

Name: Señor Arsenio Josué Busto Durante (Señor Busto) **PFS #:** 14034-36

Class: Cavalier (Daring Champion), Swashbuckler (Mouser, Mysterious Avenger), Bard (Arcane Duelist), Cleric (Divine Strategist), Paladin (Sacred Shield), Battle Herald, Skald (Urban Skald), Investigator (Sleuth), Sorcerer (Eldritch Scrapper)

Initiative: +8 [Can act in any surprise round; also see **Tactician** and **Seize the initiative** abilities] [-2 if no more **Panache** points left]

AC: 26 (Touch 15, FF 23)

-1 (-1, -1) under **Inspired Rage**

-2 (-2, -2) against attacks from enemies who are not affected by **Dragon's Challenge**, while **Dragon's Challenge** is active.

+5 (+5, +0) dodge bonus if fighting defensively

+2 (+2, +0) dodge bonus if using combat expertise

+8 (+8, +0) dodge bonus if using total defense

+4 (+4, +0) dodge bonus if using dodging panache

+4 (+4, +4) deflection bonus against target of **Bastion of Good**

CMB: +8

CMD: 23 (FF 20)

-2 (-2, -2) against attacks from enemies who are not affected by **Dragon's Challenge**, while **Dragon's Challenge** is active.

+5 (+0) dodge bonus if fighting defensively

+2 (+0) dodge bonus if using combat expertise

+8 (+0) dodge bonus if using total defense

Performance Combat: +8 **Fort:** +21 **+1 Inspired rage** **Reflex:** +19 **Will:** +27 **+1 Inspired Rage** [010 +1 vs Transmutation]
+1d6 Inspiration to saves, if spending 2 points of **Inspiration**

HP: 89 **+14 during Inspired Rage**

BAB: +8 **Speed:** 30' **Languages:** Celestial, Draconic, Halfling, Hwan, Infernal, Minkaian, Taldane, Tien

Per-scenario Abilities:

- 1 **Reroll O** 1 **Abolitionist O**
- 1 **Ignore construct's hardness and DR for one attack, before rolling O** [Boon 014]

Per-day Abilities:

- 1 **Lucky Halfling O** [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.]
- 1 **Dragon's Challenge** +3 O 1 **Bastion of Good O**
- 1 **Easy March** 1/hour per day O [Allies within 60' hustle or forced march for one hour without ill effects.]
- 2 **Tactician** (Lookout, 5 rounds) OO 3 **Inspiration** OOO
- 3 **Pearl of Power** (level 1) OOO 3 **Winged Boots** OOO
- 4 **Martial Flexibility** OOOO
- 10 **Luck/Panache** OOOOO OOOOO [Regain 1 panache after confirming a critical Hit or when the swashbuckler reduces a creature to 0 or fewer hit points. 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. Regain 1 point if rolling a natural 20 on a knowledge skill or sense motive check, or rolling 6 on an Inspiration roll.]
- 6 **Lay on Hands** OOOOO O [heal 1d6]
- 6 **Seize the Initiative** OOOOO O [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.]
- 8 **Raging Song** OOOOO OOO 8 **Touch of Rage** OOOOO OOO
- 15 **Bardic Performance** OOOOO OOOOO OOOOO
- **Bard CL:** 1 **DC:** 15+spell level **Concentration:** +6
- **X Bard level 0 spells (DC 15):** 3 **Bard level 1 spells (DC 16):** OOO
Light, Message, Prestidigitation, Read Magic Feather Fall, Feather Step
- **Skald CL:** 1 **DC:** 15+spell level **Concentration:** +6
- **X Skald level 0 spells (DC 15):** 3 **Skald level 1 spells (DC 16):** OOO
Dancing Lights, Mage Hand, Mending, Open/Close Lucky Number, Saving Finale
- **Cleric CL:** 1 **DC:** 13+spell level **Concentration:** +4
- 3 **Cleric level 0 spells (DC 12):** 3 **Cleric level 1 spells (DC 13):**
Detect Magic, Guidance, Stabilize Magic Weapon O, Air Bubble O, Bless O
- **Sorcerer CL:** 1 **DC:** 15+spell level **Concentration:** +6 **NOTE: 10% Arcane Spell Failure**
- **X Sorcerer level 0 spells (DC 12):** 5 **Sorcerer level 1 spells (DC 16):** OOOOO
Arcane Mark, Detect Poison, Disrupt Undead, Scrivener's Chant Enlarge Person, Mount

Limited Use Items and Boons:

Wand of Cure Light Wounds [30/50] OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

Wand of Cure Critical Wounds [8/10] OOOOO OO

Wand of Cure Moderate Wounds [9/11] OOOOO OOOO

Scrolls of Invisibility [2] OO

Scroll of Breath of Life [1] O

You Be Goblin! (We Be Goblins! GM 002): You gain a +2 bonus of all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against goblins.

Savior of the Shadowblooded (The Midnight Mirror 008): You gain a +2 circumstance bonus on Diplomacy checks when negotiating with fetchlings.

Resisting the Blackcove Taint (From Shore to Sea 010): You gain a +1 bonus on saves against transmutation.

Spoils of the Siege Zurnzal (Serpent's Rise 06-98 011): If you bring this Chronicle Sheet to an adventure in which the Pathfinder Society deals with Zurnzal or his schemes, you can qualify to receive a special boon at the end of the adventure to reflect Zurnzal's increased resources.

Embeth Hound (Six Seconds to midnight 013): An Embeth hound is a riding dog who receives a +4 racial bonus on all Climb and Swim checks in place of a riding dog's typical +4 racial bonus on Acrobatic checks while jumping. An Embeth hound is trained for combat and additionally knows the Track trick. If the Embeth hound dies, cross this boon off your Chronicle sheet.

Friend of Kasadei (from The Bronze House Reprisal 014): +2 bonus on all knowledge (local), knowledge (history) and knowledge (nobility) checks pertaining to Magnimar. +2 bonus to all charisma-based skill checks with good-aligned NPCs in Magnimar.

O Explore, Report, Cooperate Boon (The Wounded Wisp 001 06-10): As a free or immediate action, remove boon to determine the impact of a proposed action on secondary success condition.

O You Be Goblin Chief (We Be Goblins Free 003): As a free action, you can gain one of the benefits below for 3 rounds. When you use this boon, cross it off your Chronicle sheet.

The Great Goblin King: Before you make an attack against a creature that damaged you since the end of your last turn, you can attempt a DC 15 Perform (act, comedy, oratory, or sing) check as a free action. If you succeed, you gain a +2 morale bonus on attack rolls and weapon damage rolls against that creature until the beginning of your next turn.

Goblin Dog Sprint: You gain a +2 bonus on all checks made to overcome obstacles during a chase (Pathfinder RPG Game Mastery Guide 232) as though your speed were 10 feet faster.

Burn the Dogs! Burn the Horses!: When you set a creature on fire with a spell, alchemical weapon, or other effect, the ongoing fire damage dealt if the creature catches on fire is increased by 1d6 during the first round it burns.

Killgull: Your first attack each round deals an additional 1d6 damage against an airborne target, and the creature suffers a -5 penalty on Fly checks until the beginning of your next turn.

O Kaboom! Kablam! (We Be Goblins Free 003): You can cross this boon off your Chronicle sheet when lighting a non-magical firework in order to double the damage it deals and increase the DC of any saving throws made against its effects by 2.

O Pezzacki Thistle (Out of Anarchy 004 06-22): You may reroll a Craft, Diplomacy, or Perform check, but you must make the choice to reroll before the GM reveals whether or not the check succeeds. Once you use this boon, cross it off your Chronicle sheet.

O Skillful Barterer (Out of Anarchy 004 06-22): Once during a scenario, while in a settlement of at least 100 people, you may trade up to 100 gold worth of nonmagical equipment for non-magical equipment of equivalent value. You may not receive coins, gems, or other money as a part of this trade. After you use this boon, cross it off your Chronicle sheet.

O Masterful Performance (Murder's Mark 005): You gain one of the following benefits, chosen at the time you use this ability (a swift action): a +3 bonus on a Bluff check to feint in combat or create a diversion to hide, a +3 bonus on an Intimidate check to demoralize an opponent, a +3 bonus on any Sleight of Hand check, or a +3 bonus to the caster level and DC of any one enchantment or illusion spell you cast. When you use this ability, cross it off the Chronicle sheet.

O You Really Be Goblin (We Be Goblins Too GM 006): As a free action, gain the benefits of one of the following race traits for 1 round:

- *Advantageous Distraction*: Once per day as a swift action, you can be momentarily distracted in combat. When you activate this ability you gain a +2 dodge bonus to AC for 1 round.
- *Bouncy*: Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 trait bonus on all Reflex saves made to avoid unexpected falls.
- *Goblin Bravery*: When facing an enemy that's larger than you, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant a +1 trait bonus on attack rolls with non-reach melee weapons.

O Inner Struggle (Between the Lines 009 07-01): When you fail a saving throw against a mind-affecting compulsion effect, you can cross this boon off your Chronicle sheet in order to delay the effect and be stunned until the end of your next turn instead as you retreat into your own personal mindscape to fight off this hostile magic. At the end of your turn, you can attempt a new saving throw against the effect to end it. If you succeed, the effect ends. If you fail the save, the original effect overpowers your mental defenses and resumes.

O Henbane's Token (Six Seconds to midnight 013): As a purely mental move action, you can destroy the flower to disappear completely one round. While you are out of time, you cannot be affected by any new spells or effects, and any ongoing durations of spells or effects affecting you do not continue to progress. You also cannot take any actions while out of time. At the beginning of your next turn after disappearing from time, you reappear in the same square you left (or the closest open space if it is occupied). Once you expend the token's power, cross this boon off your Chronicle sheet.

O Touched by Time (Six Seconds to midnight 013): You may cast either haste or slow as a spell-like ability, using your character level as your caster level and Charisma as your key ability score. When you use this boon, cross it off your Chronicle sheet.

O Healing Waters (Emerald Spire Pleasure gardens 020): Consume the waters, cross out this boon, and gain the effects of a potion of Heal (caster level 6, DC 19).

Key Skills: [+1d6 Inspiration by spending 1 **Inspiration**]

- **Acrobatics:** +18 [Can use 1 **panache point** for **Derring-Do**]
- **Appraise:** +7
- **Bluff:** +12 [002 +2 vs Goblins] [014 +2 with good NPCs in Magnimar][+2 Bonus against creatures with whom share language]
- **Climb:** +4 [Can use 1 **panache point** for **Derring-Do**]
- **Diplomacy:** +24 [002 +2 vs Goblins] [008 +2 negotiating with Fethlings] [014 +2 with good NPCs in Magnimar] [+2 with a Shared Language]
- **Disable Device:** +21
- **Disguise:** +12 [014 +2 with good NPCs in Magnimar]
- **Escape Artist** [untrained]: +2 [Can use 1 **panache point** for **Derring-Do**]
- **Fly** [untrained]: +2 [Can use 1 **panache point** for **Derring-Do**] [+4 using Winged Boots]
- **Handle Animal:** +12 [014 +2 with good NPCs in Magnimar]
- **Heal:** +7 [+2 Trait bonus on Heal checks to stabilize a dying creature]
- **Intimidate:** +24 [002 +2 vs Goblins] [014 +2 with good NPCs in Magnimar] [+2 with a Shared Language]
- **Knowledge History:** +8 [+1d6 Inspiration] [014 +2 vis-a-vis Magnimar]
- **Knowledge Local:** +8 [+1d6 Inspiration] [014 +2 vis-a-vis Magnimar]
- **Knowledge Nobles:** +8 [+1d6 Inspiration] [014 +2 vis-a-vis Magnimar]
- **Knowledge Religion:** +8 [+1d6 Inspiration]
- **Knowledge Other:** +4 [+1d6 Inspiration] [014 +2 Arcana to identify constructs]
- **Linguistics:** +10 [+1d6 Inspiration] [+5 to identify forgeris]
- **Perception:** +19 [+1 to locate traps]
- **Perform Dance:** +12 [014 +2 with good NPCs in Magnimar]
- **Perform Oratory:** +24 [014 +2 with good NPCs in Magnimar]
- **Perform Sing:** +12 [014 +2 with good NPCs in Magnimar]
- **Profession (Soldier):** +13
- **Ride:** +6 [Can use 1 **panache point** for **Derring-Do**]
- **Sense Motive:** +7 [002 +2 vs Goblins]
- **Sleight of Hand** +6
- **Spellcraft** +7 [+1d6 Inspiration]
- **Stealth** +6
- **Survival:** +7 [+1 Untyped bonus to Survival to provide Food and Water to allies, or protect them from harsh weather] [+2 Untyped Bonus to avoid becoming lost]
- **Swim:** +4 [Can use 1 **panache point** for **Derring-Do**]

Always on:

- **Blind Fight:** In melee, every time you miss because of concealment, 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.
- **Comprehend** [written] Languages
- **Darkvision**
- **Light Sensitivity** [Dazzled ijn Bright Light or radius of a Daylight spell]
- **Gang Up:** Considered flanking if at least 2 allies are threatening the opponent.
- **Trapfinding:** Can find magical traps.
- Counts as both human and halfling.
- **Bardic Knowledge**
- **Moderate aura of Good and Law**
- 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
- Allies gain a bonus equal to the battle herald's class level [+1] on Perception or Sense Motive checks to hear her commands or interpret her secret messages conveyed with Bluff.
- **Damaging spells:** +1 point per die
- **Banner:** Allies within 60' get +2 on saves vs fear and +1 on attack rolls in a charge

Immediate Action:

Derring-Do: 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 or Intelligence modifier (2).

Dodging Panache: 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 (+4) 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.

Opportunist's Evasion: Spend 1 **panache point** to take no damage on a successful Reflex save.

Underfoot Assault: 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.

Saving Finale: Use a **Level 1 Skald spell** 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.

Free actions:

- Maintain a **Bardic Performance**, using 1 use of **Bardic Performance**
- Maintain **Inspiring Command**, using 1 use of **Bardic Performance**
- Maintain **Inspired Rage**, using 1 use of **Raging Song**
- Use 1 **Lucky Halfling**
- Use 1 **Seize the Initiative**
- Spontaneously convert a level 1 Cleric spell other than the domain spell of **Magic Weapon** into **Cure Light Wounds**
- Activate **Winged Boots** for Fly spell 5 minutes +4 Fly skill
- **Detect Evil**
- Maintain **Bard Song**

Swift actions:

- Use **Dragon's Challenge** to challenge an enemy in combat. The cavalier's melee attacks against the enemy add +3 to damage. The challenge is in effect until the enemy is dead, unconscious, or the combat ends. While threatening a challenged enemy, all allies gain a +2 circumstance bonus on attack rolls against the challenged enemy.
- **Arcane Strike** to add +1 to damage on any weapon, and make it magic
- **Bastion of Good** 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 (+4) against attacks made by the target. As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect.
- **Lay on Hands** self
- **Swift Aid:** +10 to armor class or +5 to an attack roll, or +5 for concentration checks made by divine casters. +2 bonus in combat with **Benevolent Whip**
- Pull a Scroll of **Breath of Life** from his spring-loaded Wrist Sheath

Move actions:

- Use **Inspiring Command Teamwork**
- Maintain **Inspiring Command**, using 1 use of **Bardic Performance**. Allies add the battle herald's inspiring command bonus +1 [+2] 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 +1 [+2].
- **Team Up Aid Another:** When three allies including self are adjacent to an enemy - +6 for skill or ability checks or +11 armor class, +6 for concentration checks made by divine casters, +7 to an attack roll **+2 bonus in combat with Benevolent Whip**

Martial Flexibility: A brawler can take a move action and use Martial Flexibility to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites.

- **Combat Casting:** +4 bonus on concentration checks for casting defensively [Core Rulebook]
- **Combat Reflexes:** Make additional attacks of opportunity [Core Rulebook]
- **Defensive Combat Training:** Use your total Hit Dice as your BAB for CMD [Core Rulebook]
- **Dirty Fighting:** If flanking, use a combat maneuver without provoking [Dirty Tactics Toolbox]
- **Dodge:** +1 dodge bonus to AC [Core Rulebook]
- **Exotic Weapon Proficiency** [Core Rulebook]
- **Flanking Foil:** Foes you strike lose their flanking bonus against you [Ultimate Combat]
- **Improved Blind Fight:** Total concealment is considered normal concealment [Advanced Players Guide]
- **Improved Dirty Trick:** +2 bonus on dirty trick attempts, no attack of opportunity [Advanced Players guide]
- **Improved Disarm:** +2 bonus on disarm attempts, no attack of opportunity [Core Rulebook]
- **Improved Initiative:** +4 bonus on initiative checks [Core Rulebook]
- **Improved Reposition:** +2 bonus on reposition attempts, no attack of opportunity [Advanced Players Guide]
- **Improved Trip:** +2 bonus on trip attempts, no attack of opportunity [Core Rulebook]
- **Improved Unarmed Strike:** Always considered armed [Core Rulebook]
- **Lunge:** Take a -2 penalty to your AC to attack with reach [Core Rulebook]
- **River Raider:** You gain a +2 bonus on Swim and Stealth checks while swimming in calm or rough water. In addition, if you're able to act in a surprise round and start it in water, you can take both a move and a standard action. You still can't take a full-round action during the surprise round [People of the River]
- **Serpent Lash:** Learn new combat techniques for the whip ("cleave" for disarm/trip as standard action) [Rival Guide]
- **Step Up:** Take a 5-foot step as an immediate action [Core Rulebook]
- **Throw Anything:** No penalties for improvised ranged weapons [Core Rulebook]
- **Uncanny Defense:** While fighting defensively or taking the total defense action, you gain a bonus on your Reflex saving throws and to your CMD equal to 1/2 of the dodge bonus to AC you gained from taking that action [Advanced Race Guide]

Standard action:

- **Aid Another:** +6 for skill or ability checks checks or +11 armor class, +6 for concentration checks made by divine casters, +7 to an attack roll **+2 bonus in combat with Benevolent Whip**
- **Lay on Hands** other character
- Use **Tactician**. All allies within 30 feet who can see and hear him gain the benefits of the **Lookout** feat for three rounds. Any ally with the Lookout feat may act in the surprise round, if any adjacent ally with the Lookout feat can act in the surprise round. If you would normally be denied your ability to act in the surprise round, your initiative will equal either [your roll] or [the ally's roll -1], whichever is lower. If you are both able to act in the surprise round, you may each take a full round action (or both a standard and a move).
- Use **Bardic Performance** **Distraction**
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 (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.
- Use **Bardic Performance** **Fascinate**
Cause one creature within 90 feet, able to see and hear him, to become fascinated with him. DC 15 Will save. 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.
- Use **Bardic Performance** **Inspire Courage**
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. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.
- Use **Bardic Performance** **Rallying Cry**
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.
- Use **Abolitionist**.
Once per scenario as a standard action, you can rally a freed slave (pig farmer, NPC Codex 256) for an encounter. At level 5, you can call two pig farmers or a tavern champion (NPC Codex 268). At level 7, you can call three pig farmers, two tavern champions, or a ruffian (NPC Codex 258). They appear adjacent to you and do not possess their combat gear.
- **Urban Inspired Rage:** Use one use of **Raging Song**. Affected allies gain a +2 morale bonus to Strength, Dexterity, or Constitution (determined by Señor Busto). While under the effects of Urban Inspired Rage, allies other than the skald can use skills or abilities that requires patience or concentration as normal.
- Use **Touch of Rage**. With a touch, grant an ally a +1 morale bonus on attack rolls, damage rolls, and Will saving throws for 1 round.

Full Round action:

- **Standard action: Rapier: +10/+5 to hit (18-20/x2) | 1d6+4 P**

Standard action: +2 Benevolent Whip: +12/+7 to hit (20/x2) | 1d3+1 S Magic, Nonlethal, doesn't threaten, 15' range but provokes AoO

- **Total Defense:** Cannot attack, or make attacks of opportunity. Adjacent Allies gain a +4 bonus to Armor Class and CMD.

Melee:

- **Standard action: Rapier: +10 to hit (18-20/x2) | 1d6+4 P**

- **Standard action: +2 Benevolent Whip: +12 to hit (20/x2) | 1d3 S Magic, Nonlethal, doesn't threaten, 15' range but provokes AoO**

-4 to hit if fighting defensively. Adjacent Allies get a +2 Dodge Bonus to Armor Class and CMD.

- -2 to hit if using Combat Expertise. Adjacent Allies get a +1 Dodge Bonus to Armor Class and CMD.

- +3 damage against challenged enemy, with **Dragon's Challenge** (allies gain a bonus of +2 to hit, while the cavalier threatens)

- +1 to hit and +1 damage against known slavers (Liberty's Edge Faction Reward)

- +1 to damage with Inspired Rage

Ranged: