

**Table: The Swashbuckler****Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+1	+0	+2	+0	Sudden Strike +1d6, Weapon Finesse	+0
2nd	+2	+0	+3	+0	Grace +1	+0
3rd	+3	+1	+3	+1	Evasion	+0
4th	+4	+1	+4	+1	Sudden Strike +2d6	+0
5th	+5	+1	+4	+1	Bonus Feat	+1
6th	+6/+1	+2	+5	+2	Grace +2	+1
7th	+7/+2	+2	+5	+2	Acrobatic Charge	+1
8th	+8/+3	+2	+6	+2	Sudden Strike +3d6	+1
9th	+9/+4	+3	+6	+3	Daring Strike	+1
10th	+10/+5	+3	+7	+3	Bonus Feat, Grace +3	+2
11th	+11/+6/+1	+3	+7	+3	Bravado	+2
12th	+12/+7/+2	+4	+8	+4	Sudden Strike +4d6	+2
13th	+13/+8/+3	+4	+8	+4	Improved Evasion	+2
14th	+14/+9/+4	+4	+9	+4	Grace +4	+2
15th	+15/+10/+5	+5	+9	+5	Bonus Feat	+3
16th	+16/+11/+6/+1	+5	+10	+5	Sudden Strike +5d6	+3
17th	+17/+12/+7/+2	+5	+10	+5	Slippery Mind	+3
18th	+18/+13/+8/+3	+6	+11	+6	Grace +5	+3
19th	+19/+14/+9/+4	+6	+11	+6	Improved Daring Strike	+3
20th	+20/+15/+10/+5	+6	+12	+6	Bonus Feat, Sudden Strike +6d6	+4

**Class Skills (4 + Int modifier per level, x4 at 1st level):** Balance, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Knowledge (nobility and royalty), Listen, Move Silently, Perform, Profession, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Rope.

### Class Features

As a swashbuckler, you laugh at danger and always face enemies with a weapon poised and a witty retort upon your lips. Life is an adventure and every adventure should be approached with equal amounts of charm, bravado, and skill. Nothing makes the day better than hearing stories about your unequalled panache and penchant for danger.

You are best in melee, dancing and tumbling about your opponent, laughing as you deftly dodge a clumsy strike before responding with a quick, vicious jab to the ribs.

**Weapon and Armor Proficiency:** Swashbucklers are proficient with all simple and martial weapons and with light armor.

A swashbuckler loses access to her AC bonus, sudden strike, grace, evasion, acrobatic charge, daring strike, improved evasion, and improved daring strike abilities if she wears any armor heavier than light, holds a shield, or if she carries a medium or heavy load.

**AC Bonus (Ex):** When wearing light armor, the swashbuckler adds her Intelligence bonus (if any) to her Armor Class. This bonus cannot exceed half the swashbuckler's class level (minimum 1). Thus a 2nd-level swashbuckler with an Intelligence of 16 would only gain a +1 bonus to her AC.

In addition, a swashbuckler gains a +1 dodge bonus to Armor Class starting at 5th-level. This bonus increases by 1 for every five swashbuckler levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

She loses these bonuses when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

**Sudden Strike (Ex):** If a swashbuckler can catch an opponent when he is unable to defend himself from her attack, she can strike a vital spot for extra damage. This ability works just like sneak attack, with the exception that swashbucklers using the sudden strike ability do not deal extra damage to opponents that they flank, but only to creatures that are denied their Dexterity bonus to Armor Class (whether the target has Dexterity bonus to Armor class or not). Sudden strike attack's extra damage dice stack with those from sneak attack whenever both would apply to the same target. This extra damage is +1d6 at 1st-level, and increases by +1d6 every four swashbuckler levels thereafter.

A swashbuckler's sudden strike bonus damage dice only applies to melee attacks. If a swashbuckler would gain sudden strike from another source that grants the damage bonus to ranged attacks, the swashbuckler would apply only the sudden strike damage from that source to her ranged attacks, though the damage bonus would stack on melee attacks as normal.

A swashbuckler can only use sudden strike against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature immune to

critical hits is not vulnerable to sudden strike damage. The swashbuckler must be able to see her target well enough to pick out a vital spot and she must be able to reach the vital spot. A swashbuckler cannot make a sudden strike attack against a creature with concealment or against the limbs of a creature whose vitals are out of reach.

**Weapon Finesse (Ex):** A swashbuckler gains Weapon Finesse as a bonus feat at 1st-level even if she does not meet the prerequisites.

**Grace (Ex):** A swashbuckler is quick on her feet. She gains a +1 bonus to Initiative checks at 2nd-level. This bonus increases by 1 for every four swashbuckler levels thereafter (+2 at 6th, +3 at 10th, +4 at 14th, and +5 at 18th).

**Evasion (Ex):** At 3rd-level or higher if a swashbuckler makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a swashbuckler is wearing light armor or no armor. A helpless swashbuckler does not gain the benefit of evasion.

**Bonus Feat:** At 5th level a swashbuckler gains a bonus feat. The brawler gains an additional bonus feat every 5 levels thereafter (10th, 15th, and 20th). These bonus feats must be drawn from the list below. A swashbuckler must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats must be drawn from the following list: Acrobatic, Agile, Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Negotiator, Persuasive, Quick Draw, Spring Attack, Toughness, and Weapon Focus.

If you own the *Player's Handbook II*, then add the following feats to the swashbuckler's bonus feats list: Acrobatic Strike, Adaptable Flanker, Bounding Assault, Combat Acrobat, Defensive Sweep, Flay, Intimidating Strike, Leap of the Heavens, Lunging Strike, Master Manipulator, Melee Evasion, Overwhelming Assault, Rapid Blitz, Tumbling Feint, Vexing Flanker

If you own the *Complete Warrior*, then add the following feats to the swashbuckler's bonus feats list: Close-Quarters Fighting, Dash, Defensive Strike, Eyes in the Back of Your Head, Flick of the Wrist, Hold the Line, Improved Combat Expertise, Karmic Strike, Power Critical, and Prone Attack.

**Acrobatic Charge (Ex):** A 7th-level swashbuckler can charge in situations where others cannot. She may charge in difficult terrain that slows movement or through spaces occupied by allies. This ability enables her to charge down stairs, leap from a balcony, or dash across a tabletop.

**Daring Strike (Ex):** At 9th-level, a swashbuckler that catches an opponent flat-footed during a surprise round can make one extra melee attack at her highest base attack bonus as an attack option. This ability is

usable once per encounter and only during a surprise round.

**Bravado (Ex):** At 11th-level, a swashbuckler's ability to laugh in the face of danger becomes a nigh impregnable bastion of defense. She becomes immune to all fear spells and effects.

**Improved Evasion (Ex):** At 13th level, a swashbuckler's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless swashbuckler does not gain the benefit of improved evasion.

**Slippery Mind (Ex):** At 17th-level the swashbuckler gains the ability to wriggle free from magical effects that would otherwise control or compel her. If the swashbuckler is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

**Improved Daring Strike (Ex):** At 19th-level the swashbuckler gains the ability to make a full attack against any flat-footed opponent during a surprise round as an attack action. This ability is usable once per encounter and only during a surprise round.