

## 2023 Brummel Richter Adlori, Edler von

Player: Scott David Gray

LN Male human noble swashbuckler 1

Human, Humanoid, Lawful, Medium, Neutral

Deity: **Aroden, Who Shall Return**; Age: **21**; Height: **5' 6"**;

Weight: **160 lb.**; Eyes: **Blue**; Hair: **Blond**; Skin: **Smooth,**

**young**

Speed: **25 ft.**, Languages: Common, Common, Hallit, Skald, Varisian

Hit Points	Hero Points
<b>19</b>	<b>3</b> 1

Str	Dex	Con	Int	Wis	Cha	
<b>+2</b>	<b>+4</b>	<b>+1</b>	<b>+2</b>	<b>+0</b>	<b>+0</b>	14 Str 18 Dex 12 Con 14 Int 10 Wis 10 Cha

**PERCEPTION** **+5<sub>E</sub>** = +5 Base +0 Wis +0 Misc

**FORTITUDE** **+4<sub>T</sub>** = +3 Base +1 Con +0 Misc

**REFLEX** **+9<sub>E</sub>** = +5 Base +4 Dex +0 Misc

**WILL** **+5<sub>E</sub>** = +5 Base +0 Wis +0 Misc

**AC** **18<sub>T</sub>** = +13 Base +4 Dex +1 Misc

### Leather (Trained)

AC: +1, Max Dex: +4, Armor Check: -, Speed: -

### Aldori dueling sword (Trained)

Melee: **+7/+2/-3** (1d8+2 Slsh Slsh, Crit 1d8x2+4 Slsh Slsh)

Traits: versatile Pier, finesse

### Dagger (Trained)

Melee: **+7/+3/-1** (1d4+2 Pier Pier, Crit 1d4x2+4 Pier Pier)

Ranged (10 ft.): **+7/+3/-1** (1d4+2 Pier Pier, Crit 1d4x2+4 Pier Pier)

Traits: versatile Slsh, thrown 10 ft., agile, finesse

### Javelin (Trained)

Ranged (30 ft.): **+7/+2/-3** (1d6+2 Pier Pier, Crit 1d6x2+4 Pier Pier)

Traits: thrown 30 ft.

### Light mace (Trained)

Melee: **+7/+3/-1** (1d4+2 Blud Blud, Crit 1d4x2+4 Blud Blud)

Traits: shove, agile, finesse

### Whip (Trained)

Melee: **+7/+2/-3** (1d4+2 Slsh Slsh, Crit 1d4x2+4 Slsh Slsh)

Traits: disarm, trip, nonlethal, finesse, reach

## Special Abilities

### Confident Finisher

You gain an elegant finishing attack you can make when you have panache. The finisher trait is described on page 87. You gain the Confident Finisher action.

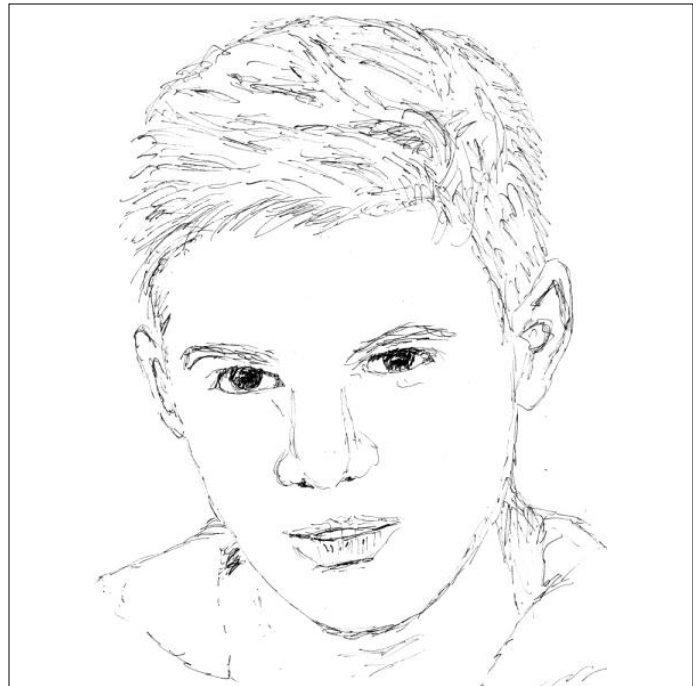
### Gymnast

Gain Panache when successfully Grapple, Shove, or Trip a foe during an encounter.

### Panache (DC 20)

You care as much about the way you accomplish something as whether you actually accomplish it in the first place. When you perform an action with particular bravado, you can leverage this moment of verve to perform spectacular, deadly

## Character Number: 14034 - 2023



## Skills

<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub>*</b> <b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Genealogy Lore</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Gladiatorial Lore</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Thievery</b> <sub>Dex</sub>

## Skill Modifiers

**Athletics** (Assurance): Forgo rolling to receive total result of 13

## Weapon Proficiencies

**Trained:** All Simple Weapons, All Martial Weapons, All Unarmed Attacks, Aldori dueling sword

## Armor Proficiencies

**Trained:** All Light Armor, Unarmored defense

## Special Abilities

### Precise Strike +2 (+2d6 finisher)

If Strike with agile/finesse weapon while have panache, deal extra damage.

### Swashbuckler's Style

As a swashbuckler, you have your own distinctive style that enables you to gracefully handle everyday events and life-or-death situations alike. Choose a swashbuckler's style. This style determines the additional actions you use to gain

## Feats

### General Training [Ancestry Feats]

Gain a 1st-level general feat.

### Disarming Flair [Class Feats]

Disarm penalty lasts until end of your next turn, unless foe uses in interact action on their turn. Gymnasts gain Panache on successful disarm.

### Assurance (Athletics) [General Feats]

Forgo rolling a skill check to instead use a result of 10 + your proficiency bonus.

### Weapon Proficiency (Aldori dueling sword) [General]

Gain the trained proficiency rank in the next type of weapons (Simple, Martial, Advanced).

### Courtly Graces

Use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a noble if you aren't one.

## Tracked Resources

Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Gear (Encum: 7 bulk, Over: 12 bulk)

### Total Bulk Carried: 5, Unencumbered

Aldori dueling sword	1
Backpack (35 @ 3 blk)	L
Bandolier (4 @ 0.4 blk)	L
Basic crafter's book (Basic Crafter's Book) <In: Backpack	L
Bedroll <In: Backpack (35 @ 3 blk)>	L
Belt pouch (2 @ 0 blk)	-
Chalk x10 <In: Backpack (35 @ 3 blk)>	-
Climbing kit <In: Backpack (35 @ 3 blk)>	1
Clothing, fine (empty)	L
Dagger x3 <In: Bandolier (4 @ 0.4 blk)>	0.3
Flint and steel <In: Belt pouch (2 @ 0 blk)>	-
Javelin	L
Leather	1
Light mace	L
Money <In: Belt pouch (2 @ 0 blk)>	-
Rations (1 week) x2 <In: Backpack (35 @ 3 blk)>	0.2
Religious symbol, wooden	L
Repair kit <In: Backpack (35 @ 3 blk)>	1
Sack (empty) x15 <In: Backpack (35 @ 3 blk)>	0.3
Signal whistle	-
Soap <In: Backpack (35 @ 3 blk)>	-
Tent, pup <In: Backpack (35 @ 3 blk)>	L
Thieves' tools <In: Bandolier (4 @ 0.4 blk)>	L
Torch <In: Backpack (35 @ 3 blk)>	L
Waterskin <In: Backpack (35 @ 3 blk)>	L
Whip	1

## Factions

### Grand Archive

Tier 0; Reputation 4

## Experience & Wealth

Career Experience Points: 4 (4/12 to 2nd)

Current Cash: 1 pp; 3 gp

## Pathfinder Training

### Swords (3)

You are associated with the Swords school

## Boons (0 Fame)

### Grand Archive Champion [Faction]

Champion the faction

### Assurance (Athletics) (Feat, General Feats)

**Traits:** Fortune, General, Skill

**Prerequisites** trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

### Courtly Graces (Background, Feat)

**Traits:** General, Skill

**Prerequisites** trained in Society

You were raised among the nobility or have learned proper etiquette and bearing, allowing you to present yourself as a noble and play games of influence and politics. You can use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a noble if you aren't one. If you want to impersonate a specific noble, you still need to use Deception to Impersonate normally, and to Lie when necessary.

### Disarming Flair (Class, Class Feats, Feat, Swashbuckler)

**Traits:** Swashbuckler

It's harder for your foes to regain their grip when you knock their weapon partially out of their hands. When you succeed at an Athletics check to Disarm, the circumstance bonus and penalty from Disarm last until the end of your next turn, instead of until the beginning of the target's next turn. The target can use an Interact action to adjust their grip and remove this effect. If your swashbuckler's style is gymnast and you succeed at your Athletics check to Disarm a foe, you gain panache.

**Appears In:** Advanced Player's Guide

### Confident Finisher (Class, Swashbuckler)

**Traits:** Finisher, Swashbuckler

**One Action**

You gain an elegant finishing attack you can make when you have panache. The finisher trait is described on page 87. You gain the Confident Finisher action.

**Confident Finisher**

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

**Appears In:** Advanced Player's Guide

### Gymnast (Swashbuckler's Style)

You reposition, maneuver, and bewilder your foes with daring feats of physical prowess. You are trained in Athletics. You gain panache during an encounter whenever you successfully Grapple, Shove, or Trip a foe.

**Appears In:** Advanced Player's Guide

### Panache (DC 20) (Class, Swashbuckler)

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

You gain panache by successfully performing the skill check associated with specific actions that have a bit of flair, including Tumble Through (Core Rulebook 240) and additional actions determined by your swashbuckler's style (see below). At the GM's discretion, after succeeding at a check to perform a particularly daring action, such as swinging on a chandelier or sliding down a drapery, you also gain panache if your result is high enough (typically the very hard DC for your level, but the GM can choose a different threshold).

While you have panache, you gain a +5-foot status bonus to your Speeds and gain a +1 circumstance bonus to checks to Tumble Through or to take any actions that give you panache due to your style. The precise strike class feature (page 85) also causes you to deal extra precision damage while you have panache. Powerful finisher actions, including Confident Finisher (page 85), can be used only while you have panache and cause you to lose your panache.

Normally, you gain and use panache only in combat encounters; when an encounter ends, you lose panache.

**Appears In:** Advanced Player's Guide

### Precise Strike +2 (+2d6 finisher) (Class, Swashbuckler)

You strike with flair. When you have panache and you Strike with an agile or finesse melee weapon or agile or finesse unarmed attack, you deal 2 additional precision damage. If the strike is part of a finisher, the additional damage is 2d6 precision damage instead.

As your swashbuckler level increases, so does your additional damage for precise strike. Increase the amount of additional damage on a Strike and the number of additional dice on a finisher by one at 5th, 9th, 13th, and 17th levels.

**Appears In:** Advanced Player's Guide

### Swashbuckler's Style (Class, Swashbuckler)

As a swashbuckler, you have your own distinctive style that enables you to gracefully handle everyday events and life-or-death situations alike. Choose a swashbuckler's style. This style determines the additional actions you use to gain panache and makes you trained in the skill related to that action.

**Appears In:** Advanced Player's Guide

### Grand Archive Champion (Boon, Faction)

**Prerequisites** Grand Archive Tier 0

**Cost** 4 Fame

This faction boon represents your developing initial contacts with the Grand Archive faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

**Normal** A character gains no Reputation unless they have a faction boon slotted.

**Appears In:** Pathfinder Society

**Grand Archive****(Faction)**

Archaeology is a destructive science, and adventurers tend to be more destructive than most. If the Society is to uphold its mandate to study and preserve the past, then documentation and academic rigor are key. Members of the Grand Archive do not limit themselves to Absalom's libraries, however; these bold explorers' voyage to the most exciting sites to chronicle the past in person and share those tales with the world.

**Faction Leader:** Although third in line for the Sky Citadel Kraggodan's throne, Gorm Greathammer (LN male dwarf raconteur) has always been drawn to the adventuring lifestyle, and his passion drew him to the Pathfinder Society decades ago. He has since distinguished himself as an explorer and chronicler with numerous publications to his name and countless stories to retell. Even so, he has regularly returned home to help administrate the sky citadel. After withstanding the exhausting Ironfang Invasion and directing peace negotiations with Molthune, he returned to the Grand Lodge on an extended leave of absence from Kraggodan. He now oversees the Grand Archive, promoting scholarship and uncovering centuries-old mysteries to solve at long last. Yet those who would expect the Grand Archive's leader to be a shy, spectacled sage are in for a surprise; Gorm is daring, boisterous, and ready to get his hands dirty alongside his allies.

**Motto:** Chronicling the Past

**Objectives:** The Grand Archive promotes the ongoing education of Pathfinder agents, the recovery of ancient knowledge, and the mastery of esoteric lore. Thanks to Gorm Greathammer's leadership, the faction also encourages travel, so that agents can experience history directly, draw their own conclusions, and ensure that all relics receive the care and curation they deserve—especially where a berserker's boots might otherwise shatter a priceless statue. After years of neglect and several noteworthy attacks, the Grand Lodge's written records are a tattered shadow of what they once were, and the Grand Archive is dedicated to restoring the Society's libraries by seeking replacement texts and long-lost documents the world over.

**Year 1 Goal:** Although the Pathfinder Society now keeps track of its myriad, far-flung lodges, the first few centuries involved venture-captains founding, operating, and ultimately abandoning numerous lodges across Avistan and Garund. Not only are these lost lodges an important part of Society history, but many also house libraries with unique, now-forgotten manuscripts. As the Society explores its earliest agents' exploits, the Grand Archive seeks to track down the lost lodges through historical clues, hoping to recover and preserve the lore sequestered within each one.

**Appears In:** Pathfinder Society

**Weapon Traits****Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is  $-4$  instead of  $-5$ , and  $-8$  instead of  $-10$  on the third and subsequent attacks in the turn.

**Disarm**

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

**Weapon Traits****Finesse**

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

**Nonlethal**

Attacks with this weapon are nonlethal (page 453), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a  $-2$  circumstance penalty.

**Reach**

This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

**Shove**

You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

**Thrown 30 ft.**

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

**Trip**

You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

**Unarmed**

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

**Versatile Slish**

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

**Gear****Flint and steel**

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

**Torch**

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.