

THE SWASHBUCKLER: A Custom Class for *D&D RC* and like that

The Swashbuckler class intends to model the charismatic, skillfull, lightly-armored (and often roguish) swordsman (or swordswoman!) of fiction. Or at least, the ones that I like playing. Members of this class are often acrobatic, surgical fighters moreso than heavy hitters, which is highlighted by their access to thief skills and the mystic's unarmored AC progression. They benefit from high Dexterity and Charisma scores, and don't have an upper limit on experience level.

I think you get the picture by now.

Level	XP	HD	AC
1	0	1d6	9
2	1,800	2d6	8
3	3,600	3d6	7
4	7,200	4d6	6
5	14,400	5d6	5
6	30,000	7d6	4
7	60,000	8d6	3
8	120,000	8d6	2
9	240,000	9d6	1
10	360,000	+2 hp/level	0
11	480,000	+2 hp/level	-1
12	600,000	+2 hp/level	-2
13	720,000	+2 hp/level	-3
14	840,000	+2 hp/level	-4
15	960,000	+2 hp/level	-5
16	1,080,000	+2 hp/level	-6
17	1,200,000	+2 hp/level	
18	1,320,000	+2 hp/level	
19	1,440,000	+2 hp/level	
20	1,560,000	+2 hp/level	
21	1,680,000	+2 hp/level	
22	1,800,000	+2 hp/level	
23	1,920,000	+2 hp/level	
24	2,040,000	+2 hp/level	
25	2,160,000	+2 hp/level	
26	2,280,000	+2 hp/level	
27	2,400,000	+2 hp/level	
28	2,520,000	+2 hp/level	
29	2,640,000	+2 hp/level	
30	2,760,000	+2 hp/level	
31	2,880,000	+2 hp/level	
32	3,000,000	+2 hp/level	
33	3,120,000	+2 hp/level	
34	3,240,000	+2 hp/level	
35	3,360,000	+2 hp/level	
36	3,480,000	+2 hp/level	

Prime Requisites: Dex, Cha

Hit Dice: as Cleric (1d6/level to 9th level, +2 hp/level thereafter)

Saving Throws: as Thief.
Swashbucklers tend to rely as much on grit and luck as they do on skill.

Combat Progression: as Fighter. Swashbucklers *are* fighters, after all—they just shine in different ways from their heavier, more generalized brethren-in-arms.

Armor Restriction: no steel armor. You need to stay light and quick, if you want to jump around and swing from chandeliers and like that.

Weapon Restriction: swords, knives, crossbow only; no polearms. Again, bear in mind the swinging and the jumping.

Spell Ability: none. You're charming enough on your own!

Special Abilities: Fighter Combat Options; AC Bonus Per Level (per Monk class)

Weapon Mastery: As Fighter (start with 4 weapon slots, and gain another slot each 3 levels)

Skills: at first level, the Swashbuckler is automatically granted the Acrobatics general skill, as well as the Thief skills Climb Walls, Move Silently, Pick Pockets and Initiative Bonus.

Level Limit: none. The Swashbuckler can just keep getting better and better, and often wants to.



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