

Señor Arsenio Josué Busto Durante (Señor Busto)

Player: Scott David Gray

Male human (Chelaxian) battle herald 2/bard (arcane duelist) 1/cavalier (daring champion) 3/cleric (divine strategist) of I, Liberty's Edge faction - CL13 - CR 12
 Lawful Good Humanoid (Human, Orc); Deity: **Iomedae**;
 Age: **22**; Height: **4' 2"**; Weight: **55 lb.**; Eyes: **Brown**; Hair: **Brown**; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14/16	+2/+3	
WIS WISDOM	14/16	+2/+3	
CHA CHARISMA	18/20	+4/+5	

Circlet of persuasion : +3 competence bonus on ability checks

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION) **+21** = **+11** **+1** **+4** **+5**

Banner : +2 morale bonus vs. fear when beneath banner

REFLEX (DEXTERITY) **+19** = **+8** **+2** **+4** **+5**

Banner : +2 morale bonus vs. fear when beneath banner

WILL (WISDOM) **+27** = **+15** **+3** **+4** **+5**

Banner : +2 morale bonus vs. fear when beneath banner

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC **26** = **+9** **+2** **+2** **+2** **+1**

Touch AC **15** **Flat-Footed AC** **23**

BAB Strength Size Misc

CM Bonus **+8** = **+8** **+0**

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense **23** = **10** **+8** **+0** **+2**

BAB Strength Dexterity Size

Base Attack **+8**

HP **89**

Banner : +1 morale bonus when charging beneath banner

Damage / Current HP

Initiative **+8**

Speed **30 ft**

+5 benevolent mithral chain shirt

+9

Max Dex: +6, Armor Check: -
 Spell Fail: 10%, Light

Character Number: 14034 - 36



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (2)	13	
Appraise	+7	INT (3)	1	
Bluff	+12	CHA (5)	1	
		Voice of Authority : +2 bonus vs. creatures with whom you share a language		
Climb	+4	STR (0)	1	
Diplomacy	+24	CHA (5)	13	
Disable Device	+21	DEX (2)	13	
Disguise	+12	CHA (5)	1	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+12	CHA (5)	1	
Heal	+7	WIS (3)	1	
		Battlefield Disciple : +2 trait bonus to stabilize a dying creature		
Intimidate	+24	CHA (5)	13	
		Voice of Authority : +2 bonus vs. creatures with whom you share a language		
Knowledge (history)	+8	INT (3)	1	
Knowledge (local)	+8	INT (3)	1	
Knowledge (nobility)	+8	INT (3)	1	
Knowledge (Other)	+4	INT (3)	-	
Knowledge (religion)	+8	INT (3)	1	
Linguistics	+10	INT (3)	4	
		Spectacles of understanding : +5 to Linguistics checks to identify forgeries		
Perception	+19	WIS (3)	13	
		Trapfinding : +1 to locate traps		
Perform (dance)	+12	CHA (5)	1	
Perform (oratory)	+24	CHA (5)	13	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Perform (sing)	+12	CHA (5)	1	
Profession (soldier)	+13	WIS (3)	2	
 Ride	+6	DEX (2)	1	
Sense Motive	+7	WIS (3)	1	
 Sleight of Hand	+6	DEX (2)	1	
Spellcraft	+7	INT (3)	1	
 Stealth	+6	DEX (2)	1	
Survival	+7	WIS (3)	1	
Dragon's Skills : +1 to provide food and water for allies or to protect allies from harsh weather, Wayfinder : +2 to avoid becoming lost				
 Swim	+4	STR (0)	1	

Feats	
Arcane Strike	As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Bard Weapon Proficiencies	You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.
Blind-Fight	Re-roll misses because of concealment, other benefits.
Blundering Defense	Total defense or fighting defensively grants adjacent allies half your AC bonus.
Buckler Proficiency	You can use a buckler and take only the standard penalties.
Cautious Fighter	+2 AC when fighting defensively or using total defense.
Combat Expertise +/-3	Bonus to AC in exchange for an equal penalty to attack.
Eschew Materials	Cast spells without materials, if component cost is 1 gp or less.
Extra Performance	+6 rounds/day of Bardic Performance.
Gang Up	You are considered to be flanking your target if two allies threaten that target
Lookout	Act in the surprise rd if an adjacent ally with this feat can act in the surprise round.
Lucky Halfling (1/day)	Roll a save vs. an attack affecting an ally in 30 ft. They may use either result.
Martial Weapon Proficiency - All	You are proficient with all Martial weapons.
Racial Heritage (Halfling)	You count as another race for the purpose of prerequisites.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency - All	Proficient with all simple weapons.
Swift Aid	Can Aid Another as a swift action, but only grants a +1 bonus.
Team Up	Aid another is a move action if you and an ally are adjacent to the same enemy.

Experience & Wealth
Experience Points: 37/39
Current Cash: 105 pp, 8 gp
Liberty's Edge: Fame: 54, PP: 52

Traits
Battlefield Disciple +2 on Heal checks to stabilize. Bonus is +1 when using aid another to grant ally a bonus.
Helpful Aid another grants allies a +4 bonus (instead of usual +2).

+2 benevolent whip	
Main hand: +12/+7, 1d3+2 nonlethal+4 Precision Both hands: +12/+7, 1d3+2 nonlethal+4 Precision Main w/ offhand: +6/+1, 1d3+2 nonlethal+4 Precision Main w/ light off.: +8/+3, 1d3+2 nonlethal+4 Precision Offhand: +2, 1d3+2 nonlethal+4 Precision	Crit: x2 1-hand, S,
Banner : +1 morale bonus when charging beneath banner	

Rapier	
Main hand: +10/+5, 1d6+4 Precision Both hands: +10/+5, 1d6+4 Precision Main w/ offhand: +4/-1, 1d6+4 Precision Main w/ light off.: +6/+1, 1d6+4 Precision Offhand: +0, 1d6+4 Precision	Crit: 18-20/x2 1-hand, P
Banner : +1 morale bonus when charging beneath banner	

Unarmed strike	
Main hand: +8/+3, 1d3 nonlethal Main w/ offhand: +2/-3, 1d3 nonlethal Main w/ light off.: +4/-1, 1d3 nonlethal Offhand: +0, 1d3 nonlethal	Crit: x2 Light, B, Nonlethal
Banner : +1 morale bonus when charging beneath banner	

Whip

Main hand: **+10/+5, 1d3**
nonlethal+4 Precision Crit: x2
 1-hand, S, Disarm,
 Both hands: **+10/+5, 1d3**
nonlethal+4 Precision
 Main w/ offhand: **+4/-1, 1d3**
nonlethal+4 Precision
 Main w/ light off.: **+6/+1, 1d3**
nonlethal+4 Precision
 Offhand: **+0, 1d3 nonlethal+4**
Precision

Banner: +1 morale bonus when charging beneath banner

Gear

Total Weight Carried: 31/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+2 benevolent whip	2 lbs
+5 benevolent mithral chain shirt	12.5 lbs
Amulet of natural armor +2	-
Belt pouch (empty)	0.5 lbs
Brass locket with lock of mother's hair	-
Circlet of persuasion	-
Cloak of resistance +4	1 lb
Everburning torch <In: <i>Handy haversack</i> (13 @ 5 lbs)>	1 lb
Explorer's outfit (Free)	-
Flint and steel <In: <i>Handy haversack</i> (13 @ 5 lbs)>	-
Handy haversack (13 @ 5 lbs)	5 lbs
Hat <In: <i>Handy haversack</i> (13 @ 5 lbs)>	0.5 lbs
Headband of mental prowess +2 (Int, Cha, Disable)	1 lb
Holy symbol, wooden (lomedae)	-
loun stone (incandescent blue sphere) <In: <i>Wayfinder</i> (1	-
Pearl of power (1st level, 3/day) x3 <In: <i>Handy haversack</i>	-
Rapier	2 lbs
Ring of protection +2	-
Ring of tactical precision (Lookout)	-
Scroll of breath of life <In: <i>Wrist sheath, spring loaded</i> (1	-
Scroll of invisibility <In: <i>Handy haversack</i> (13 @ 5 lbs)>	-
Scroll of invisibility <In: <i>Handy haversack</i> (13 @ 5 lbs)>	-
Soap <In: <i>Handy haversack</i> (13 @ 5 lbs)>	0.5 lbs
Spectacles of understanding	-
Spell component pouch	2 lbs
Thieves' tools, masterwork <In: <i>Handy haversack</i> (13	2 lbs
Wand of cure critical wounds (8 charges)	-
Wand of cure light wounds (30 charges) <In: <i>Handy</i>	-
Wand of cure moderate wounds (9 charges) <In: <i>Handy</i>	-
Wand of lesser restoration (14 charges)	-
Wayfinder (1 @ 0 lbs)	1 lb
Whetstone <In: <i>Handy haversack</i> (13 @ 5 lbs)>	1 lb
Whip	2 lbs
Winged boots (3/day)	1 lb
Wrist sheath, spring loaded (1 @ 0 lbs)	1 lb

Special Abilities

Aid Allies +3 (Ex)

At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Avenger Finesse (Ex)

A mysterious avenger gains all of the benefits of the swashbuckler's finesse class feature, and gains the ability to use a whip in place of a light or one-handed piercing melee weapon for all swashbuckler class features and deeds.

Banner +2/+1 (Ex)

At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1

Bardic Knowledge +1 (Ex)

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Bardic Performance (standard action, 15 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a

Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard

Bardic Performance: Fascinate (1 targets, DC 15) (Su)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The

Bardic Performance: Inspire Courage +1 (Su)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's

Bardic Performance: Rallying Cry (Su)

At 1st level, an arcane duelist can use performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and

Bastion of Good (10 ft, 1/day) (Su)

At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any

Benevolent

This suit of armor best serves a wearer who focuses on assisting and protecting his allies. *Benevolent* armor is usually decorated with motifs of prosperity, plenty, and generosity, such as helping hands, cornucopias, and flourishing plants.

Benevolent

This ability can only be placed on a melee weapon. When the wielder of a benevolent weapon uses the aid another action to grant an ally a bonus on attack rolls, he increases the aid another bonus by the enhancement bonus of

Caster Support +2 (Su)

A divine strategist can use the aid another action to assist another divine spellcaster, granting a +2 circumstance bonus on caster level checks and concentration checks until the beginning of the divine strategist's next turn. This

Champion's Finesse

At 1st level, a daring champion gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and he can use Charisma in place of Intelligence for the purpose of combat feats prerequisites. A daring

Cleric (Divine Strategist) Domain (Tactics)

Controlled Inspired Rage (+2 Str, -1 AC) (Su)

At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a -1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use

Controlled Inspired Rage (Ex)

When the urban skald inspires rage, he does not grant the normal benefits. Instead, he can apply a +2 morale bonus to his allies' Strength, Dexterity, or Constitution. This bonus increases to +4 at 8th level and to +6 at 16th level. The

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Special Abilities

Deed: Daring (Ex)

At 1st level, a sleuth can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural

Deed: Derring-Do (+2 extra dice) (Ex)

At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before

Deed: Dodging Panache +5 (Ex)

At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC

Deed: Opportunist Evasion (Ex)

At 1st level, when a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

Deed: Precise Strike +4 (Ex)

At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding her swashbuckler level to the

Deed: Sleuth's Initiative (Ex)

At 1st level, as long as the sleuth has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single light

Deed: Swashbuckler Initiative (Ex)

At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has any single light or one-handed

Deed: Underfoot Assault (Ex)

At 1st level, if a foe whose size is larger than the mouser's is adjacent to her and misses her with a melee attack, the mouser can as an immediate action spend 1 panache point to move 5 feet into an area of the attacker's space. This

Dragon's Challenge +3 (1/day) (Ex)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of

Dragon's Skills +1 (Ex)

An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh

Easy March (1 hours/day) (Ex)

At 2nd level, allies within 60 feet of the battle herald can hustle or force march during overland travel without ill effects for a number of hours per day equal to 1 hour times her inspiring command bonus.

Inspiration (+1d6, 3/day) (Ex)

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can

Inspiring Command +1 (move, 11 rounds/day) (Ex)

A battle herald uses her keen tactical acumen and decisive judgment to lead others to victory, as well as her mastery of command to assist herself and her allies in battle.

Lay on Hands (1d6 hit points, 6/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Light Sensitivity (Ex)

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Martial Flexibility (move action, 4/day) (Ex)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat

Master Tactician (+0/+0) (Ex)

A divine strategist can always act in a surprise round even if she fails to make a Perception check to notice enemies, though she is considered flatfooted until she acts. In addition, the divine strategist gains a bonus on initiative checks

Orc

The rage of your ancestors burns within you, and the taint of savage orc blood flows through your veins. Your anger is never far from the surface, giving you strength and driving you to seek greater power.

Special Abilities

Panache (Ex)

More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat. At the start of each day, a swashbuckler

Raging Song (standard action, 8 rounds/day) (Su)

A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level

Seize the Initiative (6/day) (Su)

Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to

Sleuth's Luck

At 1st level, a sleuth gains a fluctuating pool of luck, measuring her ability to get out of scrapes. At the start of each day, a sleuth has a number of luck points equal to her Charisma modifier (minimum 1). Her luck goes up or down

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast

Strategy Variant Channeling (±1 Sacred)

Heal - Until your next turn, creatures using aid another add your channel bonus to the aided creature's roll in addition to the normal aid another bonus. *Harm* - Creatures may not take attacks of opportunity until the end of your next turn.

Swashbuckler Finesse

At 1st level, a swashbuckler gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This ability

Tactician (Lookout, 5 rds, 2/day) (Ex)

At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of

Teamwork +1 (Ex)

Allies add the battle herald's inspiring command bonus on skill checks or attack rolls made when using the aid another action, and if successful, the assisted ally increases the aid another bonus by an amount equal to the battle herald's

Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Voice of Authority +2/+2 (Ex)

A battle herald is skilled at shouting commands over the din of the battlefield and signaling allies when speech is impossible. She gains a +2 bonus on Diplomacy and Intimidate checks with creatures with which she shares a

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Bardic Performance (standard action, 15 rounds/day)

Bastion of Good (10 ft, 1/day) (Su)

Dragon's Challenge +3 (1/day) (Ex)

Easy March (1 hours/day) (Ex)

Inspiration (+1d6, 3/day) (Ex)

Inspiring Command +1 (move, 11 rounds/day) (Ex)

Lay on Hands (1d6 hit points, 6/day) (Su)

Luck/Panache Pool (10/day)

Lucky Halfling (1/day)

Martial Flexibility (move action, 4/day) (Ex)

Pearl of power (1st level, 3/day)

Tracked Resources

Raging Song (standard action, 8 rounds/day) (Su)
Seize the Initiative (6/day) (Su)
Tactician (Lookout, 5 rds, 2/day) (Ex)
Wand of cure critical wounds (8 charges)
Wand of cure light wounds (30 charges)

Wand of cure moderate wounds (9 charges)
Wand of lesser restoration (14 charges)

Winged boots (3/day)

Languages

Celestial	Hwan
Common	Infernal
Draconic	Minkaian
Halfling	Tien

Spells & Powers

Bard (Arcane Duelist) spells known (CL 1st; concentration +6)
Melee Touch +8/+3 **Ranged Touch** +10/+5
1st (3/day)—*feather fall*, *feather step*^{APG} (DC 16)
0th (at will)—*light*, *message*, *prestidigitation*, *read magic*

Cleric (Divine Strategist) spells memorized (CL 1st; concentration +4)
Melee Touch +8/+3 **Ranged Touch** +10/+5
1st—*air bubble*^{UC}, *bless*, *magic weapon*^D
0th (at will)—*detect magic*, *guidance*, *stabilize*
[D] Domain spell; **Domains** Tactics, War

Paladin (Sacred Shield) spells memorized (CL 0th; concentration +5)
Melee Touch +8/+3 **Ranged Touch** +10/+5

Skald (Urban Skald) spells known (CL 1st; concentration +6)
Melee Touch +8/+3 **Ranged Touch** +10/+5
1st (3/day)—*lucky number*, *saving finale*^{APG} (DC 16)
0th (at will)—*dancing lights*, *mage hand*, *mending*, *open/close* (DC 15)

Sorcerer (Eldritch Scrapper) spells known (CL 1st; concentration +6)
Melee Touch +8/+3 **Ranged Touch** +10/+5
1st (5/day)—*enlarge person* (DC 16), *mount*
0th (at will)—*arcane mark*, *detect poison*, *disrupt undead*, *scrivener's chant*

Companions

Perro, the Embeth Hound

Male riding dog (*Pathfinder RPG Bestiary* 87)
N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

Offense

Speed 40 ft.

Melee unarmed strike +3 (1d3+2 nonlethal) or bite +3 (1d6+3)

Statistics

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics +6 (+10 to jump), Climb +6, Perception +8, Swim +6; **Racial Modifiers** +4 to survival when tracking by scent

SQ combat riding

Situational Modifiers

All Saves

Banner: +2 morale bonus vs. fear when beneath banner

Bluff

Voice of Authority: +2 bonus vs. creatures with whom you share a language

Charisma Check

Circlet of persuasion: +3 competence bonus on ability checks

Heal

Battlefield Disciple: +2 trait bonus to stabilize a dying creature

Intimidate

Voice of Authority: +2 bonus vs. creatures with whom you share a language

Linguistics

Spectacles of understanding: +5 to Linguistics checks to identify forgeries

Perception

Trapfinding: +1 to locate traps

Survival

Dragon's Skills: +1 to provide food and water for allies or to protect allies from harsh weather, **Wayfinder**: +2 to avoid becoming lost

Background

Arsenio was born Desnus 25 2693 in the town of Durante.

Though a bastard, he was recognized and raised by his father, Señor Horacio Josué Gómez.

Arsenio's step-mother Delfina Cormier ignored Arsenio as best she could, in favor of her two children (each older than Arsenio), Jafet Josué Gómez Durante and Dolores Josué Gómez Durante.

Arsenio did not learn his mother's name, Isa Busto, until 2711.

In 2711 Arsenio's father, Horacio, told Arsenio his mother's name, and said little else about his birth save that his mother had been a slave and that she had died in childbirth.

Horacio gave Arsenio a locket with a curl of his mother's dark hair.

Some careful research found that Isa Busto had been a halfling slave to House Leroung, rather than one of his father's own slaves.

Arsenio wonders, himself, if he is reacting with the hot-headedness of youth. But, at this point of his life he chose to work with Major Colson Maldris against Chelish halfling slavery. (Arsenio is not so radical as to oppose the use of devil's as slaves; he considers that a certain amount of work must be done, and that it is sensible and just to use creatures that are inherently evil for such tasks.)

Colson Maldris asked Arsenio to join the Pathfinder Society, to keep an eye on them as they chart the world. Traveling with the Society, he has began appending his mother's surname to his own name.

Sourcebooks Used

- **Advanced Class Guide** - Daring Champion (archetype); Eldritch Scrapper (archetype); Investigator (class); Mouser (archetype); Mysterious Avenger (archetype); Skald (class); Sleuth (archetype); Swashbuckler (class)
- **Advanced Player's Guide** - Arcane Duelist (archetype); Battle Herald (class); Cavalier (class); Tactics (special ability); Feather Step (spell); Gang Up (feat); Lookout (feat); Racial Heritage (feat); Saving Finale (spell); Swift Aid (feat); Team Up (feat); Teamwork (special ability)
- **Advanced Player's Guide / Dark Markets: A Guide to Katapesh** - Lucky Halfling (feat)
- **Advanced Race Guide** - Blundering Defense (feat); Cautious Fighter (feat)
- **Adventurer's Armory** - Wrist sheath, spring loaded (equipment)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Halflings of Golarion** - Helpful (trait)
- **Heroes of the Streets** - Urban Skald (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option)
- **Occult Mysteries** - Lucky Number (spell)
- **Orcs of Golarion** - Orc (special ability); Power of Giants (equipment); Strength of the Beast (equipment); Warlord Reborn (equipment)
- **Seekers of Secrets** - Scrivener's Chant (spell)
- **Ultimate Campaign** - Battlefield Disciple (trait)
- **Ultimate Combat** - Air Bubble (spell); Divine Strategist (archetype); Sacred Shield (archetype)
- **Ultimate Equipment** - Benevolent (item power); Benevolent (item power); Hat (equipment); Ring of tactical precision (equipment); Spectacles of understanding (equipment)
- **Ultimate Magic** - Strategy Variant Channeling (special ability)

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Arcane Strike

Feat

You draw upon your arcane power to enhance your weapons with magical energy.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Blind-Fight

Feat

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Blundering Defense

Feat

Your feverish and sometimes comical defensive techniques offer enough distraction to aid allies.

Prerequisites: Cautious Fighter, halfling.

Benefit: Whenever you fight defensively or use the total defense action, allies gain a luck bonus to AC and CMD equal to 1/2 the dodge bonus you gain from the action you are taking. Allies only gain this bonus while they are adjacent to you.

Appears In: Advanced Race Guide

Cautious Fighter

Feat

You care more about survival than victory.

Prerequisite: Halfling.

Benefit: When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Appears In: Advanced Race Guide

Combat Expertise +/-3

Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Eschew Materials

Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Extra Performance

Feat

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Gang Up

Feat

You are adept at using greater numbers against foes.

Prerequisites: Int 13, Combat Expertise.

Benefit: You are considered to be flanking an opponent if at least two of your allies are threatening that opponent, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

Appears In: Advanced Player's Guide

Lookout

Feat

Your allies help you avoid being surprised.

Benefit: Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally - 1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Appears In: Advanced Player's Guide

Lucky Halfling (1/day)

Feat

You bring luck to those with whom you travel.

Prerequisite: Halfling.

Benefit: Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Appears In: Advanced Player's Guide, Dark Markets: A Guide to Katapesh

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Racial Heritage (Halfling) **Feat**

The blood of a non-human ancestor flows in your veins.

Prerequisite: Human.

Benefit: Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

Appears In : Advanced Player's Guide

Swift Aid **Feat**

With a quick but harmless swipe, you can aid an ally's assault.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: As a swift action, you can attempt the aid another action, granting your ally either a +1 bonus on his next attack roll or a +1 bonus to his AC.

Normal: Aid another is a standard action.

Appears In : Advanced Player's Guide

Team Up **Feat**

When you are ganging up against an enemy, you can aid an ally with a quick feint.

Prerequisites: Int 13, Combat Expertise, Gang Up, base attack bonus +6.

Benefit: When you and at least two of your allies are adjacent to an opponent, you can attempt the aid another action as a move action.

Normal: Aid another is a standard action.

Appears In : Advanced Player's Guide

Battlefield Disciple **Trait**

You are skilled at supporting your allies in the heat of battle. You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.

Appears In : Ultimate Campaign

Helpful **Trait**

You see nothing wrong with letting others achieve greatness so long as the job gets done. Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

Appears In : Halflings of Golarion

Darkvision (60 feet) **Racial Ability,Senses (Orc)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Light Sensitivity (Ex) **Racial Ability**

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Aid Allies +3 (Ex) **Class Ability (Cavalier)**

At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Aura (Ex) **Class Ability (Cleric)**

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Aura of Good (Ex) **Class Ability (Paladin)**

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Avenger Finesse (Ex) **Class Ability (Swashbuckler)**

A mysterious avenger gains all of the benefits of the swashbuckler's finesse class feature, and gains the ability to use a whip in place of a light or one-handed piercing melee weapon for all swashbuckler class features and deeds. This ability alters swashbuckler finesse.

Banner +2/+1 (Ex) **Class Ability (Cavalier)**

At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Bardic Knowledge +1 (Ex) **Class Ability (Skald)**

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Bardic Performance (standard action, 15 rounds) Class Ability (Bard)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop and previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Bardic Performance: Distraction (Su) Class Ability (Bard)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Bardic Performance: Fascinate (1 targets, DC Class Ability (Bard)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Bardic Performance: Inspire Courage +1 (Class Ability (Battle Herald)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Bardic Performance: Rallying Cry (Su) Class Ability (Bard)

At 1st level, an arcane duelist can use performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Intimidate check. Rallying cry does not work on effects that don't allow saves. This is a mind-affecting ability that uses audible components. This performance replaces countersong.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Bastion of Good (10 ft, 1/day) (Su) Class Ability (Paladin)

At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a sacred shield's uses of bastion of good per day. This ability replaces smite evil.

At 11th level, the radius of a sacred shield's bastion of good ability increases to 20 feet. This ability replaces the paladin's aura of justice.

At 20th level, a sacred shield and her allies within 20 feet gain regeneration 10 against the target of her bastion of good ability (essentially regeneration that is overcome by any damage not caused by the target). This ability replaces the sacred shield's holy champion ability.

Caster Support +2 (Su) Class Ability (Cleric)

A divine strategist can use the aid another action to assist another divine spellcaster, granting a +2 circumstance bonus on caster level checks and concentration checks until the beginning of the divine strategist's next turn. This bonus increases by +1 at 4th level and every four levels thereafter (to a maximum of +7 at 20th level). The allied caster must remain adjacent to the divine strategist to gain this benefit. Caster support can be used to assist arcane spellcasters or characters using magical items, but they gain only half the normal bonus.

Champion's Finesse Class Ability (Cavalier)

At 1st level, a daring champion gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and he can use Charisma in place of Intelligence for the purpose of combat feats prerequisites. A daring champion also counts as having the Weapon Finesse feat for the purpose of meeting feat requirements. This ability replaces mount.

Controlled Inspired Rage (+2 Str, -1 AC) (Su) Class Ability (Skald)

At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a -1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.)

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the skald (still suffering no fatigue afterward). However, inspired rage does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Controlled Inspired Rage (Ex) Class Ability (Skald)

When the urban skald inspires rage, he does not grant the normal benefits. Instead, he can apply a +2 morale bonus to his allies' Strength, Dexterity, or Constitution. This bonus increases to +4 at 8th level and to +6 at 16th level. The urban skald can apply the full bonus to one ability score or split the bonus between several scores in increments of 2. The choice applies to all affected allies. The controlled inspired rage grants no bonus on Will saves, imposes no penalties to AC, and does not prevent affected allies from using Intelligence-, Dexterity-, or Charisma-based skills. This alters inspired rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled bloodrage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Deed: Daring (Ex) Class Ability (Investigator)

At 1st level, a sleuth can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural 6, he rolls another d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Intelligence modifier (minimum 1).

Deed: Derring-Do (+2 extra dice) (Ex) Class Ability (Swashbuckler)

At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Dexterity modifier (minimum 1).

Deed: Dodging Panache +5 (Ex) Class Ability (Swashbuckler)

At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from the original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load.

Deed: Opportunist Evasion (Ex) Class Ability (Investigator)

At 1st level, when a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Deed: Precise Strike +4 (Ex) Class Ability (Swashbuckler)

At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding her swashbuckler level to the damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit.

As a swift action, a swashbuckler can spend 1 panache point to double her precise strike's damage bonus on the next attack. This benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the Signature Deed feat).

Deed: Sleuth's Initiative (Ex) Class Ability (Investigator)

At 1st level, as long as the sleuth has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single light or one-handed melee weapon as part of the initiative check. (Unlike with swashbuckler deeds, this does not have to be a piercing weapon.)

Deed: Swashbuckler Initiative (Ex) Class Ability (Swashbuckler)

At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has any single light or one-handed piercing melee weapon that isn't hidden, she can draw that weapon as part of the initiative check.

Deed: Underfoot Assault (Ex) Class Ability (Swashbuckler)

At 1st level, if a foe whose size is larger than the mouser's is adjacent to her and misses her with a melee attack, the mouser can as an immediate action spend 1 panache point to move 5 feet into an area of the attacker's space. This movement does not count against the mouser's movement the next round, and it doesn't provoke attacks of opportunity. While the mouser is within a foe's space, she is considered to occupy her square within that foe's space.

While the mouser is within her foe's space, the foe takes a -4 penalty on all attack rolls and combat maneuver checks not made against the mouser, and all of the mouser's allies that are adjacent to both the foe and the mouser are considered to be flanking the foe. The mouser is considered to be flanking the foe whose space she is within if she is adjacent to an ally who is also adjacent to the foe. The mouser can move within her foe's space and leave the foe's space unhindered and without provoking attacks of opportunity, but if the foe attempts to move to a position where the mouser is no longer in its space, the movement provokes an attack of opportunity from the mouser. This deed replaces opportune parry and riposte.

Detect Evil (At will) (Sp) Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Dragon's Challenge +3 (1/day) (Ex) Class Ability (Cavalier)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. The cavalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the cavalier's concentration. The cavalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order.

Addition from Order of the Dragon : Whenever an order of the dragon cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Dragon's Skills +1 (Ex) Class Ability (Cavalier)

An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Easy March (1 hours/day) (Ex) Class Ability (Battle Herald)

At 2nd level, allies within 60 feet of the battle herald can hustle or force march during overland travel without ill effects for a number of hours per day equal to 1 hour times her inspiring command bonus.

Inspiration (+1d6, 3/day) (Ex) Class Ability (Investigator)

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Inspiring Command +1 (move, 11 rounds/Class Ability (Battle Herald)

A battle herald uses her keen tactical acumen and decisive judgment to lead others to victory, as well as her mastery of command to assist herself and her allies in battle.

All battle heralds may use inspiring command to inspire courage (as the bardic performance ability); bard and battle herald levels stack to determine the bonuses provided by inspire courage.

At 1st level, and every two levels thereafter, the battle herald chooses one command to learn. Unless otherwise noted, these abilities provide a competence bonus equal to the battle herald's inspiring command bonus to her and to all allies within 60 feet able to see or hear her. Commands marked with an asterisk have the same range as above but only affect a certain number of allies (which can include the battle herald).

Issuing an inspiring command is a move action. At 5th level, this becomes a swift action, and at 10th level, it becomes an immediate action. Maintaining an inspiring command is a free action that cannot be disrupted, but its effects end immediately if the battle herald is killed or otherwise prevented from taking actions (such as being dazed, helpless, or stunned). The battle herald cannot have more than one command in effect at a time. She may use this ability for a number of rounds per day equal to 4 + her Charisma modifier, plus 2 additional rounds per level after 1st. She may use rounds of bardic performance to issue inspiring commands, but not vice versa. Inspiring commands are language-dependent, mind-affecting effects. The battle herald cannot maintain an inspiring command and a bardic performance at the same time (this does not preclude abilities such as persistent command or the Lingering Performance feat, which continue an inspiring command or bardic performance after the battle herald stops maintaining it).

Lay on Hands (1d6 hit points, 6/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Martial Flexibility (move action, 4/day) (Ex) Class Ability (Sorcerer)

At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level for the purposes of uses per day. The scrapper treats Arcane Strike and Combat Casting as combat feats for the purpose of this ability.

At 9th level, an eldritch scrapper can use this ability to gain the benefit of two combat feats at the same time. She can select one feat as a move action or two feats as a standard action. She can use one of these feats to meet a prerequisite of the second feat; doing so means she cannot replace the feat that is currently fulfilling another feat's prerequisites without also replacing all feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 15th level, an eldritch scrapper can use this ability to gain the benefit of three combat feats at the same time. She can select one feat as a swift action, two feats as a move action, or three feats as a standard action. She can use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

This ability replaces the sorcerer's bloodline powers gained 1st, 9th, and 15th levels.

Master Tactician (+0/+0) (Ex) Class Ability (Cleric)

A divine strategist can always act in a surprise round even if she fails to make a Perception check to notice enemies, though she is considered flatfooted until she acts. In addition, the divine strategist gains a bonus on initiative checks equal to 1/2 her cleric level. At 20th level, a divine strategist's initiative roll is automatically a natural 20. Allies able to see and hear the divine strategist gain a bonus on initiative checks equal to 1/4 the divine strategist's level. This is a language-dependent ability. This ability replaces channel energy.

Orc Class Ability (Sorcerer)

The rage of your ancestors burns within you, and the taint of savage orc blood flows through your veins. Your anger is never far from the surface, giving you strength and driving you to seek greater power.

Bloodline Arcana : You gain the orc subtype, including darkvision 60 feet and light sensitivity. If you already have darkvision, its range increases to 90 feet. Whenever you cast a spell that deals damage, that spell deals +1 point of damage per die rolled.

Bloodline Powers : You are heir to the bestial power of the great orc warlords of the past. You feel their rage in your blood, and must take care lest the urge to despoil and destroy consumes you.

Appears In : Orcs of Golarion

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Panache (Ex)

Class Ability (Swashbuckler)

More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat. At the start of each day, a swashbuckler gains a number of panache points equal to her Charisma modifier (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though feats and magic items can affect this maximum. A swashbuckler spends panache to accomplish deeds (see below), and regains panache in the following ways.

Critical Hit with a Light or One-Handed Piercing Melee Weapon : Each time the swashbuckler confirms a critical hit with a light or one-handed piercing melee weapon, she regains 1 panache point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the swashbuckler's character level doesn't restore panache.

Killing Blow with a Light or One-Handed Piercing Melee Weapon : When the swashbuckler reduces a creature to 0 or fewer hit points with a light or one-handed piercing melee weapon attack while in combat, she regains 1 panache point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the swashbuckler's character level to 0 or fewer hit points doesn't restore any panache.

Raging Song (standard action, 8 rounds/day Class Ability (Skald)

A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level thereafter, he can use raging song for 2 additional rounds per day.

Starting a raging song is a standard action, but it can be maintained each round as a free action. A raging song cannot be disrupted, but it ends immediately if the skald is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. A raging song counts as the bard's bardic performance special ability for any effect that affects bardic performances. A skald may learn bard masterpieces (Pathfinder RPG Ultimate Magic 21).

A raging song has audible components, but not visual components. Affected allies must be able to hear the skald for the song to have any effect. A deaf skald has a 20% chance to fail when attempting to use a raging song. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to raging songs.

If a raging song affects allies, when the skald begins a raging song and at the start of each ally's turn in which they can hear the raging song, the skald's allies must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept the song. If accepted, the raging song's effects last for that ally's turn or until the song ends, whichever comes first.

At 7th level, a skald can start a raging song as a move action instead of a standard action. At 13th level, a skald can start a raging song as a swift action instead.

Seize the Initiative (6/day) (Su) Class Ability (Cleric)

Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Sleuth's Luck

Class Ability (Investigator)

At 1st level, a sleuth gains a fluctuating pool of luck, measuring her ability to get out of scrapes. At the start of each day, a sleuth has a number of luck points equal to her Charisma modifier (minimum 1). Her luck goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though feats, magic items, and spells that grant either grit or panache points can also grant a sleuth luck points equal to the amount of grit or panache they grant. A sleuth spends luck to accomplish deeds (see below), and regains luck in the following ways.

Rolling a Natural 20 on a Knowledge or Sense Motive Check : While on an investigation, a sleuth regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the sleuth to regain 1 luck point. Such skill checks made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not regain luck for the sleuth. Determining which skill checks qualify is up to the GM.

Rolling a 6 or Higher on an Inspiration Roll : When a sleuth rolls an inspiration die while on an investigation and the die comes up a 6 or higher, she regains 1 luck point. (If she rolls multiple inspiration dice at a time, she regains 1 luck point if the total is 6 or higher.) Like regaining luck via a natural 20 on a qualifying skill check, inspiration checks made for more mundane reasons don't qualify for regaining luck. The GM is the final arbitrator for what rolls qualify. It's possible for an investigator to regain 2 luck points on the same Skill check, if both the qualifying skill check is a natural 20 and any inspiration roll made is a 6 or higher.

This and the 1st-level deeds below replace alchemy. A sleuth cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

Spontaneous Casting

Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Strategy Variant Channeling (±1 Sacred) Class Ability (Cleric)

Heal - Until your next turn, creatures using aid another add your channel bonus to the aided creature's roll in addition to the normal aid another bonus. **Harm** - Creatures may not take attacks of opportunity until the end of your next turn.

Appears In : Ultimate Magic

Swashbuckler Finesse

Class Ability (Swashbuckler)

At 1st level, a swashbuckler gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Tactician (Lookout, 5 rds, 2/day) (Ex) Class Ability (Cavalier)

At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Teamwork +1 (Ex) Class Ability (Battle Herald)

Allies add the battle herald's inspiring command bonus on skill checks or attack rolls made when using the aid another action, and if successful, the assisted ally increases the aid another bonus by an amount equal to the battle herald's inspiring command bonus.

Appears In : Advanced Player's Guide

Trapfinding +1 Class Ability (Investigator)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Voice of Authority +2/+2 (Ex) Class Ability (Battle Herald)

A battle herald is skilled at shouting commands over the din of the battlefield and signaling allies when speech is impossible. She gains a +2 bonus on Diplomacy and Intimidate checks with creatures with which she shares a language. In addition, her allies gain a bonus equal to the battle herald's class level on Perception or Sense Motive checks to hear her commands or interpret her secret messages conveyed with Bluff. The battle herald's levels stack with cavalier levels for the purpose of the cavalier's tactician ability.

Benevolent (+2 benevolent whip) Weapon Power

This ability can only be placed on a melee weapon. When the wielder of a benevolent weapon uses the aid another action to grant an ally a bonus on attack rolls, he increases the aid another bonus by the enhancement bonus of the weapon.

Construction

Requirements Craft Magic Arms and Armor, *aid*; **Cost** +1 Bonus

Appears In : Ultimate Equipment

Benevolent (+5 benevolent mithral chain shirt) Armor Power

This suit of armor best serves a wearer who focuses on assisting and protecting his allies. *Benevolent* armor is usually decorated with motifs of prosperity, plenty, and generosity, such as helping hands, cornucopias, and flourishing plants. When the wearer of a suit of *benevolent* armor uses the aid another action to give an ally a bonus to AC against an opponent's next attack, he also adds the *benevolent* armor's enhancement bonus to the ally's AC.

Construction

Requirements Craft Magic Arms and Armor, *aid*; **Cost** +1 Bonus

Appears In : Ultimate Equipment

Scroll of breath of life Scroll

Breath of Life, See Text or Will Half (DC 17)

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life. Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Scroll of invisibility Scroll

Invisibility

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Scroll of invisibility

Scroll

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Invisibility can be made permanent (on objects only) with a *permanency* spell.

Ring of protection +2

Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Ring of tactical precision (Lookout)

Ring

This steel ring is inlaid with adamantite swords and shields. The wearer gains a +5 competence bonus on Profession (soldier) checks, and anytime the wearer gives or receives a numeric bonus from a teamwork feat or the aid another action, that bonus increase by +1. By wearing the ring for 1 hour, a creature may imbue it with a teamwork feat he knows for 24 hours. During this time, any creature wearing the ring may use that feat when cooperating with the creature that imbued it, but not with other creatures even if they possess the same teamwork feat. If the ring is imbued with a new teamwork feat, it replaces the previous feat.

Construction

Requirements: Forge Ring, creator must have 5 ranks of Profession (soldier) and at least one teamwork feat; **Cost** 5,500 gp

Appears In : Ultimate Equipment

Wand of cure critical wounds (8 charges)

Wand

Cure Critical Wounds

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Wand of cure light wounds (30 charges)

Wand

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of cure moderate wounds (9 charges)

Wand

Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Wand of lesser restoration (14 charges)

Wand

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Amulet of natural armor +2

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Circlet of persuasion

Wondrous Item (Head)

This delicately engraved silver headband grants its wearer a +3 competence bonus on Charisma based checks.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 gp

Cloak of resistance +4

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +4 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 8,000 gp

Handy haversack (13 @ 5 lbs)

Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Señor Arsenio Josué Busto Durante (Señor Busto) – Abilities & Gear

Headband of mental prowess +2 (Int, Cha, Wondrous Item (Headband))

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*; **Cost** 5,000 gp

Ioun stone (incandescent blue sphere) Wondrous Item

This stone grants the bearer a +2 enhancement bonus to Wisdom.

A Sphere is usually smooth and almost perfectly round in all dimensions.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Resonant Power:

Blind-Fight.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*, creator must be 12th level; **Cost** 4,000 gp

Pearl of power (1st level, 3/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Spectacles of understanding Wondrous Item (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

Construction

Requirements: Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

Appears In : Ultimate Equipment

Wayfinder (1 @ 0 lbs) Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see *Seeker of Secrets* page 51).

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements: Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : *Seekers of Secrets*, *Inner Sea World Guide*, *Shattered Star*, *Pathfinder Society*

Winged boots (3/day) Wondrous Item (Feet)

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction

Requirements: Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Light	Bard 0	Read Magic	Bard 0
School evocation / wood elemental [light] Casting Time 1 action Components V, M/DF (a firefly) Range touch Target object touched Duration 10 min./level Saving Throw none; Spell Resistance no		School divination Casting Time 1 action Components V, S, F (a clear crystal or mineral prism) Range personal Target you Duration 10 min./level	

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Message	Bard 0	Feather Fall	Bard 1
School transmutation / air elemental [language-dependent] Casting Time 1 action Components V, S, F (a piece of copper wire) Range medium (100 + 10 ft./level) Target one creature/level Duration 10 min./level Saving Throw none; Spell Resistance no		School transmutation / air elemental Casting Time 1 action Components V Range close (25 + 5 ft./2 levels) Target one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart Duration until landing or 1 round/level Saving Throw Will negates (harmless) or Will negates (object); Spell Resistance yes (object)	

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Prestidigitation	Bard 0	Feather Step	Bard 1
School universal Casting Time 1 action Components V, S Range 10 ft. Target see text Effect see text Area see text Duration 1 hour Saving Throw see text; Spell Resistance no		School transmutation Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature Duration 10 minutes/level Saving Throw DC 16 Fortitude negates (harmless); Spell Resistance yes	

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Appears in : Advanced Player's Guide

Detect Magic **Cleric 0**

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Guidance **Cleric 0**

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Stabilize **Cleric 0**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Air Bubble **Cleric 1**

School conjuration / air elemental (creation)
Casting Time 1 action
Components S, M/DF (a small bladder filled with air)
Range touch
Target one creature or one object no larger than a Large twohanded weapon
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Appears in : Ultimate Combat

Bless **Cleric 1**

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range 50 ft.
Area the caster and all allies within a 50-ft. burst, centered on the caster
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Magic Weapon **Cleric 1**

School transmutation / metal elemental
Casting Time 1 action
Components V, S, DF
Range touch
Target weapon touched
Duration 1 min./level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Dancing Lights Skald 0

School evocation [light]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect up to four lights, all within a 10-ft.-radius area
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Mage Hand Skald 0

School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Mending Skald 0

School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Open/Close Skald 0

School transmutation
Casting Time 1 action
Components V, S, F (a brass key)
Range close (25 + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw DC 15 Will negates (object); **Spell Resistance** yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Lucky Number Skald 1

School transmutation
Casting Time 1 action
Components V, S
Range touch
Target one willing creature
Duration 24 hours or until discharged
Saving Throw none; **Spell Resistance** no

You are able to tweak tiny variables affecting a creature's immediate future in order to grant the target a bit of luck at the right time. Roll a d20; once during the duration of *lucky number*, when the target creature rolls that result (regardless of what type of dice the target rolls), the creature has the option to either reroll the result or add a +2 luck bonus to the result. The creature must decide to use this ability before the success or failure of the original roll is known. A creature can have only one lucky number at a time. If *lucky number* is cast on a creature already affected by that spell, the new number replaces the previous one.

Appears in : Occult Mysteries

Saving Finale Skald 1

School evocation [mind-affecting]
Casting Time 1 minute
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 16 Will negates (harmless); **Spell Resistance** yes (harmless)

You must have a bardic performance in effect to cast this spell. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a saving throw, allowing the subject to immediately reroll the failed saving throw.

Appears in : Advanced Player's Guide

Arcane Mark Sorcerer 0

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Detect Poison Sorcerer 0

School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disrupt Undead Sorcerer 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Scrivener's Chant Sorcerer 0

School transmutation
Casting Time 1 action
Components V, S, M (fine sand and a vial of ink.)
Range 5 ft.
Duration concentration, up to 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

Appears in : Seekers of Secrets

Enlarge Person Sorcerer 1

School transmutation
Casting Time 1 round
Components V, S, M (powdered iron)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw DC 16 Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Mount Sorcerer 1

School conjuration (summoning)
Casting Time 1 round
Components V, S, M (a bit of horse hair)
Range close (25 + 5 ft./2 levels)
Effect one mount
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.