeds, each of which replaces an existing deed:

Stand Your Ground: At 1st level, as long as he has at least one point of panache, the honorable swordsman cannot be moved or knocked prone against his will by combat maneuvers or spells. This ability replaces derring-do.

Resolute Life (Ex): At 2nd level, the honorable blade gains the ability to shrug off things that would cripple a lesser man. This functions as the samu-

rai's resolve class feature and counts as it for the purpose of feats and items, but is only usable three times per day. This ability replaces charmed life.

Katana Training (Ex): At 5th level, the honorable blade gains a +1 bonus to hit and a +2 bonus on damage with katanas. While wielding a katana, he gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th (to a maximum of +4 on attack rolls and +5 on damage rolls at 17th level).

This ability replaces swashbuckler weapon training.

Katana Mastery (Ex): At 20th level, when an honorable blade threatens a critical hit with a katana, that critical hit is automatically confirmed. Furthermore, the critical threat range increases by 1 (this increase to the critical threat range stacks with the increase from katana training, to a total threat range of 14–20), and the critical modifier of the weapon increases by 1 ($\times 2$ becomes $\times 3$, for example).

This ability replaces swashbuckler weapon mastery.

Nightingale

Would you believe that the perfect assassin is one you never see, only hear? The Order of the Nightingale trains its members to use their voices to create beautiful melodies, and to use those melodies to distract, confuse, or even hypnotize enemies into being incapable of seeing them before they have already struck. As could be expected, many nightingales work with the Bertoni Choristers as bladed muscle when needed.

Deeds: The nightingale gains the following deeds, each of which replaces or alters an existing deed:

Derring-do: At 1st level, the nightingale adds Stealth and Sleight of Hand to the skills he can use his derring-do on. This alters derring-do.

Songbird: At 1st level, when no enemy is aware of him, the nightingale can spend one point of panache to throw his voice, as ventriloquism. This is a nonmagical effect, and is disbelieved by a Perception check opposed by the nightingale's Perform (sing) check. This ability replaces dodging panache.

Distracting Swordplay: At 3rd level, while he has at least one panache point, when the nightingale hits an opponent with a light or one-handed weapon he can make a Bluff check against that opponent as a swift action, with a DC equal to $10 + \frac{1}{2}$ the target's hit dice + the target's Wisdom modifier. If successful, the nightingale is treated as having cover against that target for the purposes of Stealth checks until the end of his next turn. This ability replaces



menacing swordplay.

Surprise Assault: At 7th level, while successfully hidden from a target by Stealth the nightingale can spend one panache point to move and make a full attack against that target. When he does so, he must make a Stealth check at a -10 penalty against the target's Perception check. If successful, every attack is made against their flatfooted AC; otherwise, the nightingale can only make one attack as normal against his normal AC. This ability replaces targeted strike.

Subtle Hand: At 11th level, as long as he has at least one point in his panache pool the nightingale may make Sleight of Hand checks and disarm and steal combat maneuvers against targets who are not aware of him as a swift action. This ability replaces subtle blade.

Swashbuckler's Edge: At 15th level, the nightingale adds Stealth and Sleight of Hand to the skills he can take 10 on with swashbuckler's edge. This ability alters swashbuckler's edge.

Hypnotic Song (Ex): At 3rd level, the nightingale can use his Perform (sing) bonus in place of his Stealth and Bluff bonuses; when he gains this ability, he can immediately retrain all ranks in Stealth and Bluff to other skills. When using this ability, enemies must use either the normal appropriate skill check, or their Will save modifier, whichever is lower, to oppose the check; it is still considered a skill check.

This ability replaces nimble.

Quixotic Swordsman

Some swashbucklers are truly as great as they say they are. Others are fully aware that they aren't that skilled, but fake it until they make it. The quixotic swordsman is... neither of these. Convinced of his own amazing skill and the need for a hero both, a quixotic swordsman often goes chasing after threats that don't exist and that he really has no chance against, often surviving only by sheer luck and the skin of his teeth. Many appear to be totally mad...

Nonsense (Ex): The quixotic swordsman believes himself to be a great, flamboyant swordsman, but in reality is fueled by his imbalance. Instead of a panache pool, he begins play with a pool of nonsense equal to 1 + his Charisma bonus - his Wisdom modifier (minimum 1). Any penalties he has to Wisdom based checks (including from damage) increase his nonsense by an equal amount. Treat nonsense as panache for all prerequisites and deeds otherwise.

Deeds: The quixotic swordsman gains the following deed, in addition to

the ones already available to him.

Foolhardy Bravado: At 1st level, as long as the quixotic swordsman has at least one point of nonsense in his pool, he adds his Charisma modifier instead of Wisdom to his Will saves against mind-affecting effects. As an immediate action, he can spend one point of nonsense to double his Will save modifier against mind-affecting effects until the end of his next turn.

Tilting at Windmills (Ex): At 2nd level, the quixotic swordsman begins seeing enemies where there are none, and feels compelled to fight them. At the end of every combat, he must make a Will saving throw with a DC equal to 20 + his swashbuckler level. If he fails, he becomes confused for one minute, and rerolls any result that would allow him to act normally, but he regains 1 nonsense. This is a mind-affecting effect. This ability replaces Charmed Life.

Scrapper

Not all swashbucklers are natural born heroes or villains. Some simply picked up their skills trying to survive, whether on the streets or in the arena. A scrapper is a swashbuckler with no buckler and no weapons, just his fists and his feet, and has learned to stick it out, knowing that the longer the fight goes on, the stronger he'll become, while his opponent becomes weaker. Many small folk out of Faldon Town and the plucky villages of the Halfling Nations fit the bill of scrapper to a Tee.

Weapon and Armor Proficiencies: The scrapper is not proficient with martial weapons or bucklers.

Panache (Ex): The scrapper regains panache if he confirms a critical hit or reduces an opponent to fewer than 0 hit points with an unarmed strike, gauntlet or brass knuckles. This ability alters panache.

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

Butterfly Float (Ex): At 1st level, when the scrapper is targeted by a melee attack, he can spend one point of panache as an immediate action to move 5 feet as an immediate action. He can then make an Acrobatics check versus the opponent's CMD. If successful, he negates the attack. This ability must be declared before the opponent rolls. This ability replaces dodging panache.

Bee Sting (Ex): At 1st level, whenever the scrapper moves as part of an action or a 5 ft. step, as long as he has at least one point in his panache pool he

can attack with an unarmed strike once as a free action at any point during his movement. He does not add any bonuses to his damage when he does this other than his warmup bonus. This ability replaces opportune parry and riposte.

Stubborn Resilience: At 3rd level, when the scrapper is hit by an attack, he can spend one point of panache as an immediate action to gain DR/- equal to ½ his level for one round. While this damage reduction is up, each confirmed hit against him increases his warmup bonus by 1. This ability replaces precise strike.

Darting Jab (Ex): At 7th level, as long as he has at least one point of panache in his pool, the scrapper can make bull rush, overrun and trip combat maneuvers without provoking attacks of opportunity. Once per round he can also make a bull rush or trip combat maneuver after successfully attacking a target, or make a free unarmed strike attack against a target he successfully overruns. This ability replaces targeted strike.

Cross Counter (Ex): At 11th level, when the scrapper is targeted by a melee attack, he can spend 1 point of panache as an immediate action before the attack is rolled to make a counter attack. If the attack would miss the scrapper, it hits instead, dealing minimum damage. When the scrapper makes his counterattack, he adds his Charisma to his damage. This ability replaces subtle blade.

Scrapper's Finesse (Ex): At 1st level, the scrapper gains Improved Unarmed Strike as a bonus feat, and gains the benefits of Weapon Finesse with unarmed strikes. He also treats his unarmed strikes as light piercing weapons for the purpose of his swashbuckler class features.

This ability alters swashbuckler's finesse.

Warmup (Ex): At 3rd level, the scrapper gets stronger as the fight goes on and he gets warmed up. As long as he has at least one point in his panache pool, each time he attacks an enemy he adds one point of precision damage to his unarmed strikes, stacking to a maximum of double his level. This effect lasts until the scrapper does not attack an opponent for three rounds, at which point he begins losing one point of warmup per round, or until he is affected by a fatigue or exhaustion effect, causing him to lose his entire warmup bonus.

This ability replaces nimble.

Fisticuffs (Ex): At 5th level, the scrapper gains a +1 bonus on attack and damage rolls with unarmed strikes. When making a full attack, the scrapper

can sacrifice one of his attacks to move 5 feet in any direction, up to a maximum of his movement speed, without provoking attacks of opportunity. He may only use his bee sting deed once per full attack.

This ability replaces swashbuckler weapon training.

Scrapper Combat Mastery (Ex): At 20th level, the scrapper becomes a blur of motion when he attacks. He adds 20 feet to his movement speed, and becomes able to move 10 feet with his fisticuffs ability instead of 5. Further, when he confirms a critical hit, the scrapper can choose to make an additional attack at the same attack bonus or move five feet as a free action instead of regaining a point of panache.

This ability replaces swashbuckler combat mastery.

Panache Feats

The following feats were discovered and utilized by Porphyran swashbucklers, and use the panache class feature.

Acrobatic Leap (Panache)

Laframboise wove through the thugs like a salmon through a rocky stream.

Prerequisites: Amateur Swashbuckler or panache class feature, Acrobatics 3 ranks

Benefit: While you have at least 1 point in your panache pool, the DC of Acrobatics checks made to jump are reduced by half. This does not stack with ki pool or any other similar effects.

Blade Lock (Panache)

The thugs' leader clashed blades with Laframboise, and they were teeth to teeth—“You cur, surrender now and I will let you live!” Laframboise sneered.

Prerequisites: Amateur Swashbuckler or panache class feature, opportune parry and riposte deed or parry class feature, base attack bonus +6

Benefit: When you successfully parry an opponent's melee attack with a weapon, as long as you have at least one point of panache in your pool, as an immediate action you can attempt to grapple that opponent. This does not provoke an attack of opportunity. If successful, while holding the grapple your target can't use the weapon you parried, and you can't use the weapon you parried with. While in this grapple, you can make an Intimidate check as a free action once per round, and when you successfully maintain the grapple you can deal damage as if you'd hit them with your weapon.

Fancy Feet (Panache)

The city guard chased Laframboise, but he was like the wind, like a hare before the hounds!

Prerequisites: Amateur Swashbuckler or panache class feature, Spring Attack, base attack bonus +11

Benefit: You gain a +10 enhancement bonus to your movement speed. You may spend one point of panache to use your Spring Attack as a standard action. As long as you have at least one point of panache in your pool, if you would make an Acrobatics check to move through an enemy's threatened square, you can make a Perform (dance) check instead.

Leading Throw (Panache)

One of the grenadiers raised a musket, and Laframboise's dagger knocked the weapon from his hands in a fluid motion of running and throwing.

Prerequisites: Amateur Swashbuckler or panache class feature, Precise Shot, base attack bonus +6

Benefit: If you move at least 10 feet before attacking a target with a light or one handed piercing weapon, you may spend a point of panache to make a ranged attack with a dagger, staknife or similar thrown weapon as a free action at any point during the movement.

Limber Dodge (Panache)

The rest of the grenadiers fired their muskets, but Laframboise dodged out of the way with an unearthly, limber grace.

Prerequisites: Swashbuckler level 11, panache class feature

Benefit: Your training allows you to evade attacks that would otherwise certainly hit. As an immediate action, you can spend 1 point of panache to gain a 50% concealment chance until the start of your next turn. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Twisting Wound (Panache)

As the mercenary wizard began to mutter a spell, Laframboise's blade made sure he was too busy screaming to finish.

Prerequisites: Amateur Swashbuckler or panache class feature, base attack bonus +11

Benefit: When you successful hit an enemy with a light or one-handed piercing weapon, you may spend a point of panache as a swift action to twist the

blade before pulling it out, causing a painful wound. For a number of rounds equal to your Dexterity modifier, if the target tries to cast a spell they must make a concentration check with a DC equal to 10 + the spell's level + the damage from your attack.

Style Feats

The following feats were discovered and utilized by Porphyran swashbucklers, and use aspects of fighting styles as used by that class.

Acrobat Style (Style)

You move with skill and grace throughout the battlefield.

Prerequisites: Dex 15, Dodge, base Reflex save +2

Benefit: When you make Acrobatics checks to move through an enemy's threatened square without provoking an attack of opportunity, you can move at normal speed at no penalty. If a class feature would allow you to do this normally, you instead gain a +10 circumstance bonus to your movement speed while moving through their threatened squares.

Normal: You move at half speed when tumbling through an enemy's threatened space.

Acrobat's Leaping Slash (Combat)

You leap through the air, slawshing opponents as you move.

Prerequisites: Dex 15, Acrobat Style, Dodge, Mobility, base Reflex save +4

Benefit: When using Acrobat Style, all bonuses that apply to Acrobatics checks to jump apply to checks to avoid attacks of opportunity, and vice versa. When you successfully make an Acrobatics check to avoid an attack of opportunity, you can make an attack of opportunity against the target.

Acrobat Twist (Combat)

You twist away from the ghoul's paralyzing touch at the last moment.

Prerequisites: Dex 15, Acrobat Style, Acrobat's Leaping Slash, Dodge, Mobility, base Reflex save +7

Benefit: When using Acrobat Style, if you are forced to attempt a Fortitude saving throw, you can instead attempt a Reflex saving throw at the same DC.

Flynn Style (Style, Combat)

Your fighting style emulates a famous ancient swashbuckler, who could fight off

many opponents at once.

Prerequisites: Cha 13, Dex 13, base attack bonus +3, Weapon Finesse, opportune parry and riposte deed

Benefit: When using this style, you can make one additional attack of opportunity each round, but only to parry an opponent's attack. You also regain a point of panache when you successfully hit an opponent with your riposte.

Flynn Counter (Combat)

You can black blades with ease, bewildering your opponents.

Prerequisites: Cha 15, Dex 15, base attack bonus +7, Flynn Style, Weapon Finesse, opportune parry and riposte deed

Benefit: When using Flynn Style, if you have already used your immediate action, you can use an attack of opportunity to make a riposte after successfully parrying an attack. If you do so, you do not regain panache for the riposte.

Normal: Riposte is an immediate action.

Flynn Footsteps (Combat)

You are never cornered in combat, and your blade is an extension of yourself.

Prerequisites: Cha 17, Dex 17, base attack bonus +9, Flynn Style, Flynn Counter, Weapon Finesse, Dodge, Mobility, opportune parry and riposte deed

Benefit: When using Flynn Style, you can make a riposte as a free action after successfully parrying an attack. If you do so, you do not regain panache for the riposte. You can also move 5 feet as part of your riposte as a free action that does not provoke an attack of opportunity, as long as you end your turn adjacent to the target of your riposte.

Other Feats

The following feats were discovered and utilized by Porphyran swashbucklers, in many different fields of study.

Art of the Sword Hand (Combat)

Laframboise pulled the bell cord, summoning his friends, all the while fencing with the hired bravo with the scarred face.

Prerequisites: Fencing Grace, Slashing Grace or Starry Grace, Weapon Focus, Weapon Finesse

Benefit: When wielding a light or one-handed piercing weapon with which you have Weapon Focus in your main hand, you can treat the other hand as empty even when using it or holding a weapon in it.

Blade Dance (Combat)

So many hired blades between him and the door! Laframboise made his run...

Prerequisites: Cha 15, Perform (dance) 6 ranks, Dodge, Mobility, Spring Attack, base attack bonus+6

Benefit: When you take the full attack action, you can instead move up to your speed and make each of your attacks against a different target. When you do so each attack is made at your full base attack bonus.

Graceful Mobility (Combat)

The hired blades swung at Laframboise as he ran past, but it was like he wasn't even there...

Prerequisites: Cha 13, Dodge

Benefit: You gain a +4 bonus on Acrobatics checks to avoid attacks of opportunity. This feat counts as Mobility for the purposes of feat prerequisites. In addition, you can use your Charisma, rather than Dexterity, for the purpose of feats with a minimum Dexterity requirement.

Greater Unhinderer Shield (Combat, Shield Mastery)

Laframboise plunged through the door- into the chamber of Gaultier, who bore his faily's crest upon an antique shield.

Prerequisites: Shield Focus, Unhinderer Shield, base attack bonus +12 or fighter level 9, proficiency with heavy shields.

Benefit: The benefits of Unhinderer Shield apply to heavy shields.

Improved Unhinderer Shield (Combat, Shield Mastery)

Laframboise seized a shield from the wall, and battered at Gaultier with his blade.

Prerequisites: Shield Focus, Unhinderer Shield, base attack bonus +9 or fighter level 6, proficiency with light shields.

Benefit: The benefits of Unhinderer Shield apply to light shields.



Lucky Throw (Combat)

The masked woman behind the row of thugs threw her stiletto unerring between her minions, to strike Laframboise's shoulder.

Prerequisites: Base attack bonus +3

Benefit: When using a throwing weapon, you take no penalties from for throwing into melee. This feat counts as Precise Shot for the purposes of prerequisites, but you can only use feats with Precise Shot as a prerequisite with throwing weapons.

Stylish Flair (Combat)

Laframboise broke through, rapped the pommel of his rapier on the masked woman's head, and deftly darted up the carpeted staircase.

Prerequisites: Cha 15, swashbuckler's finesse class feature

Benefit: Treat this feat as Improved Unarmed Strike for the purpose of prerequisites for style feats. When using a style feat that utilizes or modifies unarmed strikes, you can apply the effects to a light or one-handed piercing weapon.

Unhinderling Shield (Combat, Shield Mastery)

You are accustomed to fighting with your shield.

Prerequisites: Shield Focus, base attack bonus +6 or fighter level 4th, proficiency with bucklers.

Benefit: You still gain a buckler's bonus to AC even if you use your shield hand for some other purpose. When you wield a buckler, your shield hand is considered free for the purposes of casting spells, wielding weapons, and using any other abilities that require you to have a free hand or interact with your shield, such as the swashbuckler's precise strike deed or the Weapon Finesse feat.

Special: A monk with this feat is not considered to be using a shield for the purposes of his AC bonus, fast movement, or flurry of blows.

New Magic Armor Qualities

The following are armor qualities that are commonly added to the preferred protection of many swashbucklers plying their trade on Porphyra.

Acrobatic

Price +1 bonus

Aura faint transmutation; **CL** 1st

Description

This special ability can only be placed on light armor. *Acrobatic* armor is enchanted with wind magic, creating small bursts of air around the body when the wearer jumps. The wearer of *acrobatic* armor gains a +5 bonus on Acrobatics checks made to jump, and can jump an additional 10 feet beyond his base land speed in a single check.

Construction

Requirements Craft Magic Arms and Armor, *jump*; **Cost** +1 bonus

Dodging

Price +1 bonus

Aura faint abjuration; **CL** 1st

Description

This special ability can only be placed on light armor. *Dodging* armor has its own magical reservoir of panache that its wielder can spend to use his deeds. Even if he does not have the panache class feature, when he is attacked the wearer of *dodging* armor can spend a prestige point to move 5 feet as an immediate action. This functions as the dodging panache deed.

Construction

Requirements Craft Magic Arms and Armor, *adjoining step*, creator must have panache class feature; **Cost** +1 bonus

New Magic Weapon Qualities

The following are weapon qualities that are commonly added to the blades of many swashbucklers plying their trade on Porphyra.

Mobile

Price +2 bonus

Aura faint transmutation; **CL** 1st

Description

This special ability can only be placed on a light or one handed weapon. The

wielder of a *mobile* weapon gains a +10 enhancement bonus to their land speed while wielding it. This does not affect any fly, burrow, or other form of speed.

Construction

Requirements Craft Magic Arms and Armor, *longstrider*; **Cost** +2 bonus

Precise

Price +3 bonus

Aura faint necromancy; **CL** 3rd

Description

This special ability can only be placed on a light or one handed piercing weapon. When a *precise* weapon successfully confirms a critical hit threatened by a natural 20, any precision damage that the wielder adds is increased by 50%.

Construction

Requirements Craft Magic Arms and Armor, *brow gasher*; **Cost** +3 bonus

Precise, Greater

Price +5 bonus

Aura moderate necromancy; **CL** 7th

Description

This special ability can only be placed on a light or one handed piercing weapon. A *greater precise* weapon is almost identical to a precise weapon, except that precision damage from a critical threatened by a natural 20 is increased by 100%.

Construction

Requirements Craft Magic Arms and Armor, *brow gasher*; **Cost** +2 bonus

Skillful Flamboyant

Price special, see below

Aura moderate transmutation; **CL** 8th

Description

This special ability can only be placed on a light or one-handed melee weapon. A *skillful flamboyant* weapon has its own magical reservoir of panache that its wielder can spend to use his deeds. Usually this panache is stored within a jewel or other adornment. This reservoir holds 1 panache point, which is refreshed at the start of each day. If the user has the panache class feature, he can use this panache point to use one of his deeds. A *skillful flamboyant* weapon is also enchanted to perform great feats. On creation, choose one deed available to the creator that requires spending one point of panache. If

it is a deed available at level 1 or level 3, this is a +2 enchantment. If it is a deed available at level 7 or level 11, this is a +3 enchantment. If it is a deed available at level 15, this is a +4 enchantment, and if it is available at level 19 this is a +5 enchantment. While wielding this weapon, a creature without the panache class feature can use this deed, treating the weapon's panache pool as his own. He cannot use magic items or feats to increase this pool.

Construction

Requirements Craft Magic Arms and Armor, *heroism*, creator must have panache class feature; **Cost** special

Wondrous Items

The following wondrous magic items are very common among swashbucklers on Porphyra, having a wide variety of general appearance.

Jaunty Cap

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 5,000 gp

Description

This festive hat can be adorned with up to three plumes of panache at once. While wearing it, three times per day if the user has a deed that would require him to have a point of panache in his pool, he can use the deed even if his pool is empty.

Construction

Requirements Craft Wondrous Item, *heroism*, crafter must have the panache class feature; **Cost** 2,500 gp

Puffed Shirt of the Fancy Man

Aura faint conjuration; **CL** 3rd

Slot chest; **Price** 5,500 gp

Description

This shirt is made of fine silk and adorned with all manner of superfluous, unnecessary details. Wearing this shirt counts as wearing jewelry worth 500 gold when worn with a nice outfit requiring such things. Designed for the protection of royals and nobles without them needing to wear armor over their nice clothes, a *puffed shirt of the fancy man* can be given enhancement bonuses as though it were masterwork armor. While worn, it grants the wearer an armor bonus to AC equal to its enhancement bonus but it is not considered armor.

Construction

Requirements Craft Wondrous Item, *instant armor*; **Cost** 2,750 gp

Swordmaster's Flair

Aura faint enchantment; **CL** 5th

Slot none; **Price** 2,500 gp; **Weight** —

Description

The various forms of the *swordmaster's flair* are common accessory-shaped magical items used by swashbucklers of all universes, but Porphyra boasts the following unique versions.

- *Black Laced Glove*: The user can spend 1 panache point as a swift action to gain the benefits of concealment for 1 round. This concealment does not allow him to make Stealth checks.
- *Orange Buckler*: The user can spend 1 panache point as a free action, even if it is not his turn, to gain a +4 shield bonus for one round, and apply that shield bonus to his touch AC. This does not count as a normal buckler and does not give the wielder an AC bonus otherwise.
- *Purple Brace*: The user can spend 1 panache point as a swift action to make an unarmed strike with the hand the brace is on. The unarmed strike counts as a light piercing weapon for the purpose of class features, and the user treats the hand as being unoccupied and unused.
- *Yellow Cape*: The user can spend 1 panache point as a swift action to gain the benefits of air walk until the end of his turn. If the user does not end his turn on solid ground, then he falls as normal.

Construction

Requirements Craft Wondrous Item, Unarmed Strike (brace), *air walk* (cape), *mage armor* (buckler), *blur* (glove); **Cost** 1,250 gp

Sample Character

Described here is an exemplary swashbuckler from the adventure-filled land of Iffud!

Theon Augustus (CR 10; XP 9,600)

Male human swashbuckler (dandy) 11

CG medium humanoid (human)

Initiative +5; **Senses** Perception +0

Defense

AC 28, touch 24, flat-footed 19

(+2 armor, +2 deflection, +5 Dex, +4 dodge, +3 luck, +2 natural)

hp 82 (11d10+11)

Fort +6, **Ref** +14, **Will** +5

Defensive Abilities charmed life 5/day, dodging panache, evasive, subtle blade

Offense

Speed 30 ft.

Melee +1 *precise rapier* +16/+11/+6 (1d6+3, 18-20/x2)

Ranged mwk dagger +17/+12/+7 (1d4+3, 19-20/x2)

Special Attacks sharp tongue (3d6), opportune parry and riposte

Tactics

Before Combat Theon needs not prepare himself for battle, as he enters a room with everything he needs already and looking fabulous while doing it.

During Combat When a fight breaks out, Theon sticks to the fringes of battle, sticking close to walls to prevent being flanked. When an enemy attacks him, he takes every opportunity to parry and riposte their attacks, and makes as much use of his sharp tongue ability as possible.

Morale Theon is a talented duelist, but is also neither a brave man nor an idiot. He surrenders if reduced to 20 hp, or if he believes the odds are against his side.

Statistics

Str 10, **Dex** 20, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +11; **CMB** +11; **CMD** 20

Feats Combat Reflexes, Dodge, Flynn Style, Mobility, Flynn Counter, Flynn Footsteps, Lucky Throw, Leading Throw, Limber Dodge

Skills Acrobatics +19 (+23 to avoid provoking attacks of opportunity), Bluff +17, Diplomacy +17, Intimidate +17, Knowledge (nobility) +15, Perform (oratory) +17

Languages Common, Orc

SQ bleeding wound, clever wit, kip up, menacing swordplay, nimble, superior feint, swashbuckler's deception, swashbuckler initiative, targeted strike
Combat Gear *potion of cure serious wounds* (2); **Gear** +1 *precise rapier*, mwk dagger (3), +2 *puffed shirt of the fancy man*, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of alluring charisma* +2, *jaunty cap*, *orange buckler*, *plume of panache* (3), *ring of protection* +2; silver necklace worth 100 gp, courtier's outfit, 50 gp

Demographics

Homeland Iffud

Faith Yolana

Being born to Iffud's nobility is akin to being handed a silver spoon wrapped in a golden ticket and dipped in chocolate in terms of ways to be born. Theon Augustus was not one of these people. Born to relatively talentless peasants reduced to working menial jobs alongside the nation's orc population for their lack of great skills or deeds, Theon's future prospects appeared extremely dim; that is, until his debut as a natural born fighter.

It happened when he was twelve, out collecting wood for the fire and lamenting his lot in life. The hour was late, but his mother had a small fever and his father was away, and with the fire slowly dying it was left to Theon to gather more. This small bit of misfortune was more of a fortune, though, because it led to him hearing a series of loud noises deeper into the forest and, following his curiosity, a teenaged swordswoman battling an itnala. As he arrived, the itnala struck the girl down, sending her sword flying to near Theon's feet which brought him to the evil fey's attention. Forced to pick up the blade and fight back, Theon surprisingly struck a lucky blow on his first strike, killing the itnala instantly.

It was apparent from even a cursory glance over the fey that he had only slain it because of the damage the girl had dealt to it. Both combatants were dead, though, so, Theon decided, no one else needed to know about that detail. Taking up both the sword and the gemstone as proof of his kill, he returned home and began spreading the story of his first great deed.

Now fifteen years later, after his great boasts attracted the attention of a dueling master, Theon has managed to worm his way into the upper crust of Iffud's noble circles, lying about his heritage when needed and using his newfound considerable (and flashy) skills to back up any claim he makes.

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