

BLOOD

written by Jacob W. Michaels

& STEEL



BOOK 5

THE SWASHBUCKLER



DEAN SPENCER

Blood & Steel, Book 5: The Swashbuckler

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Introduction

Though relatively new as a class with its own set of rules introduced in the *Pathfinder Roleplaying Game Advanced Class Guide*, swashbucklers have held a role in our collective imaginations for centuries. From the early adventures of heroes such as the Three Musketeers and Don Diego de la Vega (aka Zorro) to the more recent escapades of The Princess Bride's Inigo Montoya and the Dread Pirate Roberts, and *Pirates of the Caribbean's* Will Turner, these charismatic swordsmen and women have long thrilled children and adults.

Blood & Steel, Book 5: The Swashbuckler is the fifth in a series of books focusing on martial combat-oriented classes. Included in the book are a number of archetypes designed to increase player's choices, new equipment, new feats, and new magic weapons, armor, and wondrous items. Among the archetypes are those focusing on a different weapon choice (or perhaps no specific weapon at all), as well as those powered by drunken exploits, outrageous boasts, or the favor of a god; some become so good with a blade they seem almost magical, while others learn that by merely pinking an opponent they can cause outsized harm. New feats and magic items reflect the wonder and panache of heroes of the page and screen, letting players make characters in their image.

In the following, you'll find reference to various books. These are as follows:

^{ACG} *Pathfinder Roleplaying Game: Advanced Class Guide*

^{APG} *Pathfinder Roleplaying Game: Advanced Player's Guide*

^{OA} *Pathfinder Roleplaying Game: Occult Adventures*

^{UC} *Pathfinder Roleplaying Game: Ultimate Combat*

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

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Archetypes

Below is a series of new swashbuckler archetypes for use in your games, subject to your Game Master's approval.

Belligerent Sot

Some swashbucklers are fueled by liquid courage, gaining panache when they drink.

Drunken Panache (Ex): At 2nd level, a belligerent sot can drink a tankard of ale or strong alcohol and gain one temporary panache point (even if it's in excess of her usual maximum). The act of drinking is a standard action that does not provoke attacks of opportunity. While she has 1 drunken panache point, each alcoholic drink she consumes changes 1 panache point she possesses to drunken panache, which may be spent as normal panache. A drunken panache points last for 1 hour or until spent, whichever is shorter. If not spent, drunken panache is considered expended at the end of its duration. As long as she has at least 1 drunken panache point, the belligerent sot can spend 1 panache point to drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity.

This ability replaces charmed life and nimble +1.

Take the Edge Off (Ex): At 5th level, a belligerent sot can spend 1 drunken panache point to suspend the effects of one of the following conditions for one hour: dazed, fatigued, shaken, sickened, or staggered (unless she is at exactly 0 hit points). The hour counts toward the duration of the suspended effect. At the end of that hour, if the suspended condition's duration has not been expended,

it resumes. If she is suffering from multiple conditions, she may select which condition to negate. If she has no drunken panache, consuming an alcoholic drink will remove one of the conditions but will not grant her one temporary panache point. Only one condition may be suspended at a time. Additional uses of take the edge off while a condition is suspended reset the duration of the suspension. This ability replaces swashbuckler weapon training +1.

Drunken Bravado (Ex): At 9th level, whenever a belligerent sot benefits from a morale bonus to a roll, she may spend 1 drunken panache point as a free action to increase that bonus on one roll or check. If she uses this ability before making the roll, she adds +4 to the bonus. If she uses this ability after making the roll but before learning its result, she adds +2. This ability replaces swashbuckler weapon training +2.

Drunken Stagger (Ex): At 13th level, a drunken belligerent sot's random movements makes it difficult for enemies to aim accurately. As an immediate action, she may spend 1 drunken panache point to grant a miss chance equal to 5% for every two belligerent sot levels she possesses on a single attack against her. This ability replaces swashbuckler weapon training +3.

Lucky Drunk (Ex): At 17th level, luck seems to favor the belligerent sot. Once per day, as a free action, she may spend 4 drunken panache points to gain a hero point^{APG}, which must be spent immediately. This ability replaces swashbuckler weapon training +4.

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Braggadocio

Almost all swashbucklers are endowed with generous confidence, but none so much as the braggadocio, whose boasts might seem outrageous if she didn't so often back them up.

Boasts: Starting at 1st level, a braggadocio can make a boast in battle as a swift action, giving herself a bonus or her enemies a penalty based on the type of boast she makes.

At 1st level, a braggadocio can use this ability once per day. At 2nd level and every three levels thereafter, she can use the ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the effects immediately end. The braggadocio must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

When the braggadocio uses this ability, she must select one type of boast to make. She may use this ability multiple times in a combat to gain the benefits of more than one boast.

Boasts that affect other creatures are language-dependent and the targets of the boasts must be within 30 feet of the braggadocio and able to hear her. To affect herself, the braggadocio

merely needs to know she's making the boast; as long as she's able to speak, she can use the ability even if she is deafened, in an area of silence or prevented from hearing it in some other manner. Boasts are mind-affecting abilities. Making a boast does not provoke an attack of opportunity.

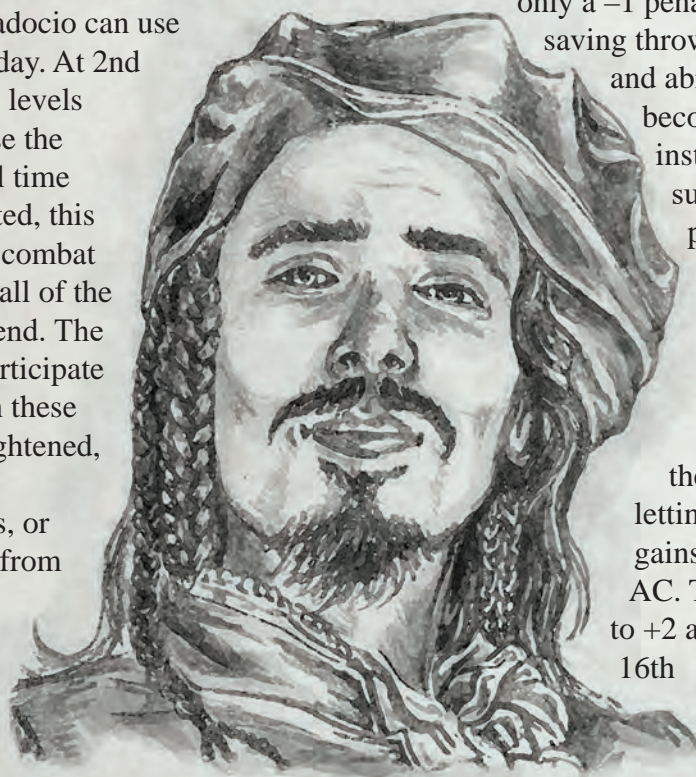
Can't frighten me (Ex): This boast heartens the braggadocio in the face of fear. If the braggadocio becomes shaken, she suffers

only a -1 penalty on attack rolls, saving throws, skill checks, and ability checks. If she becomes frightened, she instead becomes shaken, suffering the usual -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Can't touch me (Ex): This boast focuses the braggadocio on letting nothing hit her. She gains a +1 dodge bonus to AC. This bonus increases to +2 at 8th level and +3 at 16th level.

I'm better than that (Ex): This boast boosts the braggadocio's ability to resist harmful effects. She gains a +1 morale bonus on saving throws. This bonus increases to +2 at 8th level and +3 at 16th level.

I'll never stop (Ex): This boast leaves a sense of dread in the braggadocio's enemy, causing it to become shaken. The effect persists for as long as the targeted enemy is within 30 feet (if it moves further away, the effect ends



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until it moves within 30 feet again during the encounter). This boast cannot cause a creature to become frightened or panicked, even if the target is already shaken from another effect. The braggadocio must be at least 8th level to use this boast.

I'm the greatest (Ex): This boast inspires courage in the braggadocio. She gains a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. These bonuses increase to +2 at 8th level and +3 at 16th level.

Never surrender (Ex): This boast bolsters the braggadocio in the face of her own potential demise. She gains the benefit of Diehard, even if she doesn't meet the normal prerequisite for the feat. She may make this boast as an immediate action.

No way past me (Ex): This boast motivates the braggadocio to let nothing move beyond her. She gains the benefit of Stand Still, even if she doesn't meet the normal prerequisite for the feat.

Your mother will weep when... (Ex): This boast is so outrageous it startles a single opponent, making it flat-footed until the start of its next turn (Will save DC 10 + 1/2 the braggadocio's level + her Cha modifier to negate). The braggadocio must be at least 8th level to use this boast.

You're nothing (Ex): This boast lets the braggadocio anger her enemies, granting her the benefits of Antagonize^{UM}. If she already has Antagonize, she may use it as a move action (making a Sense Motive check to gain an insight bonus on the Diplomacy or Intimidate check remains a separate swift action, as normal). The braggadocio must be at least 4th level to use this boast.

This ability replaces charmed life and the bonus feats gained at 4th, 8th, 12th, 16th, and 20th level.

Prideful (Ex): At 3rd level, a braggadocio gains a +1 bonus on Will saves vs. compulsions spells and effects. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

This ability replaces nimble.

Erudite Blade

These swashbucklers spend as much time learning about arcane arts and other pursuits of knowledge as they do on swordplay, combining both in displays of magical flair.

Erudition (Ex): At 2nd level, an erudite blade gains a pool of erudition points, reflecting practice and study she's put in to master her craft. The number of points in the erudite blade's erudition pool is equal to 1/2 her swashbuckler level + her Intelligence modifier. As long as she has at least 1 point in her erudition pool, the erudite blade may make all Intelligence-based skills untrained. She may spend 1 point from her erudition pool as a swift action to gain a competence bonus equal to her Intelligence modifier on an Intelligence-based skill.

This ability replaces charmed life.

Flair (Ex or Sp): At 4th level and every 4 swashbuckler levels thereafter, an erudite blade can select a flair power (see below) for which she qualifies in place of selecting a swashbuckler bonus feat. The erudite blade need not do so and can instead take the bonus feat, but once the decision to take a bonus feat or a flair power is made, she can't change it.

This replaces the bonus feat the erudite blade gives up for the flair power.

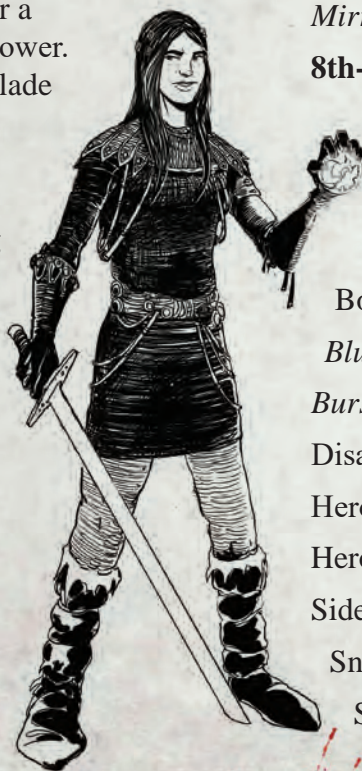
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Flair Powers: Flair powers are abilities that draw on an erudite blade's erudition pool. Flair powers are divided into two categories: feats and spells.

Requirements: All flair powers have a minimum level requirement to select them. An erudite blade who hasn't reached the required swashbuckler level cannot select that flair power.

Activation: Most flair powers require the erudite blade to spend erudition points; the exact amount is listed after the flair power. Flair powers that cost 0 erudition points don't require the erudite blade to have any erudition points in her erudition pool to use the ability. The saving throw against an erudite blade's flair power, if any, is equal to $10 + 1/2$ the erudite blade's swashbuckler level + her Intelligence modifier.

Feats: These flair powers duplicate the effects of specific feats. An erudite blade doesn't need to qualify for a feat to select it as a flair power. For example, an erudite blade can select Spring Attack as a flair power even if she doesn't meet the prerequisites for selecting Spring Attack as a feat. Activating one of these flair powers is a free action on the erudite blade's turn; until the start of her next turn, the erudite blade is treated as if she had that feat. Feats marked with an asterisk (*) can also be activated as an immediate action when it isn't the erudite blade's turn.



Spells: These flair powers duplicate the effects of a spell and are spell-like abilities. An erudite blade's swashbuckler level is the caster level for these spell-like abilities, and she uses Intelligence to determine her concentration check bonus. Activating one of these flair powers is a standard action.

4th-Level Flair Powers

Agile Maneuvers* (1 erudition point)

Blade lash^{ACG} (1 erudition point)

Blurred movement^{ACG} (1 erudition point)

Cleave (0 erudition points)

Combat Expertise (0 erudition points)

Dodge* (0 erudition points)

Expeditious retreat (2 erudition points)

Feather step^{APG} (self only, 1 erudition point)

Lead blades^{APG} (1 erudition point)

Line in the Sand^{ACG} (1 erudition point)

Mirror strike^{UC} (1 erudition point)

8th-Level Flair Powers

Ablative Barrier^{UC} (self only, 2 erudition points)

Anticipate Thoughts^{OA} (1 erudition point)

Bodyguard^{APG} (0 erudition points)

*Blur** (self only, 2 erudition points)

Burst of Speed^{UC} (2 erudition points)

Disarming Threat Deed^{ACG} (0 erudition points)

Heroic Defiance^{APG}, * (1 erudition point)

Heroic Recovery^{APG}, * (1 erudition point)

Sidestep^{APG}, * (1 erudition point)

Snatch Arrows* (1 erudition point)

Spring Attack (1 erudition point)

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Versatile Weapon^{APG} (own weapons only, 1 erudition point)

12th-Level Flair Powers

Air walk (self only, 2 erudition points)

Arcana Theft^{UM} (2 erudition points)

Death From Above^{UC} (2 erudition points)

Dimension door (self only, 2 erudition points)

Freedom of movement (self only, 3 erudition points)

Heroism (2 erudition points)

Improved Blind-Fight^{APG}, * (1 erudition point)

*Improved Great Fortitude** (1 erudition point)

*Improved Iron Will** (1 erudition point)

*Improved Lightning Reflexes** (1 erudition point)

Quieting Weapons^{UI} (own weapons only, 2 erudition points)

Wind Stance (2 erudition points)

16th-Level Flair Powers

Bleeding Critical (3 erudition points)

Dance of a thousand cuts^{UM} (2 erudition points)

Dastardly Finish^{APG} (3 erudition points)

Disarming Strike^{APG} (2 erudition points)

Foe to Friend^{APG}, * (3 erudition points)

Greater Blind-Fight^{APG}, * (2 erudition points)

Ki Shout^{UM} (3 erudition points)

Lightning Stance (3 erudition points)

Mislead (3 erudition points)

Unwilling shield^{APG} (3 erudition points)

God's Gift

Certain swashbucklers draw the attention of a god or goddess, who bestows their favor on these dashing combatants. Gifted with divine magic, some of these swordswomen are drawn to a church to serve their patron, while others blithely carry on with their own affairs, letting their actions serve as their homage.

Class Skills: A god's gift adds Knowledge (religion) and Spellcraft to her list of class skills instead of Knowledge (nobility) and Perception.

Divine Panache (Su): A god's gift receives divine panache points, which she can spend to receive godsend (see below). This ability otherwise functions identically to panache and can be regained in an identical manner. Though a god's gift has no deeds (see below), if she gains access to one via a feat, magic item or some other means, her divine panache interacts with it as if it were normal panache. This ability alters panache.

Spells: A god's gift casts divine spells drawn from the cleric class spell list. Only spells from the cleric class spell list of 6th level or lower are part of the god's gift's spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a god's gift must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a god's gift's spell is 10 + the spell's level + the god's gift's Charisma modifier.

Like other spellcasters, a god's gift can cast only a certain number of spells of each spell level per day. She knows the same number of spells and receives the same number of spells slots per day as a bard of her swashbuckler level, and knows and uses 0-level orisons as

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a bard uses cantrips. In addition, she receives bonus spells per day if she has a high Charisma score.

At 5th level and every 3 levels thereafter, a god's gift can choose to learn a new spell in place of one she already knows. In effect, the god's gift loses the old spell in exchange for the new one, using the same rules as the bard. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell the god's gift can cast.

A god's gift need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

The ability replaces deeds.

Godsends (Su): At 1st level, a god's gift can call on the divine force that favors her to enhance her weapon. She can spend 1 divine panache point as a swift action to grant any weapon she is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *brilliant energy*, *confounding*^{ACG}, *defending*, *disruption*, *flaming*, *flaming burst*, *merciful*, and *speed*. She may also add *anarchic* if she is chaotic; *axiomatic* if she is lawful; *holy* if she is good; and *unholy* if she is evil.

Adding these properties consumes an amount of bonus equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the divine panache point is spent and cannot be changed until the next time the god's gift uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the god's gift. A god's gift can only enhance one weapon in this way at one time. If she uses this ability again, the first use immediately ends.



Happy Go Lucky

Some swashbucklers don't worry about their weapons, simply trusting they'll be able to use anything at hand should the need arise.

Panache: Unlike other swashbucklers, a happy go lucky regains panache when she confirms a critical hit or makes a killing blow with an improvised weapon. This ability alters panache.

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Improvisational Finesse (Ex): At 1st level, a happy go lucky gains Catch Off-Guard as a bonus feat. In addition, any swashbuckler abilities that refer to a light or one-handed piercing melee weapon instead function with improvised weapons. This ability alters swashbuckler finesse.

Deeds: A happy go lucky gains the following deeds:

Anything at Hand (Ex): At 1st level, while she has at least 1 panache point, a happy go lucky does not provoke an attack of opportunity when she picks up an item. She may pick up an item as a free action combined with a regular move. She can expend 1 point of panache to pick up a single item or up to three little items that can be thrown (such as plates or goblets) as a swift action. This deed replaces dodging panache.

Make Do (Ex): At 3rd level, while she has at least 1 panache point, a happy go lucky may use an improvised weapon to deal damage as if it were another type (bludgeoning, piercing, or slashing) regardless of its normal damage type. This deed replaces menacing swordplay.

Targeted Blows (Ex): At 7th level, a happy go lucky with at least 1 panache point can repeatedly strike the same spot with her improvised weapons, hammering away to weaken foes. Whenever she uses improvised weapons to make multiple attacks in a round against a single opponent, she totals the damage from all hits before applying damage reduction. This ability replaces superior feint.

Never See it Coming (Ex): At 11th level, in the first round a happy go lucky with at least 1 panache point uses a specific improvised weapon against an opponent, that opponent is considered flat-footed against any attacks made

with that weapon. This ability replaces subtle blade.

Baffling Blows (Ex): At 15th level, the happy go lucky's use of improvised weapons can baffle her foes, who lose track of where the attacks are coming from and potentially let more blows through their guard. The happy go lucky may spend 1 panache point when she makes a full attack to make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. This ability replaces perfect thrust.

Winging It (Ex): At 4th level, a happy go lucky gains Throw Anything as a bonus feat. When throwing an improvised weapon, she increases the range increment of the weapon by 10 feet. This ability replaces the bonus feat gained at 4th level.

Improvised Weapon Training (Ex): At 5th level, a happy go lucky gains a +1 bonus on attack and damage rolls when using improvised weapons in combat. In addition, she increases the amount of damage dealt by an improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). This ability replaces swashbuckler weapon training.

Improvised Weapon Virtuosity (Ex): At 8th level, a happy go lucky gains Improved Weapon Mastery; the one-step increase in damage die dealt by an improvised weapon due to this feat stacks with the increased step from improvised weapon training (to a new maximum of 2d6 or 3d6 if the improvised weapon is two-handed). In addition, the happy go lucky increases the critical threat range of her improvised weapons by an additional 2 for every 3 levels beyond 8th (to 17–20 at 11th

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level; 15–20 at 14th level; 13–20 at 17th level; and a maximum of 11–20 at 20th level[J1]). This ability does not stack with any other effect that increases her weapons' critical threat range. This ability replaces the bonus feat gained at 8th level.

Improvised Weapon Perfection (Ex): At 20th level, a happy go lucky can choose not to roll her damage dice when using an improvised weapon and instead deal damage equal to the maximum roll possible on those damage dice. In addition, she increases the damage dealt by one step (to a new maximum of 3d6 or 4d6 if the improvised weapon is two-handed). This ability replaces swashbuckler weapon mastery.

Racial Archetypes

Below is a series of new racial archetypes for the swashbuckler, for use in your games, subject to your Game Master's approval.

Brashbeard (dwarf)

Though dwarves sometimes lack the natural Charisma to match the panache of other races, brashbeards learn to make do without.

Daring Dwarf (Ex): At 2nd level, a brashbeard gains a dare^{ACG}. She gains an additional dare at 6th level and 14th level. In addition, upon reaching 6th level and 14th level, a brashbeard can choose to learn a new dare feat in place of a dare she has already learned. In effect, the swashbuckler loses the dare in exchange for the new one. A swashbuckler can change only one dare at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

At 10th level, a brashbeard can choose to have two dares be active each time she reaches 0 panache points. If she has more than two dares, she must pick only two to be active each time she reaches 0 panache points. At 18th level, she can have three dares be active each time she reaches 0 panache points. If she has more than three dares, she must pick only three to be active each time she reaches 0 panache points. Once chosen, the active dares cannot be changed until the brashbeard reaches 0 panache points again.

This ability replaces charmed life.

Deeds: A brashbeard gains the following deeds:

Undaunted (Ex): At 1st level, while she has at least 1 panache point, a brashbeard gains

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DR 1/—. At 5th level and every five levels thereafter, this damage reduction increases by 1 point (up to 5 points at 20th level). This deed replaces dodging panache.

Double dare you (Ex): At 11th level, a brashbeard can spend 1 panache point as a standard action to grants a single dare to an ally within 30 feet who can see and hear her. The ally retains the use of this dare for 3 rounds plus 1 round for every two swashbuckler levels the brashbeard possesses. If the dare would allow the ally to regain panache, the ally may choose to do so if she meets the conditions of the dare. Doing so causes the dare to deactivate for as long as the ally has 1 or more panache points, but it will reactivate if the panache point is spent before the duration of this ability ends.

Coiled Striker (elf)

These elven paragons focus their attention on their race's traditional curved blade, wielding it with deadly precision the way other swashbucklers wield lighter weapons.



Elven finesse (Ex): A coiled striker may wield an elven curve blade in one hand with a -2 penalty on attack rolls while doing so. The weapon is treated as one-handed when determining the effect of Power Attack, Strength bonus to damage, and the like. While she is using an elven curve blade in one hand, it is treated as a one-handed piercing melee weapon for the purposes of the swashbuckler's finesse and all feats and class abilities that refer to such a weapon. She must not be carrying a weapon or shield in her off hand to gain

this benefit. This ability alters swashbuckler finesse.

Deeds: A coiled striker gains the following deeds:

Sweeping Strike (Ex): At 7th level, while a coiled striker has at least 1 panache point, she can make long, sweeping strokes with her elven curve blade to find nearby foes hidden from sight. While using an elven curve blade, as a standard action she may make a melee attack that ignores the miss chance for concealment and treats total concealment as concealment. This deed replaces superior feint.

Coiled Strike (Ex): At 11th level, while a coiled striker has at least 1 panache point, she can use the angle of her elven curve blade to attack around obstacles. When she makes a melee attack with an elven curve blade, she ignores cover (but not total cover). This deed replaces subtle blade.

Daredazzle (gnome)

Daredazzles learn to meld their innate magical abilities with their panache to hamper their enemies.

Magic Panache (Ex): At 1st level, when a daredazzle would normally regain 1 panache point, she can instead choose to regain 1 use of gnome magic to recover a single daily use of one of her gnome magic spell-like abilities. The ability is then refreshed as if one use of it not been expended that day[J2].

Spellbuckler (Ex): At 1st level, a daredazzle learns to use her spell-like abilities and wield her weapons at the same time, similar to a magus' spell combat ability. This functions much like two-weapon fighting, but the off-hand weapon is a spell-like ability that is being used. To use this ability, the daredazzle must

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have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, she can make all of her attacks with her melee weapon at a -2 penalty and can also use any of her spell-like abilities (any attack roll made as part of this spell-like ability also takes this penalty). If she casts this spell defensively, she can decide to take an additional penalty on her attack rolls, up to her Charisma bonus, and add the same amount as a circumstance bonus on her concentration check. If the check fails, the spell-like ability is wasted, but the attacks still take the penalty. A daredazzle can choose to use the spell-like ability first or make the weapon attacks first, but if she has more than one attack, she cannot use the spell-like ability between weapon attacks.

In addition, she may attempt to use her panache and innate magic to create a visual or auditory display in conjunction with an attack. Whenever she attacks, she may spend 1 panache point and 1 daily use of any of her gnome spell-like abilities to blind or deafen, as she chooses, her enemy for 1 round. The enemy can attempt a Fortitude save with a DC equal to $10 + 1/2$ the daredazzle's level + her Cha modifier to negate to negate the effect. Using this ability is considered a use of a spell-like ability and provokes an attack of opportunity.

This ability replaces opportune parry and riposte.

Pride Cutter (halfling)

Halflings know that just as size does not define them, sometimes a small cut can do greater harm in the long run than a more grievous wound. Pride Cutters apply that fact to their swordsmanship, where they rely on a small

puncture to set a foe up for the ultimate denouement.

Deeds: A pride cutter gains the following deeds:

Antagonizing Swordplay (Ex): At 3rd level, while she has at least 1 panache point when a pride cutter hits an opponent with a light or one-handed piercing melee weapon, she can attempt to fluster or enrage her enemy, as the feat Antagonize^{UM}, as a swift action. If she possesses the feat, she may make a Sense Motive check to gain insight into her enemy, as per the feat, as a free action when she uses this ability. This deed replaces menacing swordplay.

Strike to the Pride (Ex): At 7th level, a pride cutter can spend 1 panache point as a free action to focus on making contact with an enemy. She makes any attacks in a round against the target's touch AC and ignores all damage reduction possessed by the target but only does damage equal to her weapon's base damage plus precision damage. This deed replaces superior feint.

Mind Games (Ex): At 15th level, a pride cutter can use her blade to inflict wounds that are as distracting as they are lethal. She can spend 1 panache point to have an attack cause a target that takes damage from the attack to lose all skill ranks, spells known, spells prepared, and activated feats, as well as its extraordinary, supernatural, and spell-like abilities for 1 round. The target can attempt a Will save to negate this effect. The DC of this save is $10 + 1/2$ the pinker's level + her Dexterity modifier. This is a mind-affecting effect. A pinker may use this deed multiple times in a round, but its duration does not stack. This deed replaces perfect thrust.

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Revelatory Blade (half-orc)

While the stereotype persists of half-orcs as nothing more than plodding thugs, some can surprise with as much grace and panache as any swordswoman in the land.

Deeds: A revelatory blade gains the following deeds:

Social Panache (Ex): At 1st level, a revelatory blade can spend 1 panache point when she makes a Bluff, Diplomacy, or Knowledge check to add 1d6 to the result of that check, including any on which she takes 10 or takes 20. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Charisma modifier (minimum 1). This deed replaces derring-do.

Abrupt Draw (Ex): At 3rd level, while a revelatory blade has at least 1 panache point, she may make attacks of opportunity while flat-footed. In addition, if her hands are free and unrestrained, and she has a light or one-handed piercing melee weapon that's unhidden and ready to draw, she can spend 1 panache point to draw that weapon as part of the attack of opportunity. This deed replaces swashbuckler initiative.

Dazzling Draw (Ex): At 7th level, while a revelatory blade has at least 1 panache point, she can draw her blade with a flourish that startles her opponents. She makes a Bluff check to feint all foes within 30 feet who can see her display. Any foes against which she succeeds are denied their Dexterity bonus to

AC on the next melee attack against them until the start of the revelatory blade's next turn. This deed replaces superior feint.

Quick Reaction (Ex): At 11th level, while a revelatory blade has at least 1 panache point, she can always act in a surprise round even if she does not notice her enemies, though she remains flat-footed until she acts. In addition, she may spend 1 panache point to take a move action, standard action, and swift action during the surprise round, not just a move or standard action. This deed replaces bleeding wound.

Death Comes (Ex): At 15th level, a revelatory blade can move across the battlefield, striking at multiple foes. As a full-round action, she can spend 1 panache point to move up to her speed. She can make attacks against creatures within 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 swashbuckler's edge.



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New Dares

Below is a series of new dares for use in your games, subject to your Game Master's approval.

All for One: While this dare is active, whenever an ally successfully performs an aid another action to benefit you in combat, you gain a +4 bonus instead of a +2 bonus (if the ally would normally grant more than a +2 bonus, you instead add +1 to the bonus provided). You regain 1 grit point or panache point when an ally successfully helps you three times with the aid another action; it does not have to be the same ally.

One For All: While this dare is active, you gain a bonus to attack and damage rolls equal to the number of enemies that are adjacent to you but not to any of your allies. Enemies that have fewer Hit Dice than half your gunslinger or swashbuckler level do not count for purposes of this ability, and creatures that are made up of multiple creatures (such as swarms) are counted as a single enemy. If you would gain at least a +4 bonus in any round, you immediately gain 1 grit point or panache point.

Predatory Instincts: When you select this dare, choose one creature type other than humanoid from the ranger's list of favored enemies. While this dare is active, you gain a +2 favored enemy bonus on weapon attack and damage rolls against creatures of that type, as well as a +2 bonus to Acrobatics checks to avoid provoking an attack of opportunity when moving through an area threatened by a creature of that

type. This ability stacks with any other favored enemy bonus you have. You may select this dare more than once.

Audacious Orator: While this dare is active, you gain a +4 bonus to Intimidate checks to demoralize a foe and to Diplomacy checks to change a creature's starting attitude. You regain 1 grit point or panache point when you demoralize or improve the attitude of three different creatures, which must start as hostile, unfriendly or indifferent to you.



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New Feats

Below is a series of new feats for use in your games, subject to your Game Master's approval.

Diverting Dodge (combat, panache)

You duck away from an attack, leaving a flanking foe to take the brunt of it.

Prerequisite(s): Double Dodge, dodging panache deed, swashbuckler level 9th.

Benefit(s): When you use the dodging panache deed while flanked, if the triggering attack misses you, it is then resolved against the creature that was providing flanking as long as that creature is within the attacker's reach. The attack uses the same attack roll as the original attack.

Double Dodge (combat, panache)

You turn your opponents' advantage when they're flanking you against them.

Prerequisite(s): Dodging panache deed, swashbuckler level 3rd.

Benefit(s): When you use the dodging panache deed, the movement granted by that deed does not provoke attacks of opportunity from a creature that is providing flanking opposite the foe whose attack triggered the deed. In addition, the movement negates any flanking bonus on the triggering attack and denies the ability to deal sneak attack damage with that attack.

Happy Life

Your knack for getting out of trouble extends to avoiding grievous harm.

Prerequisite(s): Charmed life class feature, swashbuckler level 6th.

Benefit(s): You may expend 1 use of your charmed life class feature to add your Charisma modifier to your AC against critical hit confirmation rolls. This ability does not stack with dodging panache.

Lucky Life

You have an even greater knack for getting out of trouble.

Prerequisite(s): Charmed life class feature, swashbuckler level 6th.

Benefit(s): As a free action when you use charmed life, you may expend a second use to reroll the saving throw. You also add your Charisma modifier to the result of the reroll. You must keep this second result, even if it's lower.



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Redirecting Parry (combat, panache)

You can redirect attacks aimed at you against another foe.

Prerequisite(s): Opportune parry and riposte deed, base attack bonus +5.

Benefit(s): When you successfully use the opportune parry and riposte deed, instead of attempting to respond with a riposte if you have at least 1 panache point, you may redirect the attack to an adjacent creature that is within the attacker's reach. The attack uses the same attack roll as the original attack, but it targets the opponent you choose. You must declare the use of this feat after the creature's attack is announced, but before its attack roll is made.

Off-Hand Fighting Style

Developed by swashbucklers who were looking for greater challenges for their own skill, this style involves limiting their own offensive capabilities to prolong a fight.

Off-Hand Style (combat, panache, style)

You've learned to fight with your sword in your off-hand.

Prerequisite(s): Amateur Swashbuckler feat or panache class feature, Weapon Finesse, base attack bonus +4.

Benefit(s): While using a light or one-handed piercing melee weapon, you fight with it in your off-hand, accepting a -2 penalty to hit but gaining damage reduction equal to your Charisma modifier vs. any attack that triggers your use of the dodging panache or opportune parry and riposte deeds.

Off-Hand Confidence (combat, panache, style)

Knowing that you're limiting your own offensive capabilities gives you unrivaled confidence in yourself.

Prerequisite(s): Amateur Swashbuckler feat or panache class feature, Off-Hand Style, Weapon Finesse, base attack bonus +8.

Benefit(s): Once per round, you may make an offensive flourish to bat away an attempt to demoralize you. When a foe attempts an Intimidate check to demoralize you, you may make an attack roll as if you were making an attack of opportunity; if the result is greater than the attacking creature's Intimidate check, you may ignore it.

Off-Hand Switch (combat, panache, style)

You switch your weapon to your primary hand with a dramatic flourish, startling foes.

Prerequisite(s): Amateur Swashbuckler feat or panache class feature, Off-Hand Confidence, Off-Hand Style, Weapon Finesse, base attack bonus +12.

Benefit(s): As a swift action, you use this feat to end your use of Off-Hand Style. You may make a Bluff check to feint any foes within 30 feet who saw you fight while using Off-Hand Style and who saw you use Off-Hand Switch. In addition, for a duration equal to the number of rounds you used Off-Hand Style, you gain a +2 bonus to hit any foe you saw you use Off-Hand Style.

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New Equipment

Weapons

The following new weapons are often used by swashbucklers. Characters of other classes can also use these weapons, but they are especially appropriate for swashbuckler characters.

Epee

The epee is a martial one-handed melee weapon, similar to the rapier, but slightly larger and heavier, with a large guard for the wielder's hand. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an epee sized for you, even though it isn't a light weapon. You can't wield an epee in two hands in order to apply 1-1/2 times your Strength modifier to its damage. Any effects that apply to rapiers also apply to an epee.

Foil

The foil is a martial one-handed melee weapon, similar to the rapier, but with a more flexible blade that makes it harder to see its intended target. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack



rolls with a foil sized for you, even though it isn't a light weapon. You can't wield a foil in two hands in order to apply 1-1/2 times your Strength modifier to its damage. Any effects that apply to rapiers also apply to a foil.

Sabre

The sabre is a martial one-handed melee weapon, similar to the rapier, but with a sharpened edge, which allows it to also be used as a slashing weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a sabre sized for you, even though it isn't a light weapon. You can't wield a sabre in two hands in order to apply 1-1/2 times your Strength modifier to its damage. Any effects that apply to rapiers also apply to a sabre, but only when it is used as a piercing weapon.

(Martial) One-handed Melee Weapons

Name	Cost	DMG (S)	DMG (M)	Critical	Weight	Range	Type	Special
Epee	60 gp	1d4	1d6	18-20/x2	5 lbs.	-	P	Blocking ^{UE} , see text
Foil	80 gp	1d4	1d6	18-20/x2	2 lbs.	-	B or P	Distracting ^{UE} , see text
Sabre	40gp	1d4	1d6	18-20/x2	2 lbs.	-	P or S	See text

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New Magic Items

Magic Weapons

Below are a series of new magic weapons, suitable for use in your campaign, with your Game Masters approval.

Arrowbane Blade

Aura faint abjuration; **CL** 3rd

Slot none; **Price** 7,320 gp; **Weight** 1 lb.

DESCRIPTION

This hilt of this rapier resembles a fully drawn bow and arrow, with the bow forming the weapon's crossguard and the "string" stretching down to the pommel as a simple handguard.

BENEFITS

Arrowbane blade is a +1 rapier. Once per round, the wielder of an *arrowbane blade* can use it to attempt to knock aside an attack from a ranged weapon. This functions as Deflect Arrows except the wielder does not automatically deflect the attack, but must make an attack roll and exceed the result of the attack with the ranged weapon, as the opportune parry and riposte deed. If the wielder has Deflect Arrows, the hand holding the *arrowbane blade* is treated as free for purposes of the feat.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *protection from arrows*; **Cost** 3,820 gp

Fencer's Foil

Aura moderate abjuration;
CL [J4] 8th

Slot none; **Price** 23,320 gp;
Weight 2 lbs.

DESCRIPTION

The distinctive woven-metal guard of this rapier curves down toward the pommel, forming a basket hilt.

BENEFITS

The *fencer's foil* is a +2 *defending rapier*. Whenever the wielder successfully uses the aid another action to improve an adjacent ally's AC, she can spend 1 panache point and expend a use of an attack of opportunity to try to parry an attack against the ally, as the opportune parry and riposte deed. However, even if the parry is successful, she does not gain an immediate attack against the creature whose attack she parried. If the wielder has the Bodyguard^{APG} feat, she may attempt to parry a blow instead of improving an ally's AC with the feat.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *shield* or *shield of faith*; **Special** creator must have the opportune parry and riposte deed; **Cost** 11,820 gp



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Pick of Panache

Aura faint divination; **CL** 5th

Slot none; **Price** 13,754 gp; **Weight** 1 1/2 lbs.

DESCRIPTION

Dirt and blood refuse to cling to this mithral light pick, which seems to glint especially brightly when it's used in combat.

BENEFITS

A *pick of panache* is a +2 mithral light pick which can make a critical hit against a creature that's normally immune to critical hits. Such an attack does not deal any additional damage but can allow a wielder with the panache class feature to regain 1 panache point, as normal for the class feature.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *locate weakness*^{UC}; **Cost** 7,254 gp



Signature Blade

Aura moderate necromancy; **CL** 11th

Slot none; **Price** 34,520 gp; **Weight** 2 lbs.

DESCRIPTION

A simple rune, which changes to represent the *signature blade*'s wielder, is carved into the steel pommel of this +3 rapier.

BENEFITS

As a full-round action, the wielder can carve the rune into a nearby surface to make an Intimidate check to demoralize all foes within 30 feet who can see the display, as Dazzling Display. The wielder may spend 1 panache point to instead "carve" the rune in the air as a standard action, causing it to display as a trail of light.

In addition, once per day, a wielder can spend 10 minutes to use a *signature blade* to carve a rune into a solid surface and cause it to trigger at a later time. This functions as *symbol of fear* but only causes nearby creatures to become shaken for 1 minute. If a creature is already suffering from a fear effect, their fear increases one step, as Disheartening Display^{ACG}. A *signature blade* may create only one such rune at a time; carving a new such rune causes the old one's magic to be expended (though the rune itself remains where it was carved).

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *symbol of fear*; **Cost** 17,420 gp

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Magic Armor

Bullish Buckler

Aura faint evocation; **CL** 1st

Slot shield; **Price** 3,650 gp; **Weight** 5 lbs.

DESCRIPTION

A slight layer of condensation covers this +1 *Elysian bronze*^{UE} buckler as if the engraved bull's head on its front were breathing.

BENEFITS

When the wielder successfully parries an attack using the opportune parry and riposte deed, she may use the buckler to riposte as long as she has at least 1 panache point. Instead of making an attack against the creature whose attack she parried, she makes a bull rush maneuver as a free action without provoking an attack of opportunity from the target. If successful and the bull rush pushes the attacker so that the *bullish buckler's* wielder is no longer within the attacker's reach, the movement may negate subsequent attacks in that round.

Though there is not enough Elysian bronze in the buckler to grant its wielder any damage reduction (as armor made of the material does), when the buckler is used vs. magical beasts and monstrous humanoids, the bull's head lets out a mighty snort and grants a +2 bonus on the bull rush combat maneuver check.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *hydraulic push*^{APG}; **Cost** 2,150 gp

Tumbleleaf Auspice

Aura faint abjuration; **CL** 3rd

Slot armor; **Price** 4,760 gp; **Weight** 7 1/2 lbs.

DESCRIPTION

Dyed a deep crimson, this +1 *darkleaf cloth*^{UE} leather armor is woven together with golden thread.

BENEFITS

Once per day, when its wearer uses the dodging panache deed, she may make an Acrobatics check to move up to half her speed and avoid provoking attacks of opportunity. This movement doesn't negate the original attack that triggered the use of dodging panache, which is still resolved as if the swashbuckler had not moved from her previous square.

In addition, a character with the dodging panache deed may use the deed when she is carrying a medium load.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *grace*^{APG}; **Special** creature must have the dodging panache deed; **Cost** 2,760 gp



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Wondrous Items

Below are a series of new magic items, suitable for use in your campaign, with your Game Masters approval.

Plume of the Rake

Aura faint enchantment; **CL** 3rd

Slot head; **Price** 8,000 gp; **Weight** —

DESCRIPTION

A silken ribbon wraps around the stem of this bright plume.

BENEFITS

When affixed to a nonmagical hat worth at least 10 gp, the plume allows the person wearing the hat to use Diplomacy against a creature that cannot understand her. The DC to shift the starting attitude of a creature that can't understand the wearer increases by 10, and the starting attitude cannot be shifted by more than 1 step. Additionally, if the wearer has the panache class feature when she fails a Diplomacy check by 5 or more, she may spend 1 panache point to add 1d6 to the roll for the purposes of determining whether a creature's attitude is decreased by 1 step. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Charisma modifier (minimum 1).

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *adoration*^{UC}; **Cost** 4,000 gp

Sword Tassels

Aura varies; **CL** varies

Slot none; **Price** varies; **Weight** —

Breaking Return 600 gp; **Breathless Prowess** 600 gp; **Deadly Strike** 300 gp; **Ineffable Mettle** 1,600 gp; **Life Victorious** 600 gp

DESCRIPTION

These cords are imbued with magic that enhances a weapon in very specific ways. Though called sword tassels, they can be placed on any weapon that has a hilt.

BENEFITS

At the user's choice, the tassels can be attached so they're merely decorative or in a way to let them function as a weapon cord^{APG}. Only a single tassel can be placed on a weapon. Attaching or safely removing a tassel from a weapon is a full-round action that provokes an attack of opportunity; a tassel can be removed with a move action that does not provoke an attack of opportunity, but doing so destroys the tassel. Once activated, the tassel frays into uselessness and is destroyed.

Tassel of Breaking Return: The yellow fiber of this tassel glitters from the thread of gold woven through it. The first time the weapon it's attached to is used to successfully parry an attack by a manufactured weapon using the opportune parry and riposte deed, the attacker must succeed at a Fortitude saving throw for the weapon used or it takes damage equal to what would have been rolled against the target. In addition, the wielder of the weapon with the *tassel of breaking return* may choose to try to sunder the parried weapon instead of targeting the attacker as part of the opportune parry and riposte deed. Doing so does not provoke an attack of opportunity. Faint transmutation; CL 3rd; *kinetic reverberation*^{UC}.

Tassel of Breathless Prowess: This simple hemp cord holds two roughly wrought iron cages as sword knots. The first time the weapon it's attached to is successfully used to

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attack a creature as it casts a spell with verbal components or uses an ability that relies on making noise, the cages absorb the sound, hampering the ability. The spell or ability gains a 20% chance of failure, and the save DCs of any spells or effects with the sonic or language-dependent descriptor are reduced by 4. Faint necromancy; CL 3rd; *steal voice*^{UM}.

Tassel of Deadly Strike: This braided cord bears two leaden balls at its end. The first time the weapon it's attached to confirms a critical hit, the attack deals damage as if the weapon were one size larger, as *lead blades*^{APG}. Faint transmutation; CL 4th; *lead blades*.

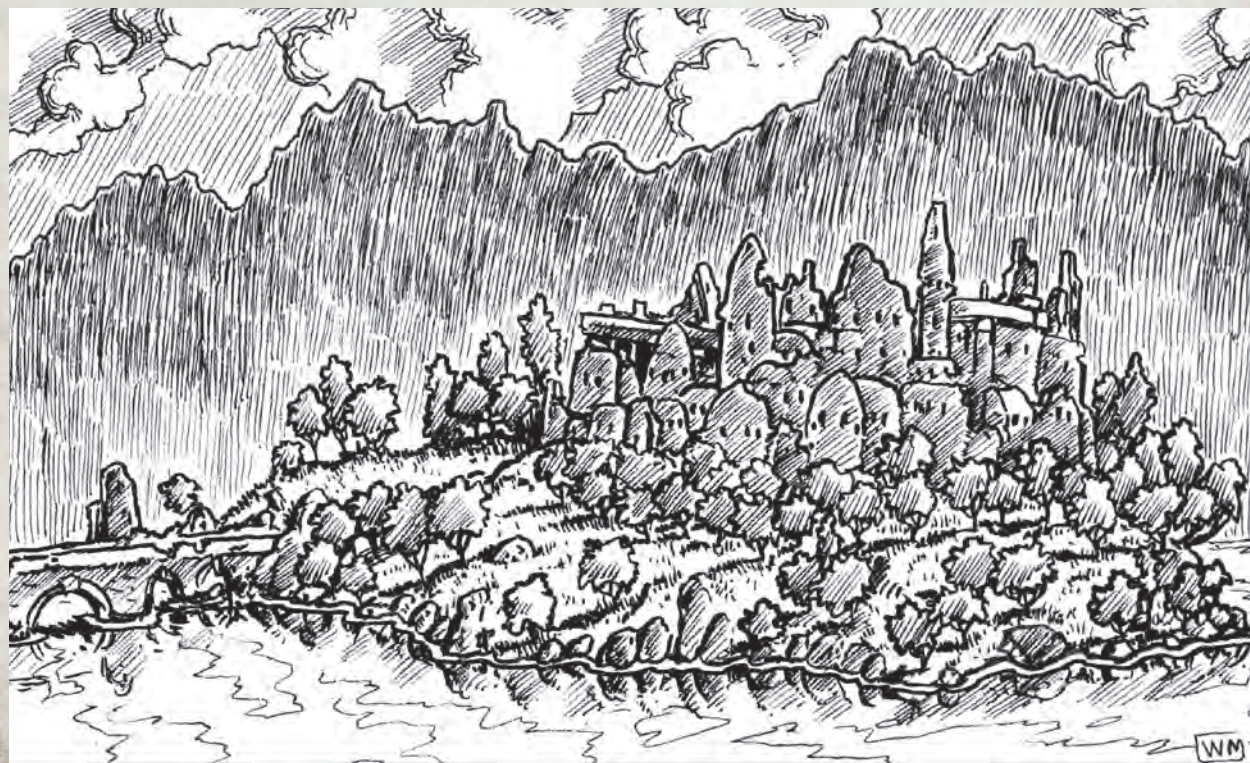
Tassel of Ineffable Mettle: This metallic lace seems to imperceptibly shift color, ranging from a bright silver to a dull gray to no apparent effect. The first time the weapon it's attached to is used to attack a creature with damage resistance that may be overcome by

adamantine, cold iron, or silver, the damage is treated as if the weapon were made of that metal until the end of the wielder's next turn. Faint transmutation; CL 5th; *heart of the metal*^{ACG}.

Tassel of Life Victorious: This black and silk ribbon secures a holy (or unholy) symbol to a weapon. The first time the weapon it's attached to is used against an incorporeal foe, the tassel converts any damage dealt by the weapon to force damage until the start of the wielder's next turn. Faint evocation; CL 3rd; *spiritual weapon*.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** see text above; **Cost** varies by type: **Breaking Return** 300 gp; **Breathless Prowess** 300 gp; **Deadly Strike** 150 gp; **Ineffable Mettle** 800 gp; **Life Victorious** 300 gp.



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Though relatively new as a class with its own set of rules introduced in the **Pathfinder Roleplaying Game Advanced Class Guide**, swashbucklers have held a role in our collective imaginations for centuries. From the early adventures of heroes such as the Three Musketeers and Don Diego de la Vega (aka Zorro) to the more recent escapades of The Princess Bride's Inigo Montoya and the Dread Pirate Roberts, and Pirates of the Caribbean's Will Turner, these charismatic swordsmen and women have long thrilled children and adults.

