

Swashbuckler (Charisma)

Swashbucklers get through life relying on charm, a quick wit, and a flashing rapier.

Abilities:

Charismatic Defense: At 1st level, a swashbuckler adds both his Dexterity and Charisma modifiers to his Armor Class. He maintains these bonuses even if he is surprised or unaware of an attack. A swashbuckler only loses these bonuses if he is held or immobilized.

Finesse Attack: At 1st level, a swashbuckler uses his Dexterity bonus to determine his to hit and damage bonuses with melee weapons, instead of his Strength score.

Improved Initiative: At 4th level, the swashbuckler gains a +2 bonus to his initiative roll.

Taunt: At 7th level, a swashbuckler can taunt a foe before or during combat as a free action, causing the target to take a –2 Armor Class penalty unless he passes a Wisdom saving throw.

Extra Attack: At 10th level, the swashbuckler gains one additional attack per round with a melee weapon he is trained with.

Prime Attribute: Charisma

Alignment: Any non-Lawful

Hit Dice: d10

Weapons: Brass knuckles, dagger, dart, dirk, improvised weapons, knife, main gauche, poniard, rapier, scimitar

Armor: Leather coat, leather armor, buckler

Abilities: Charismatic Defense, Finesse Attack, Improved Initiative, Taunt, Extra Attack

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,001
3	d10	+2	4,001
4	d10	+3	8,501
5	d10	+4	17,001
6	d10	+5	34,001
7	d10	+6	68,001
8	d10	+7	136,001
9	d10	+8	272,001
10	d10	+9	500,001
11	+4 HP	+10	750,001
12	+4 HP	+11	1,000,001
13+	250,000 EP	per level	