



Swashbuckler guide pathfinder

This guide was found on November 26, 2017 after Google ate it. The guide is done by three times in the Paolo forums. Dundee's daring Dragoman in-depth guide to the introduction of the pathfinder so, you want to play swashbuckler, huh? That's great. That's really great, because the Sashbackler is deceptively good. The thing is, building a swashbeller is a bit of a shot in the dark right now. But it's not so bad - unlike the duel, Lord of the Sword, or many other lessons that try this style of play, Swashbuckler doesn't require a large amount of optimization or complex knowledge of the traps inherent in Pathfinder to function at the base level. Also, it's not a prestige rate, so automatically makes it better at its job than 90% of the alternatives. Still, every class needs a guide, right? That's why I'm here. The Swashbuckler pathfinder is pretty much exactly what comes to mind when you hear that word - a lightly armored, explosive swordsman who can fight with one hand tied behind his back. Can, but probably shouldn't. They excel in defensive fighting, partly because they focus on Dexterity, but also because a bunch of their squad qualities (or rather, their actions) support that style of play. That doesn't mean they'll have the highest air conditioner, but that's fine; They don't need the highest AC, as they have other options for preventing attacks. Nor does it indicate weakness; Swashbuckler is able to do some pretty nice damage when they put their minds to it, even using a weapon in one hand. However, unless you're really working towards it, you won't be the party's main damage trader. This guide uses plots, races, features, and so on from core Pathfinder books (core, advanced player guide, ultimate magic, and ultimate fighting), as well as complementary companion books like Advanced Race Guide, Inner Sea World Guide, Sargava, and so on. And, of course, the advanced class instructor. I hope you put that down. Basically, if it's about PFSRD, made by Paizo, and easily accessible, I have factored it in here. Or I missed it, which is entirely possible. A rating system as you might guess, this guide is inspired by the likes of Treantmonk, Walter's Guide to meg, N. Jolly's many guides, and so on. And I'm going to rip out their color coding system! Isn't that great? Here's what you're looking at, in color and star ratings for the chromatically challenged: red/*: it's either very situational to the point of futility, not giving enough benefit to be worth it, or else is completely outclassed by another option. It is ok. It usually indicates that this option is outshined by other options, kicks more, or that the advantage is too situational to rely on. Good, and you won't regret it if you regret it. to take this option. But, it may not be suitable for any construction, or requires investment to shine. yes, we're into the sweet stuff now. One of the best options available to you, you should seriously consider make room for it in your son. A sort of Real Superlo/***: Very rare and effortless on the eyes. It's the best you can get, and you have to almost always take it. Figure ability scores I need to start here, since what ability scores you want and have your race influences, achievement, skill, Playstyle, and.. Pretty much all your options, really. Texas ***** : Yes. That's your main statistic; Don't let anyone tell you otherwise. Swashbuckler effectively gets weapons of refinement, but better, for free at Level 1, so this is your main statistic for armored class, offensive bonus, some good skills, and some of your doers. And you're going to add that to the damage pretty quickly. Aim for at least 16, before racist bonuses, here. Okay, so I lied. Charisma is also quite important for Swashbuckler. You can even make it your main statistic if you want; It affects Panache and a handful of dimes (including one Save-strengthen), and you get all the basic facial skills as well. 14 should serve you fine here, but if you want higher, feel free. Constitution***: You can be a dubious little prick, but you're still a frontline fighter, and you want HP just like any other front-line fighter. Also, you have a bad rescue fortress, so to tigger it never hurts. 13-14 if you can. Wisdom **: Honestly, these three statistics are all Swashbuckler needs. I recommend wisdom as your next priority, because your savings shouldn't be lower than it already is. 10 or 12 should be fine. Intelligence **: To be perfectly honest, you can throw in intelligence, even if you want combat expertise, because Swashbucklers get to swap their charisma on intelligence to meet combat achievement prerequisites. But, I just think Swashbuckler needs some cunning to him, you know? Feel free to throw it in the toilet if you think otherwise, but know that your skill points will take a hit. 10 or 12, again. Go to 7:00 if you want to check it out. Power*: Yes ok, it's red, but don't throw it too hard if you can help it; You should still be able to pick up your armor and weapons and various other items before you get access to The Thyrral and Handy Haversacks. A MasterVerx backpack will help, but won't completely alleviate the problem. Also, if you can't get Grace cutting, you'll have to wait at least until level 3 to add your Dax to the damage, and you don't want a penalty if you can help him. Here between 7:00 and 10:00. Sample statistics arrays the person placed 10 points to buy (do not play 10 points to buy): Str 7, Dex 15 (17), Con 12, Int 10, Wis 10, Cha 14 15-point Buy: Str 7, Dax 16 (18), Con 14, Int 9, Wis 10, Che 14 20 Points Buy: Str 10, 16 (18), Con 13, Int 10, Wis 10, Che 15 25-point Buy: Str 10, Dex 16 (18), Con 13, Int 10, Wis 12, Che 16 races I'm just going to mention the core races, and these progressive/rare races that I think are at least a little helpful to you here, because there's not much point in bringing up any one race, no matter how terrible it is for you. yes, you saw it coming. Another achievement and +1 skill point per level is perfectly good for everyone. +2 will enter either Texas or charisma. Most alternative racial traits are not great for you, but some girls may consider targeted research. Whatever you do, never take double talent; It's absolutely atrothy. You want it, play Aasimar and get some actual racist abilities to go with stat bonuses. Half Elf****: Like a person, +2 goes dax or charisma. You get focus skill, which may interest some builds, but you can skillfully replace it with exotic weapons for free - and while you might think any Swashbucklers will use rapier, that's not always true. There are some decent weapons available, thanks to a certain to take anyway. Katana, Wakiesashi, Rocca and the Orumi are all good choices. If you are not interested in any of this, Dual Minded is a very good exchange that your will keep is pretty poor by default. Besides, a catch bonus and a few saves is always welcome. A preferred squad bonus probably isn't worth it, but you can also choose from the man or elf FCBs. half-orc ***: These guys make decent Swashbucklers, surprisingly. The scare push is welcome, and you can trade the cruelty orc (which will probably only get you killed) for a +1 lucky bonus per savings shot, which is amazing, or a catch bonus. FCB is... Oh, is that okay? I'd go human, personally. You can also get a bite, which counts weapons and light piercings, and doesn't count as attacking with a weapon in your hand. Surprising, huh? A small race was actually rated pretty high for a fighter on the front line. Like Swashbuckler, you haven't won power nearly as much as other fighting-oriented lessons, so +2 charisma and +2 value for -2 power is pretty great for you. In addition, the AC +1 and +1 on The Rolls Attack is very nice. Slow

speed hurts, so consider trading it and Sure-Footed out to normal speed. A small acrobatic bonus may be missed, however. Besides, it's all been verified. +2 perception and +1 on all savings is heartfelt welcome. FCB is uh, I'd just go with HP. Elf **: Bonus for Dax is good, but there really isn't much more here for you. Sleep immunity is nice, and perception is always welcome, but Elven Magic is useless to you, and you already have access to whatever familiarity weapons can get Than the Elven curve blade, but you won't be using it). FCB is like man's, so it's pretty decent. Not a terrible choice, but consider the half elf first if you want an elf flavor. Dwarf **: Like a gentleman, the charisma bonus is all you're here for. small size isn't terrible for you, and you can replace the very defensive training situations and hatred for eternal hope, which is guite nice. Alternatively, Bond land is fine if you know you will be in certain territory frequently, as will Master Tinker for skill, if you care to throw points into Craft. Midget*: Punishment for charisma, and a bunch of things that don't do you much good at all. Swaps don't offer much help. The preferred status bonus is kind of interesting, but it's not good enough to make the race worth it in general. These most other races should be allowed unless your GM is strict for human-only or core-only campaigns. Aasimar****: These guys are flexible, due to their changing ability bonuses. Specifically, you're interested in Azata, and, to a lesser degree, Agathion, Gruda, or peri-blood. The former have perfect bonuses for you, and they come unm penalty! Much better than the dual-talent human trade-off, since you get some extras to go along with stat boosts. Asimer doesn't have a preferred class bonus, but if you take the alternative trait of the scion of humanity, you have to qualify for the human FCB. You can also, unless you really appreciate your subtype outsider or bonus language. The resistance and the vacant deals are mostly also. Catfolk***: Deploying a really good capability score for Swashbuckler. Unfortunately, you won't hold out the power to re-roll reflex saves so much, since this is a good one to save and you'll have Dax what an ass. +2 perception, stealth, and survival is nice; Consider picking up stealth as a class skill using a feature. Or you can swap it for +2 for diplomacy, bluff, and sensation motive, everyone's already class skills. You probably won't argue much, so I suggest replacing Sprinter. Again, good grades. Con it's worse than Wis, but you can live with it and/or die because of it). The other racists aren't something to write home about, except bluff/catch bonus, but hey, they're there. You can replace the unsusceptive detection with light if you want. There's not much more to say about these guys. I think, being half human, you're entitled to the human FCB here, so go ahead. Okay, so I'm not suggesting playing it in anything but a mean campaign, but it's not bad at all. Same changes as Dahmpier, but you get opposition to spell fine. Swap the SLAs for nimble moves is not so bad of a deal. I wish a sediment had escaped charisma instead of wisdom, as she probably should have, because it would be a good option then. Okay, now I'm starting to think Paizo has a jack on +charisma+ Dex races. It's like the fourth in a row, technically. And again, it's pretty good for you. Skill bonuses don't do much unless you take some features, but resistance is beneficial and shadow blending is great since you have Darkvision and low light vision. The witchcraft abilities are nice; Consider trading shado walking for displacement. I'm not sure how displacement. I'm not sure how displacement will get a haircut with 50% of your usual chance to miss out in the dark; The latter reads that it is not considered total concealment, and displacement reads that it is considered as total concealment. If they stack (or rather, act separately like other separate sources of missed chance do), then that's great. If not, it's still fine, but a much harder choice. Goblin **: +4 Texas and potentially +4 percept or acrobatics makes these guys worth mentioning. Still, -2 charisma hurts. The smallsized bonuses with 30-foot traffic and Darkvision help ease it somewhat, but I'd think long and hard before I choose this race. Hobgoblin ***: Good bonuses and no penalty. Replace the insidiously insidious, and perhaps Darplevision in this natural armor+ 1. All in all, not a bad deal. Ifrit***: Wow, even more +Dex/Che. Replace the affinity for fire with blood or mirage in the desert because it's completely useless to you. +4 Initiative that stacks up with said achievement. Efreeti Magic's fine, use reduce a person on yourself for decent AC enthusiast and attack rolls (you get +2 from Dex and be small). Not the best grades, but they will. Tinker's nice. Take a feature to get UMD as a class skill and you'll be pretty good at it, probably better than crooks. Rodent empathy can probably be thrown into the unnatural, and if you don't have another Ratfolk scuffle at your party, throw a swarm out the window to... Well, the other options aren't good, but hey, at least they'll come once or twice a blue moon. Specifically, you want Fanglord/Steiger-relatives; +2 Dax and Che (while in the apartment) is nice for you. You'll have to move to get most of those benefits, but that's not a problem. Whether you want the claws or bite into fights depends on whether your GM says you can get an accurate strike attacking with your claws. Technically, if those claws were on your feet, there would be no problem... But good luck with that. The other options, +speed and see in the dark (better darkvision), are good, but more mode; Just choose who's most useful for the current fight. Also, the catch and acrobatic bonuses are lavish. Jump SLA... Actually may help you with stunts if your GM allows them, so hey! You get a use out of it! Tango **: It bears remind only of the sword Weapons training. Use whatever you want to catch Wakizashi, Rocca, Urumi or Katana. You want Dib or Rexa-Scherz here. Trade a diabolical spell for the tail, and consider trading additional resistance for this +1 NA bonus, or maintaining them and being an achievement for the armor of the pit. Kitsune***: While there aren't many here for you, ability score bonuses and acrobatic push are up your alley. The racist feature Wolfin Paunes is good, but you eat through Swift actions as it is. Okay, these guys will be blue or some kind of real superlo sort of if not for the fact that they can't fucking go. +2 Dax, Con, and Charisma, +2 NA Bonus, Travel Immunity - it's all awesome for Swashbuckler. The strong-tailed alternative thoroughbred feature is mandatory if you want to activate one of these and don't have access to a scheduled flight somehow. I'm not even sure what a trade is like; Triple your land speed and still maintain a pretty decent swimming speed? Why not? Vishkania***: Not much except ability scores, but they are good. Resisting poison can be life-saving under certain circumstances, and the racial poison is, uh, something, I guess. The alternative features Weapons and Armor***: You get all combat weapons, but you're only allowed light armor, and the only kind of shield you can use is a buckle. It's okay, I can't do it. You have decent options besides armor when it comes to avoiding attacks, and you probably wouldn't use any other kind of shield in the first place, even if you could. Why isn't it rated blue? You don't get much out of it at all. As you can see here, you're going to be using a light penetrating weapon or with one hand at a time, because Panache refreshes only if you get to kill or crit with one. Try convincing your general manager to let you get Pancha back by being an idiot, like how a gunslinger can jog their guts. It's the only way you can really control. and I'm pretty sure it's designed to be kosher even though it wasn't mentioned on the page. From why it exists to the decent that I have I suppose perhaps to God so it's hard to rate them in general. Overall, I tend to appreciate as long as you have 1 at least Panache more acts than their dear counterparts, just because, if you don't have much charisma, you may only be able to run one of the acts before you exactly 1 Panache. Derring-doo. 1d6 that can explode multiple times up to your Dex mod, and it can only be applied to a handful of skills, one of which (Fly) is not on your class skill list. If you can force your GM to allow you to refresh Panache using stupidity on purpose (which you should try), it gets a little better, since you will probably be using those skills said But it's still probably orange. Dodging Panache***: It's a bit of a situation, but at later levels it can be a lifesaver. Not so much for the AC charisma bonus; It's nice, but more helpful early on. No, what's great about The Deed is that if the enemy has to go up to you 5ft to fully attack you, you can use that to get away and avoid any attack except one attack (which you have a bonus to dodge). So, try staying five feet from an opponent, if you can. Note that it inspires AoO from other enemies, just not one whose attack you're evading. I might be overdoing it. 1 Panache This cost is a bit steep. Oporton Fruit and Rippost ****: It's really good, and a great way to avoid attacks, especially if you really pump your charisma/Panache. Please note that if you can avoid a full attack by moving five feet, punchy dodging is a better use of your Panache. The immediate counterattack is the two-mint on the cake. Use it if you're sure you can have fallen enemy with the attack, or if you doubt you'll need Swift action on your next turn. It's nothing special, but it's there. Precision Strike **** (Level 3): This is why you always want to keep at least 1 Panache in your pool. +Level for damage, for all attacks using these weapons you are going to be used. It's like a challenge but all the time, it's great. Sure, it doesn't affect things that are immune to accurate damage or a surprise attack, but it's not a 3.5 - it's no big deal. Taking out 1 Panache to double this is just an added bonus. Use it if you really need it, but try to make sure you're KO what you use it for getting Panache back. Swashbuckler Initiative** (Level 3): Hey, it's basically a free feature, take what you can get. Fast drawing synergy probably isn't worth taking advantage of unless you want to use a duel dagger - drawing it as part of the initiative check means its bonus is added to your check. Grace Swashbuckler** (Level 7): Given how high the checks for this kind of thing are in Pathfinder, you shouldn't try it often. Still, if you need it, it's here. Excellent Feint* (Level 7): If it can be done as a substitute for any attack in full attack thangle, it will be a better load. Like it is, unless you're the lone Swashbuckler in a bunch of rogues and S-vivisectionists, you almost never do that. It's just not worth it, even if you can attack outside the hanging. On the other hand, it's really nice if you have a cloke of Feinting; Normal unguarded operation Daze an infinite number of times a day. Targeted strike (Level 7): Okay, we're looking at a full round kisser that doesn't trigger an AoO, a 1-round confusion effect, an automatic ride doesn't stimulate AoO or requires investment, or a jolt effect. If it was standard action, it would be much better. As it is, it's sometimes worth it, especially the trip so they have to get up and symelves AoOs. Once you get a fast runner's jersey, it's more reliable. Bleeding Wound** (Level 11): Okay, then 1 Panache for Dax Mode by hand is acceptable, if not stellar. 2 Panache for 1 physical stat bleeding, though, is guite nice if the other guys don't have healers. And hey, it's a free action, so it doesn't stop you from using some of your guick/immediate action. Evasion *** (Level 11): Get a lot of the benefits of being a rogue, while still don't have to be rogue! Has. Gentle Blade ** (Level 11): Probably not going to cost much, but when that happens, a child will be glad to have it. If your GM enjoys it a little Sunder/Disable, it's green. Dizzying defense *** (level 15): Nice ac amateur for acceptable swapping to attack Rolls. Quick action is good, but on the other hand it gets in the way of some of your other meths. 1 Panache for +4 AC isn't bad if you really need it. Or if you just want to be invulnerable. Consider signing the 100. Note that this being a guick action means you can attack first, then use it. Perfect Impulse *** (Level 15): Okay, so whenever you can do a full offensive action, you can instead make one attack, target AC contact, and completely ignore harm reduction. If you're not fighting something with a ton of damage reduction or very high AC, in most cases you want to carry out your normal attacks. If so, it's useful. Note that, while fighting defensively, you can have a very high AC and don't mind the offensive roll penalties that you use in contact attacks. The edge of Swashbuckler** (level 15): It's really late, for a fairly low ability. Again, a little better if you convince your GM to let you bring Panache back through these stunts. Cheat Death** (Level 19): Okay, that sounds kind of nice-roughly on paper, but on level 19, if you can't afford a resurrection or your cleric doesn't have a breath of life, something's wrong. I'd rate it red, if not for the fact that sometimes, you really only need one more action to win. Fatal stabbing ** (level 19): When it works, it's fine. Instant killing, and all that. The problem is, Port is a high rescue for most monsters, and you have to threaten and then authorize a mechanic to use it in the first place. It gets a little better at level 20 when you bypass the approve part of it. Sure, shock can also be a death sentence at this level, and it doesn't require For writing, but still, the monk has been doing it since Level 1 for free. Seriously, the monk gets a Level 1 ability that ends up much better than a lot of ways. This should be a good clue to the usefulness of the usefulness of the usefulness of this benefit. And now we're done with Deeds. Man, they got off to a pretty nice start, but kind of mellowed there in the end, huh? Refinement of free weapons, except it applies to all light and pharmacist penetrated weapons with one hand, instead of lighting only a few weapons with one hand. Also, you get to switch charisma to combat expertise and the like. Not bad. Enchanted Life *** (Level 2): The Divine Grace of the Poor Man. But you know what? The divine grace of the poor man is still pretty good. Most of the time, you'll have enough uses for it to get you through the day. Agile ** (Level 3): Dodge AC Bonus. Nothing amazing, but we'll take it. Scales are fine as you are balanced. Feat*** Bonus (Level 4, 8, 12, 16, 20): Yes in safe order bonus feats, anyone can use these. You get to replace them like a fighter, though if you choose right you probably never will. I'm not sure why you can replace a Level 4 achievement... The only achievement bonus you have at this point (because you're not just getting) is a weapon of refinement, and I doubt it's designed to let you replace it. Note: You can swap these (and only those, not your usual overs) for Dares. which are basically more ways to win Panache. Sounds great, doesn't it? Well, theis are very circumstantial, and they only make an impact when you want to be in very often. Insanely agile is, frankly, the only duty with a decent enough effect that I will consider it; Not for Punchy's refreshing demand, but for a free Dodge bonus. Outside for the sake of blood it's ok for low-level gunners, but pointless for you; The earliest you can take it is level 4, and you get a critical improvement free at 5. You don't have to re-roll a reflex, and you get evasive later, so skip desperate evasion. Run Like Hell. if you're in an open field, is the most reliable way to get your Panache back, but it won't be useful in dungeons. All in all, I'd skip them and rely on the contraction of my pance. Weapons Training Swashbuckler **** (Level 5): Free early entry and critical improvement is very nice for you. And remember, attacking bonuses also help our defenses, thanks to Oforton Perry, and the damage is always welcome. Swashbuckler Weapon Master *** (Level 20): All critical moderation increases by 1. Considering writings are something we really enjoy, it's not a half-bad cornerstone. Archetypes I'm going to cover these here and now, because there aren't many of them, and if I put his insults here I'll no doubt be referencing the archetypes you don't lose anything too important, but what you earn doesn't Your losses. Even then, it's probably far and away the best (read: least awful) pirated archetype out there. Arrogance**: You lose a dodge flat bonus for scare bonus and profession: sailor check. Intimidating is a nice thing to invest in for Swashbuckler, but a profession: salt is obviously going to be useful only if you sail a lot. The second benefit is useful, but you'll likely have many other ways to scare someone easily. Eye of the Storm**: Losing Init Bonus is not a good thing, but it ensures that you will not become useless by a fog spell blurring at the first level. More vision through a magical fog isn't a pretty good trade-off considering how good some of the fog's humidity is. So, you get to deal with permanent damage and steal from the target of your attack. They should be horrified, but that shouldn't be a problem for you. Less purposeful than an overall targeted strike, so not the best of deals. Daring infiltrator*: I have a proposition for you. If you want to play rogue, play ninja, bronze archaeologist, or strangely charismatic Vivisectionist, not Swashbuckler. Or Rogue, for that matter. Well, that's a good trade. Technically you lose 3 skills in exchange for two, but execution and profession are two pretty bad choices anyway. Bonus Embers **: Let's see, ignoring the fact that you don't get level 10 or 18 bonus embers, if we assume it's supposed to be put to all your bonus embers, it's... Free options, I guess. Only one of those accomplishments is worth spending on a bonus deal, and that's Antagonise. And some people are going to pick it up, so, you know. Quick Tongue*: Sacred Balls, No. Take focus skill or buy a cheap item if you must have a high bluff. Secret expertise in the Deed*: Again, the No.2 initiative, even if it's just really a feature, is still a better +2 costume/stealth. Get a costume hat, people. Silence is Gold**: It's not a terrible trade, but it's really only useful if you're a hardcore thief or really hate the humidity. Authoritative bluff*: Natural 1s do not affect skill tests. At level 11, you should be able to bluff high enough to convince the average soldier that you're the freshest Jesus of Bel-Air, no matter what your wheel is. Also, you can take 10 on a bluff. It's not worth one punch. Okay, this is better than I thought it would be. Most alternate class features are actually just straight, if easy, upgrades. The problem is the fighting style itself, not the archetype. It's pretty expensive to fund all those daggers you're going to throw around, and they're not exactly stellar weapons to begin with. Get back on everyone, and it's doable, if still expensive. You probably need 3-5 in total. Or, get a blinking belt, and Quick Draw, and all that Problems are solved with a single dagger! Panache**: This is a demotion that you can kind of already use this weapon as a regular Swashbuckler, and it only limits you to them. Still, since these are all this archetype users, it's not too big of a hit. Gentle Shot**: So, losing the Dodging Panache is not good, nor does it cost 1 Panache. However, it's resonable. If there's someone in your Baze-Nice and you just can't escape, you can at least still attack them without being slaughtered before you get a lot of my insults, as opposed to the most range understandings. Counter Disruptor ****: In return for Kip-Up you get free action, 1 Panache-costing AoO that's both debuff and might actually make them miss you in the first place. It's your replacement.' Also, you can use it at the same time as Opportune Perry and Ryposte, to attack them twice. It is quite panache intense, however, that you have to use a gentle shot to prevent attacks of opportunity. I really suggest finding a permanent way to avoid them. Precision Shot **: You get to use an accurate strike with your daggers, and their range grows a little. The thing is, you can already do the first part; An exact strike even reads it. You can also spend Panache ignoring incremental term penalties. Extra range is always a good thing, but given the first part of it is unnecessary, it could have something to fill in for us. Targeted shot ***: A little better, because even though it's still full operation, you're in range, meaning you don't have to move on to people to use it. Technically, you can do it anyway, since daggers are a scuffle weapon. Bleeding wound***: Sort of like always, guite a nice, straight upgrade since it's now moving without modifications. Perfect shot s***: As always, but now range. Which helps him guite a bit. Still, don't do it unless you definitely need it. Flying Blade Training ****: In a straight nose, since it now increases you range. And that's fine in the first place. You desperately need it, as your daggers don't have as high of a scrape range as most Swashbuckler elections. Flying Blade Control***: Pretty much the same, but only for daggers and starknives. By the way, use the throats. You want every critical threat range you can get. Not bad. It locks you into rapier, but really, it's not at all a bad weapon for you. You can be kind of crazy here, though, since you might want a decent Int score. Of course, these are all min 1; There's no difference between 7 and 13 intelligence. You don't need the Int if you don't want it. Panache Inspiration***: You get more Panache to start with, but you can't bring back any by killing enemies. Again, if your GM allows you to pull stunts to bring back Panache, it's not big of a hit. Inspirational Refinement ****: As you can only use Rapier in the first place, Upgrade. The weapon focus is not something game-breaking, but for free plus another very good free feat, we'll take it. Also, weapons focus is required for cutting (or fencing forthcoming) Grace, so it's always useful. Inspirational Strike**: 1 Panache for +2-3 or so on an offensive roll really isn't worth it. Automatically making it a critical threat would be fine if it brought back Panache, but it didn't, so I can't recommend doing it often. Rapier Training***: A little better than the usual weapons training, since all you're going to use is rapier. However, rapiers do damage to 1d6, and urumi/rhoka/katana do 1d8, so really it's just fixes that slight difference in damage. Same stats as Wakizashi besides being in one hand instead of light. Rapier Weapon Masters ****: As always, only you also get to stack +1 for the critical threat range, and it only works on rapiers. It's kind of nice. Mouse **: I might be underestimating this one, but, amazingly, there's a roque archetype I really like it doing something a little bit like that; It's Fisher. Anyway, you're going to want to play half-rolling. Most enemies will be at least mediocre, so you should have no problem finding things to use your abilities on. Okay, I don't like giving up Oporton Perry, but it's decent. I wish the 4th penalty applied against you as well, but we can't all get what we want. The flanking stuff is nice, and OO if they try to get away from you, but 1 Panache is a steep touch. It seems that the second half of this may apply even if you usually enter their square, not just when using Deed; If so, considering it is (and the archetype as a whole) green. Still, doing that is very, very dangerous. Anyway, consider signing it. Ouick Theft **: Some problems here: 1, you are small, and you have a CMB penalty because of it. 2: Weapon refinement does not allow you to swap the Dax for any combat maneuvers except trip, neutralize, and Sunder, so you will need to take agile maneuvers if your GM is strict. However, if you can get your CMB high enough, Swift action to steal when you hit someone can be useful. All right, Swift action wranges every time you hit someone, at no cost in Punchy. It's not bad, especially since a targeted strike is full action and can rock, while it's Swift. Given the guestion about weapon refinement done before a dirty trick existed, I would allow weapon refinement to apply to it given the plume of this capability were I GMing, but you will probably have agile manoeuvets at this point anyway. Charging the cat ** to ***: Depending on how your GM interprets it, it goes from orange to green. If you still need to move in a straight line towards the target, it doesn't really help you: Maybe that means you can be closer, too. It means every square she can reach, which means you can run backwards from the target and sip backwards around the Eiffel Tower if you want, ending up really nowhere near them (and being able to attack them). If it actually gives you free movement during payment, that's great. Or.. It will, but you probably won't be charging too much anyway. Musketeer***: I can't rate it too low, even if guns are a shaky attack medium, because you only give up one thing. Weapons and Armor Skill***: Straight upgrade, you can use firearms now. They are decent once you can get the improvement reliable. Musketeer instruction***: Limited to rapiers in terms of scuffle, but that's fine. Ask your general manager if a pike or something will also train, not that they're very good for you. Otherwise, you get free bonus overs that are pretty much definitely required to play this style, so it's nice. Quick Obvious **: Give up dodging Panache in order to offset the penalty things should never have been in the first place. Not the best profession, but you need it. Mystery Avenger **: This archetype can at least claim the appreciated title of not Swashbkeller's worst archetype. Weapons and armor skill***: As always, but you get shots. The problem is, whips aren't lethal, and don't even hurt most enemies, and Whip skill hasn't technically tended to you scorpion whip skill. If you want to be a cattle build, go for it, but don't go trying to kill people with whips unless you put some heavy insults into it. yes, same thing, except you get shots. Secret identity**: Gaia. You value AC over circumstantial costume bonus and sedative effect. At least it's not just a little skill bonus. Great magical life***: It's worth an achievement. More bewthed lives and the ability to use it for an offensive bonus. Instant action is no fun, however, since you are Swift-action intense as it is. The Avenger's Goal **: It's... Not good, but it won't hurt you. You get static +1 attack rolls and damage, which never scales, and can activate the ability as a move (and later Swift actions) to get an added bonus on them, and a small bonus for some skills. But you have all two shows, offering DC, they're both bad, and you don't get them until level 19 Picaroon**: some of these deals are decent, others are just terrible. There's a big, sedate problem here, which we'll be here in a minute. Weapons and armor skill***: Very easy upgrade, nothing to write home about, but it doesn't hurt. Panache***: Upgrade straight so your weapons work with your classroom skills. Scuffle Shooter*: Quick Action, 1 panache, Only affected all the attacks? Yes. Quick obvious **: It's a little better than the musketeer's version because you're just giving up kip-up instead of something you really use often. Feint gun***: If your bluff is high, and it should be if you're in this archetype, it's straight better than an excellent Feint. Really, that's what SF had to be. Lightning reloaded **: It's pretty bad, and even manages to just use an orange rating because you can put signature Deed on it. Even then, it still only affects one reload per round. But wait, three times! It's a straight upgrade! Why is it orange? Because you would never use two weapons. It's a trap. They didn't bother to add any change to an exact strike, so RAW, you can't use it if you attack with a weapon in your hand, which defeats the whole idea of this archetype. If you can persuade your GM to allow it, then it gets better, green or maybe even blue; Fast shot + TWF is a lot of attacks to add an accurate strike if you can hit with those penalties. Darvish Whirling **** Another Archetype 'Darvish'. How many of these are there now? Anyway. it was inevitable. and it's not a bad choice. Darvish Finess **: That's actually not a good thing. It means you can't use a simitar as effectively as anyone who just took the cut Grace, because it restricts you from using a buckle or anything. However, it only changes ability; That doesn't replace him. Just don't use a schitter. Or if you do, try to take Cape Duel; Technically it's not a shield. It's not that bad. It just means you have to do some no-lethal damage. You want something to remove the penalty for it, because this archetype isn't. Note that technically, you don't 'drop something below 0 hit points' with NL damage, but I would think the intent here is clear enough for any GM to understand. The surrender part is just another option, but it doesn't hurt. Darvish Dance***: Note that it's probably not designed to stack with cutting grace/fencing or the agile feature. Either way, it actually saves you an accomplishment. Also, note that this never means you have to use a scimitar. as opposed to actual Darvish dance achievement. Oh, and it doesn't replace anything. Whirlpool Dance****: This is a whirlwind attack on steroids, and doesn't replace anything. Whirlpool Dance****: This is a whirlwind attack on steroids and the deliberate strike is so worth it that it's not funny. Unless you only fight one guy all the time (which means you always win), you'll have a use for it. Maybe even worth the pretty pretty pretty cigger it also makes your lot about hit effect attacks (like smashing defenses or something) effective AOEs. Dawn Dance **: He's in great shape, but honestly I'd rather go down a dirty trick road for that. Notice that you can combine this with a whirlwind dance and blind anyone you can reach. Fortitude's rescue hurts. Dance of Mercy **: Fatal stabbing more or less, but not fatal. Kind of like useful. Stacking Archetypes: In PathFinder, you can take multiple archetypes as long as none of them replace or change the same attributes. Not many fit this rule here, but I'll arrange them anyway: Corsair: Inspired Blade, Musketeer, Picron. Daring infiltrator: Musketeer. The only alternative is class skills, which adds a costume, which DI also adds. GM might let you take them both. Don't do it anyway. Flying Blade: None. Inspiration blade: Corsair. Musketeer: Musketeer, mysterious avenger. Corsair, daredevil infiltrator, mouse. Mystery Avenger: Mouse, daring infiltrator if your GM is nice/bad. It's Corsier. Acrobatic Skills ****: You want to maximize it; It runs up your main statistics and you'll probably be a decent mobile in battle. Also need a lot of bold action-y things if your GM allows you to put Panache back through it. It's always useful to lie to someone, and you have enough charisma to use it effectively. If you're a Picron, it's probably blue. Climb it. Usually it's worth it to downshod here, but you'll probably be a bad force, so you can't be too big in climbing anyway. Derring-doo helps. Craft*: Yes, no. For taste or if the game relies on it only. Diplomacy***: It's ok to lie, but it's better to make people like the truth. That's what makes a face. Escape Artist **: It's useful when you need it, and it's rarely. Still, dax-based, can also plop a point here to net bonus class skill. Scare ****: You have a pretty cool ability that relies on intimidation, and there are some nice insults out there that use it. It also contributes to The Consensus. Knowledge (local ***/nobility **): Good of the local, a lot of things are humanoid. Like humans. You want to know what a person is. The nobility depends on the campaign. yes, just take it, even if you dumped Wiz. It's a skill at a level and it's the most used skill in the game. Perform *: Not once. Taste only, unless you're tussling a few levels into the bard. Profession *: Yahya, see Kraft and perform. Taste and specific games (of course, if your base of actions is an underwater weaving joint) only. Ride **: It's Daxbased and you'll probably ride something at some point in the campaign. Drop a point or two, 'cause chances are no one else will. Sensory motive **: It's a good skill, and adds your face-osity, but your wisdom probably isn't an asterisk. Still, worth some investment if you have the points. Sleight of hand **: Dax-based and who knows? You might have to hide something at some point. Or juggle. Swimming *: Even more dubious Climb. Derring-do can probably make up the difference. If you expect to do it a lot for some reason, go ahead and invest. Classy Skills: Stealth**: Accept it as a feature, and you won't be sorry. Hey, Dex says you're going to be one of the hottest party members. Use Magic Device***: If you can get it as a feature, take it. You'd be better at it than Roque considering your higher priority on charisma. Fly **: Unless you really have some way to fly, don't bother, but it's worth noting that Derring to it. and it's Dax-based Achievements or broken here it comes. What most will think is the main meat of this guide. I'll only list the ones that have special value to the Swashevklers. Before we really start here, there's one achievement you're going to take, no matter to your daughters (well, almost). So: cut Grace. It's like a Darvish dance, but instead of requiring you to use Scimitar, it requires statistics you'll always have, a feat you get gifted, and another achievement you can probably make room for. This is the level 3 (1st if human) achievement unless you use Scimitar, in which case you can use Darvish dance if you hate focus weapons like dancing. If you're a flying blade, ask your General Manager if it can apply to one-handed cut weapons. If you're using a Firefair, Fencing Grace is what you want. If you can get the agile weapon property guickly, don't feel free to skip this feat. Note that this is a combat achievement, so you can hold out until 4 and lift it as a bonus, but I don't recommend it. Battle of agile maneuvers **: Fine-ish for most, if you want fighting maneuvers, but you have some ways to do these without a check. Almost required for a mouse. Mystery Strike**: It requires a really specific feature to function, and eats up your Swift actions, but if you want it, it's a nice way to increase your damage with impunity and accuracy. Could be delicious for some legacy-building Eldritz. The feature in question is the bringer of light, by the way. Riving Strike**: Every time you hit someone through a mysterious strike, give them a penalty to save shots versus spells and SLAs. Useful if you have a lot of castes at your party, avoid if you don't. Medium Armor Skill*: You lose access to dodging Panache and Agile, which almost makes a difference anyway. Battle Cry***: It's good, and it'll be blue if it doesn't require guick action. The offensive bonus/versus fear is not what you're here for; Allow you and all your allies to re-roll out all savings several times a day until your charisma changes? It's incredible. Bodyguard ***: If you really build towards it, it might be great. You'd like the specific helpful half-half feature (using strenuous, maybe), and the stupid attribute for friends. Both stacks, technically; Helpful doesn't say anything about being a feature bonus. Or, if you Friends close to you, Kin Guardian is better. Combat reflexes are mandatory. Cautious fighter (Halfling) ***: +2 AC when fighting defensively or through total protection. Along with dizzying protection and acrobatics, it's a +7/-2 swap. That's nice. Late game only, though. Desperate swing*: No. You fight defense, you don't use total defense. It's not even good for total protection users. Miraculous Protection **: It'll probably be a +3 or so bonus in the end, so that's fine. Fighting Expertise**: I don't like this very feat, but if you stack it with careful fighter and dizzying protection, you can reach +13/-8 in 20. - But eight is a lot. Note that you are replacing the charisma with intelligence here, so you can thog it up and still take it. Dirty trick, improved s***/big***: If it works with Mouser's quick action dirty trick, then it's quite nice for them. 1d4 Round Steger as a quick action is great. Master doesn't work with it since Staggered is not a dirty trick. mode can usually force. However, I would recommend it to others. Stuck, shocked, nauseous,... These are all deadly conditions. And you can't take them, Scared people demand they run away, so they can't just sit there and get rid of him. Ouick dirty trick***: I really like dirty trick, if you haven't noticed. Give up an attack to entanglement or blind someone saying your other attacks are much more likely to hit, and worth it, especially if you extend the duration beyond 1 round and get bigger to make it a standard action to remove. If you have a Rogue at your party, it saves you money as well, as they will be obliged to pay for all your drinks. Steal, Improved **/ Bigger *: Even like a mouse it's not a good investment. You've avoided being challenged through your guick stealing ability, and +2 isn't enough. Fighting Reflexes ****: You are a Dax-based class and you have an ability to allow you to give up AoO to prevent an attack. You want as much as you can get. Stand Still **: You're not the biggest in visceral maneuvers, but it can save an ally's life. Critical Focus **: I'd rate it higher, but it loses its function at level 20, if you get there. But, you're in a writing-focused classroom, which is a prerequisite for decent achievement. so I put it here anyway. Most chain acts are good. I like blindness and bleeding. Critical Control***: You are entitled to it, as Swashbuckler levels. It's a good way to make the critical focus worth it. Dazzling Display**: Usually, your quick scare action will suffice, and you should leave it to the order of the idiot Cavalier. However... Blood Finish***: Something KO, which you want to do anyway for a number of reasons, and morale them all within 10 meters. Violent display ***: If your GM You take it, it's not bad. Immediate action depresses anyone with a 30-foot radius of you when you dictate a despairing display **: if you've taken the wonder and the blood/gods, then it's not terrible. Anyone with a 30-foot radius on themselves and runs away. Smash Defenses **: You're not Rogue, but it helps you hit. If you have a rogue at your party, it's more appealing. Deadly Target ****: For the flying blade, Musketeer, and possibly Picaroon, it's a range power attack. Cherish it always. Darvish Dance ****: Note that it allows you to use your Scimitar with your class features. An alternative to cutting grace that requires two wasted skill points instead of a focus weapon, with no choice of weapons. Also, you can't use a buckle with it; Cutting Grace has no such restriction. But certainly not bad. Disruptor **: You're entitled to it, but you have to leave it to the fighter if you can. Dodge*** is a prerequisite for a lot of my dossies, and AC + 1 is not a terrible thing to have. Still, it doesn't let you do anything new or exciting. Well, that's kind of funny. You can take the movement action to 'do' it whenever you want, not just in battle, so walking around with your hand wrapped. Entanglement is a decent condition. If you can admire your robe as a bacler, it gets better: You can make the damn thing almost indestructible if you try hard enough. and it's easier than Buckler, so hey. It'll be green by default if it doesn't require a Dodge. Mobility*: Rarely worth an achievement, which is not good enough to justify it in most cases. As a mouse, enter, steal/snoit, then abandon might be worth it. Throws close **: Well, the effect is nice for flying blades, but there are other ways to get this effect that doesn't require a Dodge. Crane Style S**: Okay, if you throw a level or two into a master of many monk styles, it's beneficial for Dodge Builder, especially Halfling Ones. The intimidating protective feature helps. And you don't lose much either by dipping. I mean, who cares about the last two dides? Duel Master*: How about no? If you want a duel sword for taste, take the cut Grace and still wear a buckle, and Fogle a duel. Or your robe. Equipment trick ?: Usually I never bother to mention it, and I can't rate it since it actually means coming up with an achievement with your GM, but it calls 'undulating'. If your GM is nice and you want to go on a Cape Duel track, try asking about what you can get out of this feat. Still, it's a possibility. Fencing Grace It's cutting Grace, but for the rappers. The first half is what you want. If you use rapier, which is not a poor choice at all, decide whether you appreciate an early achievement or improving weapons later. The second part is not so noteworthy, especially since you become directly immune to level 11 disarmament. Flag Bearer**: You don't usually hold a shield or anything in your other hand, so I guess that's okay? Enhanced Initiative*: Anyone can use more initiative, but you don't have anything staring at you to take it. Pretty good. Allows you to lock enemies with certain increments. An AC penalty doesn't mean much to you. Note that it only lasts until the end of your turn, so you can't riposte in range, unfortunately. Trust me, you're going to be okay. As you said, you don't care that much about ac punishment since you can attack easily. Disturbing Moonlight **: If you are Fetchling that meets prerequisites, go ahead. But I wouldn't build around that. The rest of the chain isn't worth it at all. Opening salley **: Okay, it's not terrible if you're a Picaroon (with a nice GM). With TWF and Rapid Shot, you can make a range attack, then a scuffle, then range, and then another scuffle, getting a +4 bonus on two scuffle attacks, revocating their -4 penalty from TWF and a guick shot. It's no big deal. You want Master Point Blank so as not to provoke AoOs with these range attacks, though. Osyluth Guile***: This is a pretty good achievement if you go to the Dodge Master Flash Track, and you have good charisma (which probably will). Piranha strike***: If you use Wakizashi (which has the same stats as Rapier) or other light weapons, that's great. It's an attack force for small arms, only it doesn't require you to have power. Flying blades, look towards a deadly target instead, though this will allow you to get the bonus for scuffle attacks, if you've persuaded your GM to let it apply. Point blank hub ****: Strangely requires a weapons specialty instead of a point-blank shot, but as a Swashbuckler you're entitled to it. If you're a flying blade, you want it, even if it makes processing contentious. And, yes, it works with a weapon that's been thrown. Musketeers and picrons also use it. Everyone else stay away. Point-blank shot***: Not bad for flying blades, Picaroons, and Musketeers. And when the tout's not bad I mean you need it for 90% of the achievements in the decent range. Precision Shot **: Achievement tax for constructive variety. You're probably going to want this, even if you're not half bad at a snout. Improvement is fine but I wouldn't take it. Quick Shot***: If you're a flying blade, Picaroon, or Musketeer, take it. Reckless goal **: It's not the worst, and it does offset the quick throw penalty. You don't need AC that bad, either, especially as a range brick. Try not to nat 1, okay? Extravagant weapons can't get it. Quick shot**: Oh. If you want to threaten like a Musketer, sure. But I'd just like a pike. As a trailer or flying blade, you don't need it because your weapons threaten 15 feet away from you anyway. Enhanced **/Bigger ** Snap Shot; These are useful even for Picaroons and flying blades, but I don't recommend them, even if critical bonuses are nice. Sword and Gun **: Not the worst ever, but just take a weapons specialty and master point blank. Power Attack**: Let's get one thing straight: you're not a fighter. You get free weapons refinement and you had an accomplishment (cutting Grace) stitched up for you for a reason. All of which is said, if you don't use small arms and you're willing to accept the offensive roll penalties to Opportune Perry, as well as spread your stats a little thin, Power Attack is a nice, reliable push for damage, as it always is. Cornugon Smash**: It's a good achievement, and force attack is not as much of a brainer for you as it is for all these other scuffle rates. If you have offensive power already want to save the action economy, take it. Quick Drawing ***: If you want to take full advantage of all your deficenation, you need it. It's really nice if you have daggers - an exact strike applies, so they're your most experienced weapons. Dangerous Pioneer (Halfling) ***: A lot of bigger or bigger monsters, which is really nice against these monsters. -1 AC for +2-12 damage is a steal; The punishment is not on a scale like a power attack does. Also, it stacks up with the Piranha strike. Good for that mouse to be close and personal with these guys anyway. Snake To Fire **: If you're a mysterious avenger focused on dirty S& A M whip play, go for it. Telden's duel list **: The Falcata isn't a terrible weapon for you, and you use Eclair, but +1 AC and +2 for acrobatics isn't really worth an achievement. A little better early in Ducage, if you use this style anyway, but it opens up no chain options. Two Weapons Fighting**: Usually useless for you, but Picaroon gets it for free. Improvement is fine, greater isn't worth it. Focus Weapons ****/Greater **: You want to target weapons for its many chains, and the +1-to-hit helps your defenses. Cut Grace, too. The bigger is uh. Specialization in weapons **/Greater **: Unless you want something that has it as an early amass (like an empty point master), go through. But it helps if you have it. Whip Mastery **/Enhanced ***: If you focus on whips, you want it. Improvement means you're threatening, which is good. General abuses additional features ****: Features are good. Often one trait is worth more than an achievement, and it gives you two. For example, finding Haleen is broken if your GM allows Take it. I'm not going to go over every trait ever, because some other lunatic has been made. You should be able to find something you like. Part of your particular note is indespressible, and if you took a mysterious strike, brings light. Okay, that accomplishment is pretty good. It can keep people away from your weak party members, and you like to be attacked, because you can attack against. DEED Fall Mix-Up*: If you want to do it, grab smashing defenses. It doesn't require you to risk your neck and it doesn't cost Panache. Delfic Obedience ** to ****: This feature is hard to rate; Its usefulness can range from my condition but it's nice to have to murder the unborn on a daily basis. A special note for flying blades is Pharasma; Its obedience is not very difficult and gives you a +2 rolling attack with daggers. Her true blessing isn't so amazing, but silence twice a day is nice. Deed*: If you're looking to do someone like you, use diplomacy, not scare. Eldritch Legacy***: Most likely you qualify thanks to your charisma, and depending on what you go with here, there are some nice options. Mysterious mesh you wand using a familiar little wand, Faye is good since her ability doesn't offer rescue, but her Level 9 ability is what you really want. Nanite is nice if your GM allows it. If your GM allows you to take wild blood options, Sylvan is great because of the live companion, though you want a companion bon. Karmic's not bad. Panache Supplement***: You can always use more Panache. I'm not sure what the other part means. It can be interpreted as simple meaning you get 2 more Panache if you take the feat again, or you get 4 Panache the second time you take it, 6 third, etc., as a mega-version of font of inspiration. If the last one is true, take it at least twice. Faye Foundling**: It's not bad, for herself, if you have a cure or two in your group, but it's not nearly as good for you as it is for Paladin. Great Fortitude**: If you're afraid of Port targeting effects, take it. That's why you have a high con, though. Don't bother with the improved versions of these virtues. Heroic acts ** to ****: Some are really, really good. If your GM uses superhero points, so he's a pretty cool guy, give these once over. The hero's luck is cool, especially when combined with the blood of heroes. The hero points are strong. Same as great courage, really. You're more likely to have a lower guard here, so it's more worthy of a groove, yes, it's amazing and the best achievement anyone can take. Especially since you have high charisma. If your GM allows it and you like the idea of having an assistant, take it. Lightning reflexes*: Ha ha ha, no. The effect isn't bad, but you'll never fail to reflex Unless you're Nat 1, and it won't help you there. Pommel Strike Deed**: Okay, trim the fat and it's, basically, 1 Panache for a standard action ride fighting maneuver that does some damage. He seems to subscribe to allow an accurate strike. That's fine, though I find squandering an achievement on it dubious; You can already stumble as a full rotation operation without a CM test. Wow, it's been a long time with nothing even half decent. But the next two accomplishments more than make up for it. Ok, the Str/Con bonus is only half as useful for you, but some of the Bloodrager benefits are cool. Designed it's good if you've already taken the legacy of Karmit Aldrich. Faye's cool for you. Confused in critical condition? Does that square with the critical achievements? That's nice. Heavenly isn't bad if you fight bad things often (you probably do). Signature Act ****: Before you cry out that it requires the gravel class feature and the Level 11 gunslinger, Panache is considered as a grit for the purposes of gualifying for achievement, and Swashbuckler's class features specifically call an act signature out a few times. It's obvious you're supposed to be allowed to take it. In PFS, you just have to bite the bullet until it gets its much-needed errata. Good options include Opportune Perry and Riposte, dizzying protection, attack under the feet of the mouse or quick theft, a jamming counter of the flying blade (which is the best use, I think), and Picaroon's reloaded brilliance. Quick clear is an option, too. Skill Focus**: If you plan to take Eldritch Legacy/Raging Blood, you need it. Try to be half elf or human. A person is better, since they get an alternative trait that gives them a focus on multiple skill. Because I guess half the lyds had to lose that niche. Symthing ****: At first glance, it looks like an early entry is worse than leadership. But level 7, and if the caddie isn't bad, it automatically upgrades to leadership, so... Yes. The same applies here as there. If you want a wizard cohort or something, fire your caddie after upgrading it to leadership. Or choose Meg. 40s personality***: It's better than Will Iron for you. A good majority of Will saves are brain influencers, and it gives you your charisma bonus against them, always. You have to stack up with a bewthed life as well. Swift Kitsune Shapechanger*: It's a terrible achievement and you're only here because it's a prerequisite for something not terrible. Also, obviously you have to be Kitsune for that. So, it's an onsling. Wooping is good. The problem is, as I mentioned at Kitsune's entrance, you are desperately hungry for Swift actions as it is. Also, it requires an almost futile achievement. Note that these are rated only by their stats, not their ease of purchase; Don't come back out of the way. Get blue weapons if you can't get exotic weapons skill for free. The slight increase in damage is not worth an achievement in any way. Rhoka Sword, Urumi, or Katana***: These are all 1-hands cutting weapons to handle 1d8 damage and have a critical range 18-20. With grace and cutter they work with your class features and are the best weapon for the job. Technically, the katana is the best, because it has the lethal asset, but it's not very useful anyway. Wakizashi****: This is a light weapons that deals with 1d6 damage and has a critical range 18-20. It's the same stats as the Catals, Fire and Simitter, all 1-hand weapons. If your GM controls that cutting Grace affects light weapons (as it probably should), it's great since you can use it with Piranha Strike. If he doesn't, agile will work, too. Cutlass/Rapier/Scimitar***: If you can't get an exotic weapons skill through your race (or feature or something), go with one of these. Cuttles can benefit from cutting grace, Simitar has it and Darvish dance for that, Rifir has a hedging grace. Agile property works, too. Falcata***: It's by no means a bad weapon, but you really live and die by your stimulants, so carefully consider how much the calculator multiplier is worth less than overall scripts. Longsword/Eldoury Duel Sword***: Mostly here just because of the Sword Scion feature - +1 attack rolls and fighting maneuvers. Given that

Ofpurton Perry relies on attack cylinders to save your skin, that's a very good thing. Even without it, it's not like these are bad weapons, just not optimal. It's not here because the dagger is an amazing weapon. An accurate strike affects these, so daggers are your best option for a term battle, and require no investment! They'll get better if you can convince your GM to let the Piranha strike affect dropped weapons. No problem with cutting Grace, as he never lists scuffle attacks. Sawtooth Cyber***: If you are Picaroon, this is a very nice offhand weapon for you, if you can get exotic weapons skill on it. The only weapon I can find with a critical range of 18-20 is the Crystal Chakram, and it shatters when it hits someone. Unless you can convince your GM also to allow you to use it and find some way for it not to break (Crystal Chakram Adamantium?), just use daggers. Gun ****: Your best choice for Picaroon'scannon. Rifle ***: Musketeer's best option. A pepper gun is acceptable, but not ideal because of the prospect of a higher error. Gun **: Without access to advanced weapons, this is Picaroon's best retreat. Being an early weapon means you're going to hate fires. Nutmeg **: Higher damage than the rifle, but shorter range and higher error rate, along with heftier penalties for misfiring. Agile magic weapon ****: If you can't get grace cuts and don't want the pitfalls of Dance, that's great. Only works for a select few not easy weapons, though. Corrosive / burning / frost / shock ***: +1d6 energy damage each. Try to avoid burning, since many things resist fire. Burning/Shocking/Burst ice**: You like reporters, for sure, but these aren't usually worth it. Sacred ***: Little more condition than corrosive/etc., but more damage. Of course you can always just get two of these for the same price... Repeat***: If you're a flying blade, you want it on your daggers - unless you have a Blinkback belt. Distance **: If you feel your daggers still lack range after all your class features, get it on a pair. Agile Shot*: +4 is way too high for that. Get Mr. Point Blank instead. Extravagant ***/Greater **: Panache free, and the ability to use it to re-roll the dreaded Naticus Wunicus. Not bad, though 3 bonus is pretty steep for greater. It's not bad for vou, Wifockers, Doesn't take a bonus and is pretty cheap, so you can as well. Otherwise you can't really be Indiana Jones, Reliable ***; If you should always keep one of these around, even if it's not your main weapon, Well, that's great, Every time you use Opportune Parry and Riposte, your improvement bonus goes from +1 to +5 automatically. This allows you to focus solely on other magic tricks, while still have a +5 weapon when you need it. Which is basically all the time with a signature on the bone. Accidental ****: Once round, get a +1 bonus for another attack of opportunity every time you hit with a regular one. I don't know whether beating their check with Opurton Perry counts as a blow with the attack of opportunity, but the discouraged with a scare, and it allows you to sicken anyone who suffers from fear effect when you hit them. Temporary HP is a bonus. Consider Swasbakler's Ruffier, too. Personally, when it comes to getting in between, there's another item I prefer, but it's cheap and still very good. Magic Armor Sealed ***: If you use a Cape Feat duel, your GM allows you to shrink it like Buckler, you want it so it can't be easily destroyed. Why not? Cheap and doesn't cost a bonus. Besides, you probably just want the standard +1 AC. heavenly armor, so it doesn't interfere with your class features. Flight 1/day is useful, too. Mitral shirt ***: At mid-early levels, it's vour boyfriend. Don't spend a lot of money on it. because you'll end up abandoning it. Mitrill Buckler****; You can use one of these, so you can too! Dagger Duel *****; You can use one of these, so you can too! Dagger Duel *****; You can use one of these attack, with it? This is the +4 initiative. Protection doesn't work unless you attack with it. so it's not too useful. Note that you can't use this or buckle if you're using a Darvish dance. Magic Gear Belt Physical's Belt Slot Can *****: If you can afford it, Dex/Con's Belt of Physical Strength is the best option for a belt slot item. Belt of incredible value****: If you can't afford the belt of physical strength, it will do. See if you can convince your general manager to give you a Bandiler blinkback or something. Body Slot Robe of Mysterious Legacy***: If you took eldritch heritage, it will bounce it. Especially useful for Sylvan's blood. Quick shirt slot bust ****: 1/day free action move at a cheap price. Carry some with you. Between Baldrick ***: 5 rounds of ban per day for all you want, it doesn't have to be a stalker. Not bad. Eagle's Eye Slot Eyes***: +5 Per Conception; Never shut it down. Eyes of sharp vision, it's a cheap way to get it and a small catch bonus. Night Glasses **: Darkvision for 12k. Useful if you don't usually have it. Boots slot legs of speed***: Preferably, your party will have someone to cast haste, but if not or for emergencies, these are a good option. Jont boots***: Tripled the 1.5 metre 3/day step. That's a good deal. Hand slot gloves of a duel ****: If your GM allows these to work for you (your class feature is technically called Swashbuckler weapons training, not weapons training), and they should, get a pair and never look back. It's basically a weapons specialty for 15,000 gold. Gloves of marking ****: Be Zoro. Combined with intimidating seuf, you can guickly rebuff action and then run these, 1-round scares off goal. It's strong stuff. +2 Attack Rolls and damage is just the 24th on the cake, in case they can't escape. Vampire Gloves **: If you can get these caster level higher than 5, they are pretty good. Glove of Storage **: For those Facebucklers out there, it's +3 on all charisma tests; Scare, diplomacy, bluff. UMD, too. Jingasa's Lucky Soldier***: Ac lucky bonus and automatically rule out a critical 1/day is a bargain for the price. Costume Hat***: This is amazing. 1000 gp for panache added. I'm not sure what's going on with the wording; Maybe these were supposed to be related to a certain Deed at some point? Either way, buy a ton of these and replace them once used. Yes, it's a different groove than the head. Headband of seductive charisma ****: Your headband slot item. If you have gold burn or flame inspiration, you can jump for a double boosting headband. Shoulders a resistance clot ***** You're going to want one of these. Displacement cloak, minor s***: In case you don't want one of these, it's a decent alternative. Makes the next one entouchable in the dark. Spoonful of Feinting *****: It takes an excellent Feint from one of the worst to one of the most powerful abilities in the game. Daze standard action that offers no kind of way to avoid it, as often as you want. Ring Slots Ring of Protection****: Yes, you want it. Freedom of Movement Ring ****: This is one of the best rings out there. Talisman Slot Neck of Natural Armor ****: Just take the thing. Ampouole of False Blood**: In case you are unhappy with your choice of Eldritch legacy, or simply want a little more flexibility with it. Vambraces' duel slot wrists ***: Picaroon can get some use out of these. Gloves of skill in arms**: If you use rapier, it is a +1 attack and damage that will probably stack with everything you have. Still, it's precious to the benefit. Bracers of Knight Avengers*: 1/day +5 damage +charisma to strike. Never mind. Everybody wants one of these. Especially useful to you because of your low power score. Sword Lord's Talent ****: These are nice; Once a day you can use effects for free. Stopping payment, expanding your reach, ignoring hard terrain, getting a blind fight are all really good effects there are at hand. You're basically buying mini-deeds here. Dusty Rose Prism***: +1 AC Insight. Stacks with basically everything, and at some points it's cheaper to buy it than to upgrade your amulet or ring. Cracked Dusty Rose Prism***: Slot +1 Initiative for 500 gp; Real theft. Pale green prism **; Nice, but expensive benefits, I suggest... Cracked pale green prism**: Hit it with a hammer and it gets better. Much cheaper, still +1 for all savings, or attacking rolls, both not typed, I'm not sure if you can switch the benefits, or if they're hidden in stone. Either way, the +1 bonus not typed into all savings is gold. Stone Salve**: 4000 gp for two uses of Stoneskin is steep, but it can greatly increase your survival in battles against a lot of weak enemies. Wayfinder***: You can stock up on this baby with loun stone and get some additional benefits. A clear hinge gives you constant mind control/possession immunity. which is very nice. The lavon blue ball gives blind-fight, which can be useful for Fetchlings who want to build a certain way. Some give static bonuses that haven't been typed. The dusty rose prism, which you probably already have, gives +2 to CMB and CMD, great for Mousers or a dirty trick builder. You get to Even the usual benefits of the stone! Multi-departments I'll be the first to admit I don't know much about multiple departments in Pathfinder. As such, I cannot wholeheartedly recommend it except in very specific girls, as a master of many styles dip for those looking to pursue crane style. However, know that in doing so, you will be added to access to later sciences and, more importantly, to the operation of the signing act. But if anyone knows about one, tell me and I'll try to put it here. Luxury classes are in the same boat, but I can recommend one: evangelist***. With the right deity, you can get a boat full of powerful abilities as well as some extra things like free class skills and ac extra evasive bonuses, you only give up one level of your class progression, for 10 levels of prestige class. These are 3/4 BAB levels, though, so consider it wisely, Sample Builds Count Edmund Don Cyrano Gibrus Zoro Inigo Blakeney D'Artagnian Jones III, AKA Array Stat Hail II (25) point buy): Str 10/Dex 16+2/Con 13/Int 10/Wis 12/Cha 16 This is your standard human Swashbuckler, aimed at buckle like as many swashes as it can get with the sword. Damage, defenses, he's got everything. I got him here with cutlass for the lecturer range, but if you want to capitalize on the Piranha strike, you can go with an equally short sword. Features: Reactionary, dangerously curious; Or Weapon Heir (Cutlass, +2 to Dirty Trick) (1): Focus Weapon: Cutlass (3): Combat Reflexes (4): Combat Expertise (5)): Improved Dirty Trick (7): Ouick Dirty Trick (8): Bigger Dirty Trick (9): Lunge (11): Master Signing: Opportune Parry and Riposte (12): Dirty Trick Master You Dirty Son of a Bitch, And you love it. You'll leap most of the time to rub up against those who are usually out of your range. When you don't need or want a repost, you'll scare so you can more easily do it later. Your initiative is going to be great, so you can usually shut someone down from the start of a fight by scary, Dazing, or revolting them within two rounds. You want a bakler dagger and a fight, and anything you can get your gloves loose on for improving fighting. maneuvers. Madame Thoreau E. McKnifeupmysleeve Stat Array (25 buy points): Str 10/Dex 16+2/Con 13/Int 10/Wis 12/Cha 16 Despite deploying the same statistics, Thoreau plays differently than her keen, in that she is a variety fighter. You can choose a lower con here if you want, and increase Dex or charisma slightly. This build is still very sustainable if your GM is strict for RAW, but it shines if you can convince them to help you a little bit. List options for both G.M.M. and strict. L = mitigating layout for this level, S = Strict. Features: River Rat, Swordsman (1L): Weapon Focus: Dagger (Man), Weapon Refinement (Bonus), Grace Cutting: Dagger (1S): Point-blank Throw (Man), Weapon Refinement (Bonus), Precision Shot (3): Fighting Reflexes (4): Weapons Specialization (5): Weapons Specialization (5): Weapons Specialization (5): Lethal Goal (8L): Point-blank Shot (8S): Quick Shot (9L): Quick Shot (9S): Another Panache (11): Signing on the counter (12): Critical versatility if your GM is a nice guy, You'll be dish damaging every dagger like crazy assuming you can afford the right fun. If you don't, you'll throw more daggers sooner, and you won't really lose a ton. You can get guick on suckers, too, to get your Dax back for damage: All you will really lose on is +1 magic. You'll likely be more accurate due to the exact shot from M. No matter what, you can handle close enough to any scuffle attack, twice if you spend Panache for Oporton Perry. Respected Sir Ay Shudy Pleiduh Fidor Stat Array (25 points buy): Str 16+2/Dex 14/Con 14/Int 10/Wis 10/Cha 14 This is Swashbuckler that focuses on power instead of value. It's sustainable, but I feel like there are better lessons out there for that kind of thing. Features: Reactionary, Invincible Or Similar Belief (1): Attack of Power (Personnel), Weapons Refinement (Bonus, Useless), Grace Cutting: Cutlass (3): Fighting Reflexes (4): Weapon Focus: Cutlass (5): Weapons Specialty: Cutlass (7): Cornugon Smash (8): Leap (9): Furious Focus (11): Signing the Deed: Opportune Parry and Riposte (12): Critical versatility you don't need any help from GM for this build to work, and it's... Basically a regular fighter, with fewer insults and a few extra tricks up his sleeve. The damage is almost similar to a regular swashevkler. You can go the bodyguard route here as well, but you don't have enough AoOs to reliably use it while still attacking Parrying. Cutting grace is just so you can use a decent weapon; You're not going to add your Dex to the damage. From other girls are certainly possible, like a Halfling mouse that focuses on lying to big enemies a guick prick in which the sun doesn't shine while it's almost imaginable, but I'd like to see what you come up with. As always, feedback is highly appreciated; Surely there are things I missed or interpreted wrong that drastically affect the squad. More opinions are always nice to have around. If you asked me what I thought was the most optimal structure, I would say agile Wakizashi using piranha stands out half elf or person; Or a-Asimar with a family weapon. Skip agile if GM allows Grace cutting to affect light weapons. Weapon.

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