



THE SWASHBUCKLER



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By: Robert Buckley

COMPATIBLE FOR



SWASHBUCKLER - PG 5
NEW WEAPONS - PG 10

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SWASHBUCKLER

Many warriors wade into battle fully armed and armored, ready for whatever is thrown at them, while others are quick and agile, relying on speed and ability over heavy armor and large weapons. Swashbucklers, however, fall somewhere between these two types of fighters. Their ability to dart in and out of a fray, constantly wearing down opponents with flair and flourish, make tales of their exploits legendary. Heroic to a fault, many swashbucklers strive to uphold a strict, personal moral code.

Role: Swashbucklers combine quick wits and fancy footwork to confuse and distract their foes, often leaving them open for a devastating blow. They are typically lighter armored than other warriors, but despite this, do not shy away from front line combat. A swashbuckler is best suited defending lighter armored companions such as spellcasters and rogues, typically positioning themselves on the battlefield where they can use their talents to best take advantage of any

QUICK BUILD

You can make a swashbuckler quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Charisma. Second, choose the charlatan, folk hero, sailor, noble, or urchin background.

CLASS FEATURES

Hit Points

Hit Dice: 1d10 per swashbuckler level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per swashbuckler level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity and Charisma

Skills: Choose any three.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a cutlass and a dueling dagger or (b) any martial weapon and a shield
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) chain shirt, light crossbow and 20 bolts or (b) studded leather armor, a longbow and 20 arrows

LEVEL	PROFICIENCY BONUS	FEATURE	FLAIR POINTS
1	+ 2	Flair, Lucky Strike (one use)	2
2	+ 2	Strut	3
3	+ 2	Panache	4
4	+ 2	Ability Score Improvement	5
5	+ 3	Extra Attack	6
6	+ 3	Lucky Strike (two uses)	7
7	+ 3	Heroic Feat	8
8	+ 3	Ability Score Improvement	9
9	+ 4	Pragmatic Aura	10
10	+ 4	Heroic Feat	11
11	+ 4	Lucky Strike (three uses), Grandstand	12
12	+ 4	Ability Score Improvement	13
13	+ 5	Heroic Feat	14
14	+ 5	Ability Score Improvement	15
15	+ 5	Lucky Aura	16
16	+ 5	Ability Score Improvement	17
17	+ 6	Swagger	18
18	+ 6	Critical Mastery	19
19	+ 6	Ability Score Improvement	20
20	+ 6	Flourish	21

FLAIR

At 1st level, you tap into your natural confidence and luck. This power is represented by flair points, which allow you to perform actions with greater nuance and skill.

Flair Points

You start with 2 flair points + a number of points equal to your Charisma modifier. You gain more flair points as you gain levels, as described in the Swashbuckler table. You regain all spent flair points when you finish a short or long rest.

LUCKY STRIKE

Beginning at 1st level, you are able to add your Charisma modifier to the damage of a successful melee or ranged attack. You can spend flair points to target specific parts of a body with your lucky strike, as detailed in **table 1a**. A Dexterity saving throw is allowed to avoid the specific debilitating feature. A successful save does not prevent any hit point damage. The DC to resist the effect of your targeted lucky strike is 8 + your proficiency bonus + your Dexterity modifier. You may use this ability once before a short or long rest and you gain additional uses at levels 6 and 11.

NAME	FLAIR POINT COST	FEATURE
Arms	3	-1 Attack and -1 AC for 1 round.
Legs	3	-10 movement speed and -1 AC for 1 round.
Torso	2	Target takes ½ of total damage (minimum 1 point) on next round
Head	4	-2 Attack and -2 AC for 1 round

Table 1a

STRUT

At level 2, You gain a +2 to Charisma (Intimidation) skill checks and friendly creatures within 10 feet of you gain +1 to their attack rolls as a result of your unwavering bravado.

PANACHE

Upon reaching 3rd level, you now score a critical hit on a roll of 19 or 20. When you do score a critical hit, you are able to use 3 flair points to also do an act of Panache. Your panache abilities will force your target to make a saving throw. The DC for the save is equal to 8 + your proficiency bonus + your Dexterity modifier.

- **Disarm.** You can disarm your target of any weapon or item they are holding, if such items are able to be dropped. Your target must make a Dexterity saving throw with a -1 penalty.
- **Trip.** You can knock your target prone so long as it is no more than 1 size larger than yourself. Your target must make a Dexterity saving throw with a -1 penalty.
- **Stun.** You can stun your target for 1 round + 1 round per Dexterity modifier. Your target must make a Dexterity saving throw with a -1 penalty.
- **Blind or Deafen.** You can blind or deafen (not both) your target. Your target must make a Dexterity saving throw with a -1 penalty.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FLAIR ABILITIES

Sometimes your flair abilities will force your target to make a saving throw. The DC for the save is equal to 8 + your proficiency bonus + your Dexterity modifier.

Off-Hand Parry. If you are wielding two melee weapons in combat, you can spend 2 flair points and use your reaction to parry an incoming attack. The total damage of the successful attack is lowered by an amount equal to your proficiency bonus + your Dexterity (minimum 1 point of damage). You cannot benefit from this ability more than once per round.

Dastardly Feint. You can use your bonus action to attempt to make your opponent off balance, spending 2 flair points to force them to make a Dexterity saving throw. On a failed save, they are considered off-balance, and receive a -2 to their AC for 1 round.

Coup de Grace. If your opponent has less than 10% of their total hit points remaining, you may attempt a strike that finishes them off for good. After you successfully hit a creature in combat, but before you roll damage for the attack, you can spend 4 flair points and choose to drop the creature to 0 hit points instead. You must be at least level 10 to use this ability.

Unfettered Footwork. When you are engaged in melee combat, you may spend 2 flair points to render yourself immune to opportunity attacks as a bonus action for 2 rounds.

Evasive. You can spend 4 flair points and use your bonus action to make yourself harder to hit with certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage so long as you succeed and half damage if you fail. This ability lasts for a number of rounds equal to your Dexterity modifier. You must be at least level 6 to use this ability.

Deflect Incoming Missiles. You can spend 3 flair points and use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your swashbuckler level. You must be at least level 3 to use this ability.

Menacing Attack. When you succeed in a melee weapon attack, you can spend 2 flair points to make your target intimidated. If they fail a Wisdom saving throw, they receive a -2 to their attack rolls for 1 round.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HEROIC FEATS

Beginning at 7th level, you are able to choose a Heroic Feat. You gain an additional heroic feat at levels 10, 13, and 16. You cannot take a heroic feat more than once.

Graceful. You gain +2 to any Dexterity saving throws and Acrobatics skill checks.

Riposte. When you are struck with a melee weapon, you can use your reaction to attempt one attack against the target who hit you. You must declare the use of this deed before the damage is calculated for the attack.

Deadly on the Ground. You do not receive a disadvantage on attack rolls while in a prone position.

Deadly Opportunist. You can make 2 opportunity attacks against one target when allowed.

Head on a Swivel. You gain +2 to initiative rolls and can no longer be considered surprised.

Defensive Fighting. You can choose to not add your proficiency bonus to your attack roll and instead add it to your AC for 1 round.

Catch Off Guard. When attacking for the first time in combat, the opponent you face loses any AC bonus gained from high Dexterity for the first attack you make against it. You cannot benefit from this feat more than once per encounter.

Passing Knowledge. You may add ½ of your proficiency bonus (rounded down) to any skill you do not already add your proficiency bonus too.

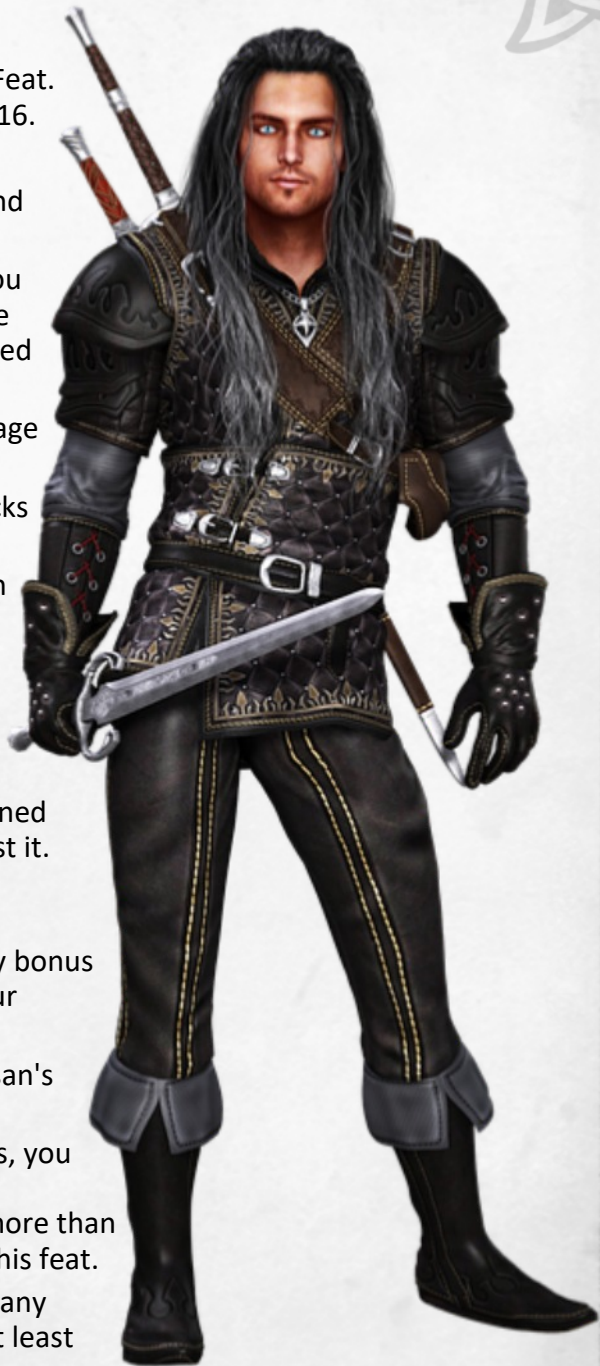
Downtime Hobby. You gain proficiency in any one artisan's tool or musical instrument.

Cheat Death. Whenever you are brought to 0 hit points, you immediately stabilize and gain hit points equal to your Charisma modifier. You cannot benefit from this feat more than once per day. You must be at least level 13 to choose this feat.

Charmed Life. You may add your Charisma modifier to any saving throw 3 times before a long rest. You must be at least level 10 to choose this feat.

Heroic Presence. Your presence has an emotional effect on those around you. Any friendly creatures within 10 feet of you gain a bonus equal to your Charisma modifier on saving throws to resist being frightened.

Toughness. You gain +2 to Constitution saving throws. In addition, you can reduce your exhaustion level by 1 when taking short rest rather than a long one.



PRAGMATIC AURA

At level 9, you are able to use your action to activate a 15-foot aura around yourself that gives those around you a level head and pragmatic outlook. The aura grants you and any friendly creatures within the aura +4 on any saving throw to resist charm and compulsion magic. The aura lasts for 2 rounds + 1 round for every Charisma modifier you have. You can spend 4 flair points and increase the aura's duration by a number of rounds equal to your proficiency bonus. You can use this ability once before a short or long rest. You may not have more than one Aura active at a time.

GRANDSTAND

At level 11, you are able to inspire your allies with a grand gesture of heroism and skill. After you successfully strike with a critical hit, any friendly creature within 10 feet of your position gains a bonus equal to your Charisma modifier on their next ability check, attack, or saving throw. You can use this ability a number of times equal to your Charisma modifier before a short or long rest.

LUCKY AURA

Upon reaching 15th level, you are able to use your action to activate a 15-foot aura around yourself that gives those around you a share of your luck. The aura grants any friendly creatures within the aura advantage on any one saving throw, ability check, or attack. Creatures cannot benefit from this aura more than once per round. You can spend 6 flair points and increase the aura's duration by a number of rounds equal to your proficiency bonus. You can use this ability once before a short or long rest. You may not have more than one Aura active at a time.

SWAGGER

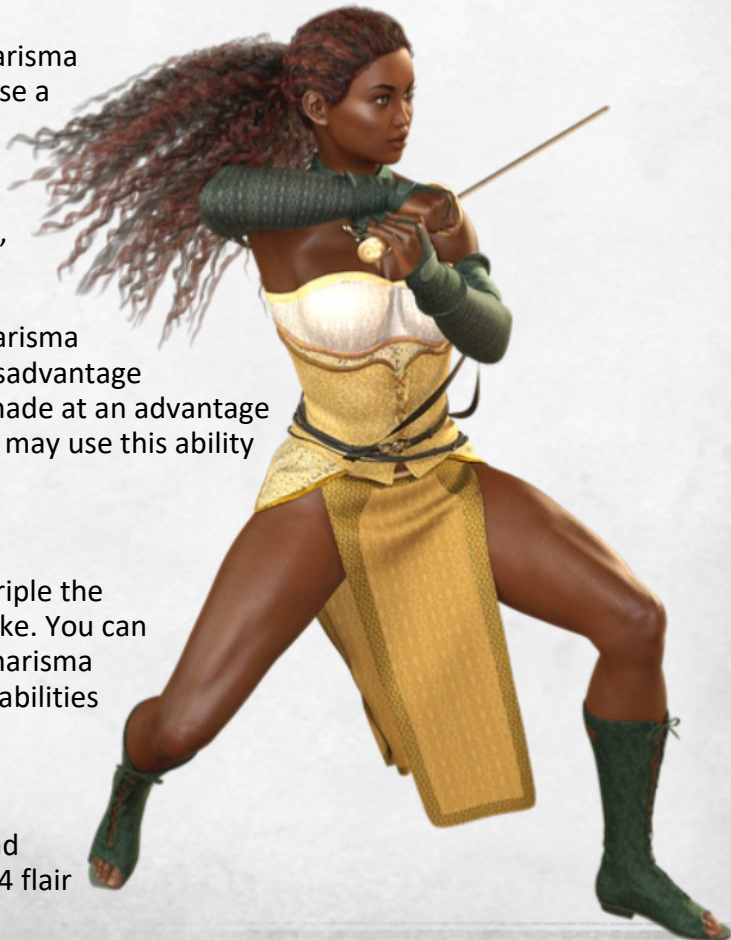
At level 17, you gain advantage on any Charisma skill check. In addition, you are able to cause a creature to think twice before attacking you if they fail a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature will not engage in any hostile action toward you for a number of rounds equal to your proficiency bonus + your Charisma modifier. The saving throw is made at a disadvantage if the creature has less HD than you. It is made at an advantage if the creature has more HD than you. You may use this ability once before a short or long rest.

CRITICAL MASTERY

Upon reaching 18th level, you are able to triple the amount of damage you do on a critical strike. You can do this a number of times equal to your Charisma modifier before a long rest. Your panache abilities are now saved against at a -3 penalty.

FLOURISH

At 20th level, when you roll for initiative and have no flair points remaining, you regain 4 flair points.



NEW WEAPONS

SIMPLE MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTY
Dagger, dueling	12 gp	1d4 P	2 lbs.	Light, finesse, special
Dagger, punching	2 gp	1d4 P	2 lbs.	Light, finesse
Spring Blade	70 gp	1d4 P	1 lbs.	Light, finesse, special

MARTIAL MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTY
Boarding Axe	6 gp	1d6 S or P	4 lbs	Light, special
Cutlass	15 gp	1d8 S	6 lbs.	Light, finesse
Dueling Scabbard	20 gp	1d6 B	5 lbs.	Light, finesse, special

SPECIAL

Boarding Axe. You can choose to do slashing or piercing damage.

Dagger, dueling. You gain a +1 to your AC against melee weapon attacks when you wield this weapon in your off-hand.

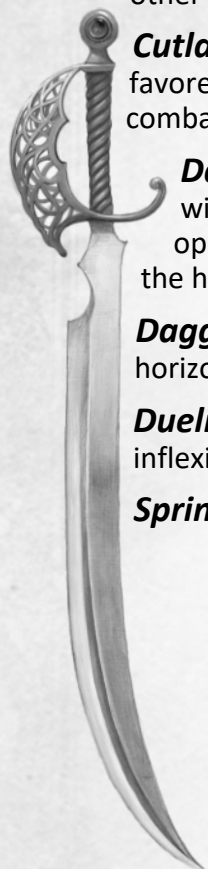
Dueling Scabbard. You gain a +1 to your AC against melee weapon attacks when you wield this weapon in your off-hand.

Spring Blade. You can extend this blade into your hand as a bonus action. You can never be disarmed in combat when wielding a spring blade. Replacing the blade to its neutral position uses your action. Anyone trying to notice the weapon when it is in its neutral position receives a -4 penalty to their Wisdom (Perception) skill check. If you have a Dexterity modifier of +3 or more, you can extend the blade as a reaction instead of a bonus action.

Boarding Axe. A boarding axe is similar to a handaxe, but with the addition of a spike that allows the weapon to do either slashing or piercing damage. When in hand, a boarding axe grants a +2 bonus on Strength (Athletics) skill checks to climb wooden or other penetrable surfaces, such as ice.



Cutlass. This short, curved sword is favored by seafarers for close-quarters combat.



Dagger, dueling. This weapon looks like a typical dagger with the obvious addition of two prongs used for trapping an opponent's blade and the possible addition of a basket guard on the hilt.

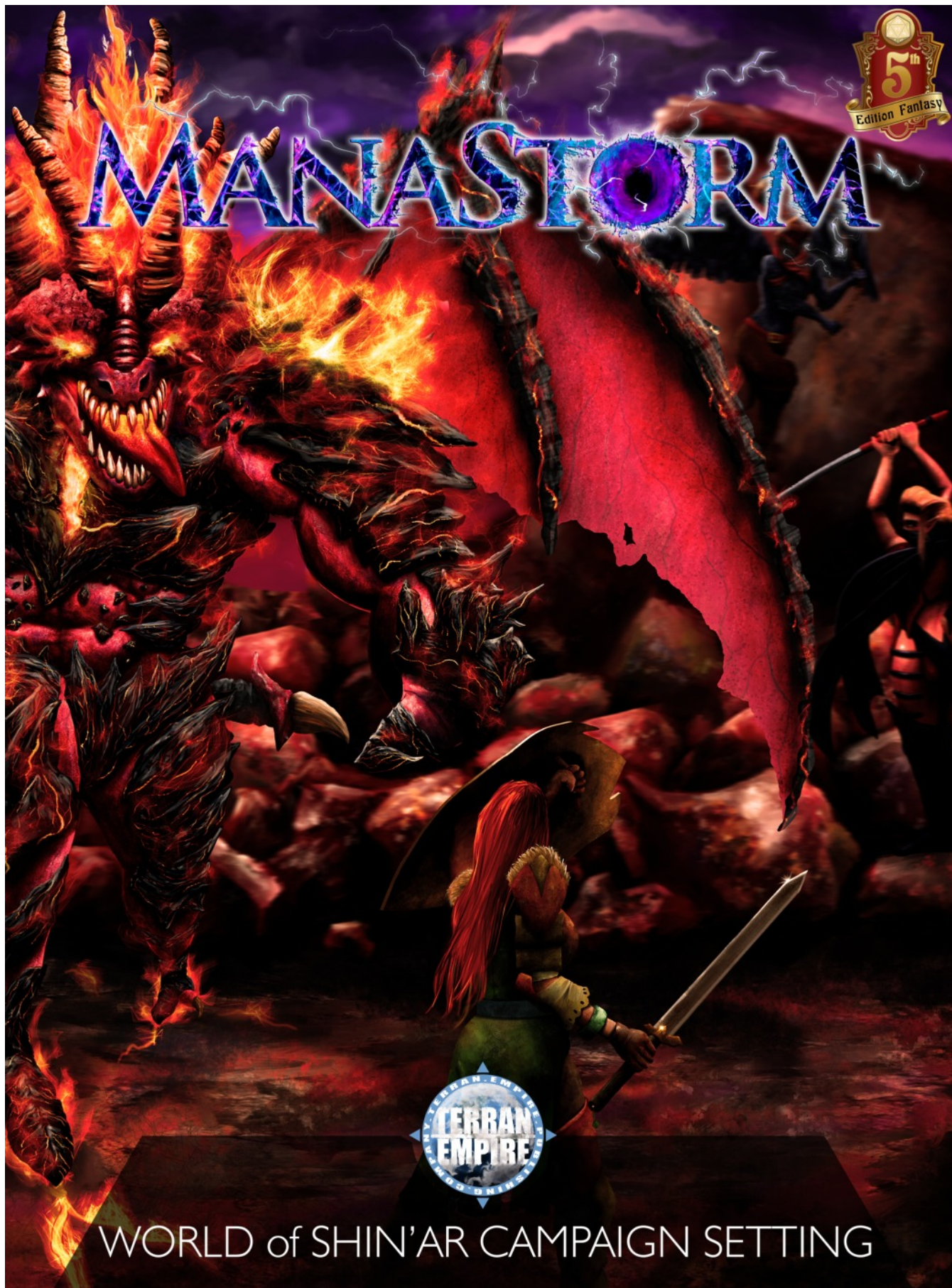


Dagger, punching. A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.

Dueling Scabbard. These scabbards are reinforced with steel making them extremely inflexible, but also able to be used in combat as a weapon or to assist in deflecting blows.

Spring Blade. This 6-inch blade is attached to spring loaded armband.





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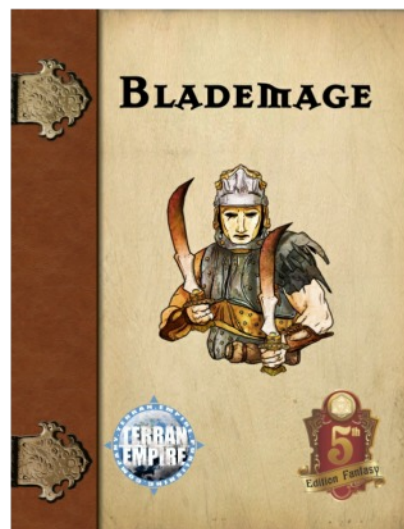
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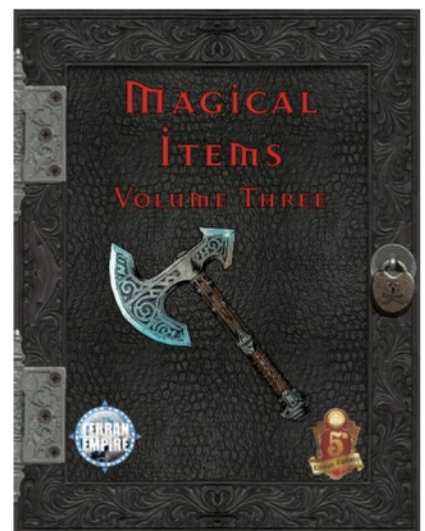
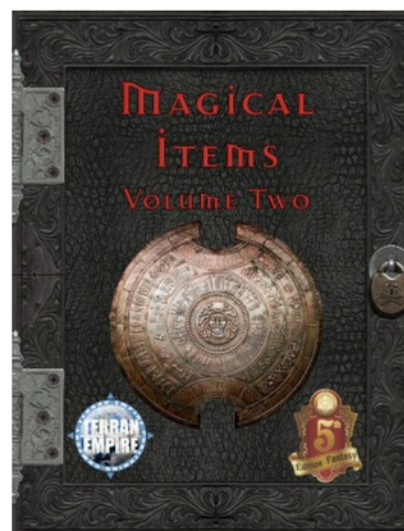
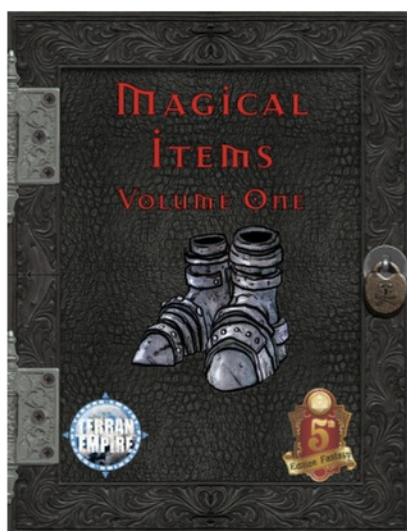
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