

# SCRATCH FACTORY

# SWASHBUCKLING CARDS

The infamous *Swashbuckling Cards*, newly updated after years of playtesting, and as perfectly compatible with True20, Mutants and Masterminds, Modern d20, Grim Tales, or Skull and Bones as D&D 3.5!

Swashbuckling cards give your players a chance to turn the forces of chance to their advantage, and generate all sorts of fun and unpredictable excitement. Enjoy!

## Using This Document

The card pages are formatted so that they can be printed on those “business card” sheets you can buy at any stationers, with the perforated business-card-sized divisions. Just print the following ten pages off on those, tear ‘em apart and you’ve got a stack of ONE HUNDRED ready-to-use Swashbuckling Cards!

## How They Work

This new edition of the original Swashbuckling cards (as generated by the lunatics over at ENWorld) works just like the original: as DM, you hand out two cards to each player at the beginning of each game session. The players can use the cards (as described on the cards themselves) for any purpose you and they agree is relevant. Once a player has played both their cards, they got no more cards for that game session.

Players cannot trade cards, nor can cards that identify the recipient of the bonus as “you” be used to assist characters other than the one whose player played the card. Players cannot keep cards from one game session to the next; at the end of each session all unused cards are returned to the DM.

## About the Cards

DMs: be warned that some of these cards can seriously impact your campaign. We have grouped the most potentially disruptive cards in the final three pages of this document. If you’d rather limit the impact of these cards, do not use those pages’ worth and stick to the first seven pages of cards. The cards in the latter three pages are not only potentially disruptive, they can also require a fair amount of on-your-feet creative thinking on your part. Read them over and make sure you’re comfortable trying to handle those -- inventing a love affair for a key NPC on the spot can be nerve-wracking. Take it from me.

So stick with the first seven pages if you just want to add some spice to combats and encounters.

## About Scratch Factory

Scratch Factory is an independent game design studio dedicated to making useful stuff for DMs of d20-based systems. We’ve got lots of free stuff online at [www.scratchfactory.com](http://www.scratchfactory.com). Check us out!

## License

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 2.5 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/2.5/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.



### **Handy Rope**

Play: Your turn

Effect: Move yourself anywhere on the battlefield, then take your actions

### **Ha!**

Play: Any time, when you fail a saving throw

Effect: You automatically make the save.

### **Just a Flesh Wound**

Play: Any time

Effect: You look like a mess, but are really okay. All damage you have taken is healed.

### **Riposte**

Play: After an opponent attacks you and misses

Effect: Immediately get a bonus attack against that opponent

### **Sweep**

Play: Your turn

Effect: A weapon or leg sweep trips your opponent. One opponent you threaten falls prone.

### **Feint**

Play: Your turn

Effect: Your first attack was merely a feint, setting up the real attack. Make a bonus melee attack.

### **En Garde**

Play: Your turn

Effect: In addition to your regular attacks, make a free disarm attack

### **Feet Don't Fail Me Now**

Play: Your turn

Effect: Take a full move action and move at double your rate this round

### **Outta My Way!**

Play: Your turn

Effect: Gain a +10 bonus on a Bull Rush attempt

### **Measly Swipe**

Play: After being hit by a melee attack, after the damage is rolled

Effect: Damage for that attack is reduced to the minimum possible. Any Strength bonus is negated.

### **Deadly Thrust**

Play: When making a melee attack, before the attack roll

Effect: If you hit, your attack is a confirmed critical hit.

### **Fade to Black**

Play: Any time

Effect: Your character becomes unconscious, but stable.

### **Whirling Dervish**

Play: Any time

Effect: Your AC/Defense is improved by 4 and you can not be flanked this round.

### **Heart of a Lion**

Play: Any time

Effect: You remain conscious and fully able to take actions if you are dying or disabled. You can still be killed if not stabilized, or if you are damaged further.

### **Gritting your Teeth**

Play: Any time

Effect: Any damage you receive this round is reduced by half.

### **Carpe Diem**

Play: Beginning of combat

Effect: Your initiative is one point higher than everyone else.

### **Touchel**

Play: Any time

Effect: Deliver a stunning insult to your opponent. If the other players laugh the target is flatfooted for the duration of the following round.

### **Butterfingers**

Play: Your turn, after a successful attack roll

Effect: Your attack is a successful disarm against one item the target holds. The attack deals no damage.

### **Sparkly Teeth**

Play: Your turn

Effect: Opponents get a -2 penalty to their actions this round if they can see your devilishly handsome smirk.

### **Hi There! Bye Now!**

Play: Your turn

Effect: Gain the benefits of the spring attack feat this round.

### **Whoa Now!**

Play: Your turn

Effect: Gain total immunity to all physical/melee attacks this round, if you use Full Defense.

### **Gremlins**

Play: Any time

Effect: A mechanical device fails to work, at least for one round.

### **I'm not left-handed, either!**

Play: Any time

Effect: One type of penalty on your attack roll (circumstance, cover, etc) is completely negated.

### **Drop...your...sword**

Play: Your turn

Effect: Take 20 on an Intimidate check as a move action. Any penalties to your Intimidate roll become bonuses.

### **Do you wanna live forever?**

Play: Any time

Effect: The spirit of a departed lover or comrade appears and strikes at your attackers, stunning them for one round.

### **Disrobe**

Play: Your turn, before you make your attack roll

Effect: If the attack is successful it deals no damage but removes an article of the target's clothing.

### **Suave Tongue**

Play: Your turn

Effect: Gain a +10 circumstance bonus on a Bluff check. If the target is not fooled, they will savour your "joke" rather than feel provoked.

### **I've spent the past 10 years building up an immunity...**

Play: When you fail a saving throw vs. poison, drug, or disease

Effect: You automatically make your save (as well as any saves for secondary damage)

### **Anybody want a peanut?**

Play: Your turn

Effect: You annoy an intelligent creature of your choice, giving it a -4 morale penalty on its next action.

### **Do the gods owe you any favors?**

Play: Your turn

Effect: One character has all damage, negative levels and ability score loss restored.

**Steel isn't strong, boy. Flesh is stronger.**

Play: Your turn

Effect: One enemy's weapon suddenly breaks.

**Crush your enemies, see them driven before you, and hear the lamentations of their women.**

Play: Your turn

Effect: You enter a barbarian *rage*, receiving all benefits and penalties. You will be winded after the rage ends.

**Sacrificial Defense**

Play: When an ally takes a blow that would drop them

Effect: You leap into the path of the attack, taking the damage yourself.

**NOOOOOOOOOOOO!**

Play: When an ally has just been dropped

Effect: For the remainder of the combat, you gain a +4 morale bonus to hit and damage.

**Your feelings betray you...**

Play: Your turn

Effect: Make a Sense Motive check as a free action with a +10 circumstance bonus.

**I've got a bad feeling about this...**

Play: Whenever you are surprised

Effect: You are not surprised. You may roll initiative and take an action in the surprise round.

**RAAAAAGGGHHH!!!!!!**

Play: Your turn

Effect: Your screeching warcry deafens all enemies within a 30' radius for one round.

**Knife in the Sail**

Play: Any time

Effect: You gain the *slow fall* special ability -- you can fall up to 50 feet without taking any damage.

**All or Nothing**

Play: Your turn

Effect: Instead of rolling, flip a coin. Heads: a natural 20. Tails: a natural 1.

**You... shall not... pass!**

Play: Any time

Effect: All enemies within line of sight attack you, ignoring your companions, until you or they are dead.

### **I meant to do that...**

Play: Whenever you roll a 1

Effect: The opponents are caught off guard by your complete lack of ability/pants falling down/etc., allowing you to take a standard action immediately.

### **Blooooooon-diiiiiiiie!**

Play: Your turn

Effect: Use a ranged weapon to cut through a rope (or to make some other non-damaging attack) without needing an attack roll.

### **"It looks like a big..." "Johnson!"**

Play: Any time

Effect: You and an ally have the same thought. You both gain a +4 insight bonus to your next action as long as you take the same action against the same obstacle or foe.

### **Ehhh... What's up, Doc?**

Play: Any time

Effect: You are unaffected by any mind-affecting power or automatically succeed at any Will Save or Wisdom-based skill check.

### **Leopold!**

Play: Any time not in combat

Effect: +10 on Bluff and Disguise checks for one encounter.

### **How not to be seen**

Play: Any time you fail a Hide/Stealth check

Effect: You can make another Hide check to remain hidden.

### **Zippit! Zip! Zippy-Zippahhh**

Play: Any time

Effect: Someone of your choice has to remain silent for two rounds.

### **I see your Schwartz is as big as mine...**

Play: Your turn

Effect: Succeed at a Bluff check to cause one foe to flee on their next action.

### **Duck Season! Wabbit Season!**

Play: Any time

Effect: Due to your fancy maneuvers, one opponent mistakenly attacks one of his allies that he threatens this round instead of attacking you.

### **Of course you know, this means war**

Play: After taking damage from an opponent's attack

Effect: For the duration this combat, you gain a +4 morale bonus on all rolls (attack, damage and skill checks) against that opponent.

**The Eleudium Q-38 Explosive Space Modulator! It's gone!**

Play: Your turn

Effect: Any one item of your opponent's disappears. If you have at least one rank in Sleight of Hand, you possess the item, otherwise it will be found by the opponent in 1d4+1 rounds.

**There's gotta be a door around here somewhere**

Play: Any time not in combat

Effect: The next secret door you come across is revealed.

**You are all individuals!**

Play: Any time

Effect: Your entire party acts as though benefitting from the Aid Another action. Each player chooses a +2 bonus to their AC or attack roll each round for the next five rounds.

**Let the Wookie Win.**

Play: Any time not in combat

Effect: Gain a +10 bonus to your next Intimidate check.

**Look What I Can Do**

Play: Any time not in combat

Effect: Add your Strength or Dexterity bonus to your next Diplomacy or Bluff check as you use your physical ability to distract others from the weakness of your argument.

**I have a cunning plan...**

Play: Your turn

Effect: You may take as long as you like to devise a plan for your round. You can involve any other players in your discussion, refer to notes and ask the DM any questions you like. All your rolls this round gain a +5 circumstance bonus.

**Thats not a knife...**

Play: Your turn

Effect: As a free action, draw your weapon and make an Intimidate check with a +10 bonus.

**I..have had...enough of...you!**

Play: Your turn

Effect: Automatically hit and critical against an opponent you have already hit twice.

**This is extract of... llamal**

Play: When you fail a saving throw against poison

Effect: Instead of taking any damage from the poison, you suffer a minor cosmetic side effect.

**I've Been Turned Into A Cow...**

Play: When you roll initiative

Effect: One opponent remains surprised for the first round of combat. They are flat-footed, gain no Dex bonus to AC and do not roll initiative until the second round.

### **I Got Better**

Play: Whenever you are affected by a transmutation spell or ability.

Effect: The spell or ability's effect is negated.

### **That is no trinket**

Play: Any time not in combat

Effect: You can identify one magic item in the possession of another character (PC or NPC).

### **Multipass!**

Play: Any time not in combat

Effect: Your totally off the wall comment actually *aids* someone else's Bluff check, giving it a +2 circumstance bonus.

### **Valour Please You, Crom**

Play: Your turn

Effect: Your next attack is charged with emotion. Gain a +4 bonus to your attack roll AND double the threat range of the attack.

### **A Knife Between The Shoulder Blades**

Play: Your turn

Effect: If the target of your melee attack is a spellcaster, your attack's damage is doubled and treated as continuous damage with respect to all their Concentration checks until healed.

### **You have my sword**

Play: Any time not in combat

Effect: Pick another character. Any time you succeed at the Aid Another action to help that character, they gain a +4 modifier instead of a +2. This lasts for the rest of this game session.

### **Don't Look Now, But...**

Play: Your turn

Effect: One enemy turns to look behind them, denying them any Dex bonus to AC/Defense against you for this round.

### **Hokey Religion and Ancient Weapons**

Play: Your turn

Effect: Your weapon gains a +2 enhancement bonus to attack and damage. This bonus applies to damage reduction.

### **The Magic Goes Away**

Play: Any time

Effect: Automatically make your saving throw against any magical effect.

### **What I Said, Booby-Trapped**

Play: Any time

Effect: Automatically make your save against any trap.



**Mother Nature**

Play: Any time

Effect: Natural phenomenon lends timely aid.

**Ah Love**

Play: Any time not in combat

Effect: A Friendly or Helpful NPC displays amorous interest. It may be physical and/or emotional.

**Instant Dislike**

Play: Any time

Effect: Two NPCs or groups of NPCs develop spontaneous dislike or hostility on first meeting.

**Missing**

Play: Any time not during combat

Effect: A possession (yours or any character's) is misplaced or has gone astray.

**Called Away**

Play: Any time

Effect: Someone who ought to be present is elsewhere.

**We Meet Again**

Play: Any time

Effect: Someone or something turns out to be an old acquaintance or a rival.

**Reinforcements**

Play: Any time

Effect: Help arrives of some sort arrives.

**Mistaken Identify**

Play: Any time

Effect: You are mistaken for someone else.

**Dismissed as Harmless**

Play: Any time

Effect: You are underestimated, misperceived or dismissed as unimportant.

**Cloak Streaming**

Play: Any time not in combat

Effect: Seeing you stride up, guards will throw the door open, giving you access someplace they shouldn't.

**If we only had a wheelbarrow...**

Play: Any time

Effect: One piece of needed mundane equipment just happens to be nearby.

**Oh, that gate key!**

Play: Any time not in combat

Effect: An NPC happens to have (and surrenders) an item not worth more than 15 gp.

**"You're not a guard." "Neither are you."**

Play: Any time, when you are discovered trying to be sneaky

Effect: The person who discovered you turns out to be an ally instead of an enemy.

**What a clever idea...**

Play: Immediately after another card has been played

Effect: Discard this card and replace it with the one that has just been played.

**Never happened**

Play: Any time not in combat

Effect: You snap your fingers to make one NPC forget one event.

**Close the blast doors!**

Play: Any time

Effect: A door nearby is about to be closed -- you can pass through but your enemies are temporarily blocked.

**We're not worthy**

Play: Any time

Effect: An NPC takes pity on you.

**What's that, girl? Billy's trapped? Let's go!**

Play: Any time not in combat

Effect: You gain the ability to speak to a single animal. It is automatically friendly to you.

**I used to be a Junior Chipmunk.**

Play: Any time not in combat

Effect: You gain the ability to speak with animals for 2 minutes. Coincidentally a nearby animal possesses information you're looking for.

**For the last time, we did not order a giant trampoline!**

Play: Any time

Effect: A large soft object waits at the bottom of any fall that cushions the blow of the landing and negates all falling damage.

### **Wrong Lever, Kronk**

Play: Opponent's turn

Effect: Your opponent takes the wrong action: fails to attack, drinks the wrong potion... DM decides.

### **These aren't the dwarves you're looking for**

Play: Any time not in combat

Effect: You may use suggestion on one NPC. The NPC does not get a saving throw or spell resistance.

### **You Are Getting Sleepy...**

Play: Any time not in combat

Effect: One NPC is fascinated by your voice/appearance/whatever. They take no actions unless roused and suffer a -4 penalty on all Will Saves during that time.

### **Mad, Am I?**

Play: Any time not in combat

Effect: A failed plan suddenly succeeds.

### **I Never Drink... Wine**

Play: Any time

Effect: An NPC subtly reveals a secret. Gain a free Sense Motive check at DC 15 to understand the implication of their statement.

### **Tell You About My Mother**

Play: Any time

Effect: An NPC goes berserk, attacking the nearest person in a sudden rage.

### **Like Tears In The Rain**

Play: Any time not in combat

Effect: An NPC repents of evil and reveals an important secret.

### **The Playa**

Play: Any time not in combat

Effect: You are immensely attractive to your preferred gender for this encounter. Gain a +5 bonus on all Cha-based skills with respect to that gender. And they all want you, anyway.

### **The Only Way To Be Sure**

Play: Any time not in combat

Effect: An entire cadre, lair, cult or other society of bad guys is utterly annihilated in some catastrophic event.

### **Leap A Little Higher**

Play: Any time

Effect: A clue is explained and made clear to you by the DM.