

SWASHBUCKLER'S STYLE: FENCER

PANACHE

You care as much about the way you accomplish something as whether you actually accomplish it in the first place. When you perform an action with particular bravado, you can leverage this moment of verve to perform spectacular, deadly maneuvers. This state of flair is called panache, and you are either in a state of panache or you are not.

You gain panache by successfully performing the skill check associated with specific actions that have a bit of flair, including Tumble Through and additional actions determined by your swashbuckler's style.

Gaining Panache

- ▶ **TUMBLE THROUGH** → (and similar actions)
- ▶ **FEINT** →
- ▶ **CREATE A DIVERSION** →

While you have Panache...

+10-foot status bonus to your Speeds, including Climb. (*Vivacious Speed*)

+1 circumstance bonus to *Tumble Through*

+1 circumstance bonus to *Feint*

Precise Strike adds precision damage

Finishers can only be used while you have panache and cause you to lose your panache

PRECISE STRIKE

STRIKE

You strike with flair. When you have panache and you Strike with an agile or finesse melee weapon or agile or finesse unarmed attack, you deal additional X precision damage. If the strike is part of a finisher, the additional damage is Xd6 precision damage instead.

CONFIDENT FINISHER →

FINISHER

You make an incredibly graceful attack, piercing your foe's defenses. Make a Strike with a weapon or unarmed attack that would apply your precise strike damage, with the following failure effect.

— **Failure** Even when your foe avoids your Confident Finisher, you can still hit a vital spot. On a failure with Confident Finisher, you apply your full precise strike damage (*Precise Finisher*). This damage type is that of the weapon or unarmed attack you used for the Strike.

TUMBLE THROUGH →

MOVE

You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as soon as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.

+ **Success** You move through the enemy's space, treating the squares in its space as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.

— **Failure** Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

Tumble Behind

Your tumbling catches your foe off guard. When you *Tumble Through* successfully, that foe is flat-footed against the next attack you make before the end of your turn.

TUMBLING STRIKE →

FLOURISH | MOVE

Requirements You are adjacent to an enemy.

Attempt an Acrobatics check against the Reflex DC of an enemy adjacent to you.

+ **Success** You move through the enemy's space to an unoccupied space on the other side of the enemy from your starting position. This movement doesn't trigger reactions. You can't move farther than your Speed, and you must end your movement adjacent to the enemy whose space you moved through. After moving, you make a melee Strike against the enemy whose space you moved through.

⚡ **Critical Success** The enemy is flat-footed against your Strike.

— **Failure** You remain in your original space but can still Strike.

⊘ **Critical Failure** No effect.

Flourish

Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

FEINT →

MENTAL

Requirements You are within melee reach of the target you attempt to *Feint*.

With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against your target's Perception DC.

+ **Success** Your foe is fooled, but only momentarily. The target is flat-footed against the next melee attack that you attempt against it before the end of your current turn.



FEINT → (cont)

🔥 Critical Success You throw your enemy's defenses against you entirely off. The target is flat-footed against melee attacks that you attempt against it until the end of your next turn.

🚫 Critical Failure Your feint backfires. You are flat-footed against melee attacks the target attempts against you until the end of your next turn.

Dueling Cape

You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

INTERACT →

MANIPULATE

You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, open a door, or produce some similar effect. You might have to attempt a skill check to determine if your Interact action was successful.

CREATE A DIVERSION →

MENTAL

With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the manipulate trait. If you use distracting words, it gains the auditory and linguistic traits.

CREATE A DIVERSION → (cont)

Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to *Create a Diversion* for 1 minute.

+ Success You become hidden to each creature whose Perception DC is less than or equal to your result. (The hidden condition allows you to Sneak away, as described on page 252.) This lasts until the end of your turn or until you do anything except Step or use the Hide or the Sneak action of the Stealth skill (pages 251 and 252). If you Strike a creature, the creature remains flat-footed against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise.

- Failure You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

Hidden

While you're hidden from a creature, that creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is flat-footed to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails to affect you. Area effects aren't subject to this flat check.

OPPORTUNE RIPOSTE ↻

Trigger A foe within your reach critically fails a Strike against you.

You take advantage of an opening from your enemy's fumbled attack. You either make a melee Strike against the triggering foe or attempt to Disarm it of the weapon it used for the Strike.

ATTACK OF OPPORTUNITY ↻

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature.

If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.

This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

NIMBLE DODGE ↻

Trigger A creature targets you with an attack and you can see the attacker.

Requirements You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

DODGE AWAY ↻

Trigger You are the target of a melee attack.

Requirements You're aware of the attack and aren't flat-footed.

DODGE AWAY ↻ (cont)

You use your acrobatic prowess to evade an attack, using momentum to keep yourself moving, if you choose. You gain a +1 circumstance bonus to AC against the triggering attack.

If the attack misses you, you can Step after the Strike.

If you're a master in Acrobatics, you can move 10 feet on this Step instead of 5 feet.

ACROBATICS

CONTORTIONIST

You can squeeze out of tight situations surprisingly quickly, gaining an advantage against foes that try to pin you down.

You can Squeeze at full Speed.

Whenever you successfully Escape using Acrobatics, the creature you Escaped from is flat-footed against the next attack you make against it before the end of your next turn.

ESCAPE →

ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

ESCAPE → (cont)

+ Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

🔥 Critical Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

⊘ Critical Failure You don't get free, and you can't attempt to *Escape* again until your next turn.

SQUEEZE

EXPLORATION | MOVE

You contort yourself to squeeze through a space so small you can barely fit through. This action is for exceptionally small spaces; many tight spaces are difficult terrain (page 475) that you can move through more quickly and without a check.

+ Success You squeeze through in 1 minute per 5 feet.

🔥 Critical Success You squeeze through the tight space in 1 minute per 10 feet of squeezing.

⊘ Critical Failure You become stuck in the tight space. While you're stuck, you can spend 1 minute attempting another Acrobatics check at the same DC. Any result on that check other than a critical failure causes you to become unstuck.

Sample Squeeze Tasks

Trained space barely fitting your shoulders

Master space barely fitting your head

ACTIONS

1 ACTION →

2 ACTION → →

3 ACTION → → →

REACTION ↻

BON MOT →

AUDITORY | CONCENTRATE | EMOTION | GENERAL | LINGUISTIC | MENTAL | SKILL

You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC.

+ Success The target is distracted and takes a -2 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action.

🔥 Critical Success The penalty is -3.

⊘ Critical Failure Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

ONE FOR ALL →

AUDITORY | CONCENTRATE | EMOTION | LINGUISTIC | MENTAL



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ONE FOR ALL → (cont)

With precisely the right words of encouragement, you bolster an ally's efforts.

Designate an ally within 30 feet; this action counts as sufficient preparation to Aid that ally. When you use the Aid reaction to help that ally, you can roll Diplomacy in place of the usual check.

AID ↻

Trigger An ally is about to use an action that requires a skill check or attack roll.

Requirements The ally is willing to accept your aid, and you have prepared to help.

You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn. You must explain to the GM exactly how you're trying to help, and they determine whether you can Aid your ally.

When you use your Aid reaction, attempt a skill check or attack roll of a type decided by the GM. The typical DC is 20, but the GM might adjust this DC for particularly hard or easy tasks. The GM can add any relevant traits to your preparatory action or to your Aid reaction depending on the situation, or even allow you to Aid checks other than skill checks and attack rolls.

+ Success You grant your ally a +1 circumstance bonus to the triggering check.

🔥 Critical Success You grant your ally a +2 circumstance bonus to the triggering check. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4.

⊖ Critical Failure Your ally takes a -1 circumstance penalty to the triggering check.

CONDITIONS

HIDDEN

While you're hidden from a creature, that creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide.

When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is flat-footed to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails to affect you. Area effects aren't subject to this flat check.

FLAT-FOOTED

You're distracted or otherwise unable to focus your full attention on defense. You take a -2 circumstance penalty to AC. Some effects give you the flat-footed condition only to certain creatures or against certain attacks. Others--especially conditions--can make you universally flatfooted against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them; for example, many effects simply say "The target is flat-footed."

FALLING

Land on Your Feet

When you fall, you take only half the normal damage and don't land prone.

Cat Fall

Treat falls as 10 feet shorter.

Expert in Acrobatics = 25 feet shorter.

Master in Acrobatics = 50 feet shorter.

Legendary in Acrobatics = you always land on your feet and don't take damage, regardless of the distance of the fall.

CRITICAL HITS

You've dedicated yourself to learning the intricacies of your weapons. You gain access to the critical specialization effects of all weapons for which you have expert proficiency.

RAPIER

Critical Specialization The target is made off-balance by your attack, becoming flat-footed until the start of your next turn.

HAND CROSSBOW

Critical Specialization If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile.

The target is immobile and must spend an Interact action to attempt a DC 10 Athletics check to pull the missile free before it can move from its space.

The creature doesn't become stuck if it's incorporeal, liquid (like a water elemental or some oozes), or could otherwise escape without effort.