

Kerstan Schilder (Gadzo Kalinka)

Player: Scott David Gray

Male human (Varisian) brawler (wild child) 9/paladin (holy tactician) 3, The Exchange faction - CL12 - CR 11
 Lawful Good Humanoid (Human); Deity: **Abadar**; Age: **18**;
 Height: **5' 9"**; Weight: **175 lb.**; Eyes: **Blue**; Hair: **Brown**;
 Skin: **Fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	18/22	+4/+6	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12/14	+1/+2	
WIS WISDOM	12/14	+1/+2	
CHA CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+9	+2	+3	+3		

Earplugs: +2 circumstance bonus vs. effects that require hearing

REFLEX (DEXTERITY)	+14 =	+7	+1	+3	+3		
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Earplugs: +2 circumstance bonus vs. effects that require hearing

WILL (WISDOM)	+14 =	+6	+2	+3	+3		
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Earplugs: +2 circumstance bonus vs. effects that require hearing

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 30 =	+10	+5	+1			+1	+2	+1

Touch AC 15	Flat-Footed AC 27
	BAB Strength Size Misc

CM Bonus +19 =	+12	+6	-	-
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+20 Tricking; +21 Grappling

CM Defense 33 = 10	+12	+6	+1	-
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34 vs. Dirty Trick; 35 vs. Grapple

Base Attack +12	HP 113
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Initiative +3	Damage / Current HP
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Speed 30 ft

+2 unarmed strike

Main hand: **+21/+16/+11, 1d10+8**

Main w/ offhand: **+15/+10/+5, 1d10+8**

Main w/ light off: **+17/+12/+7, 1d10+8**

Offhand: **+13, 1d10+5**

Flurry: **+19/+19/+14/+14/+9, 1d10+8**

Crit: x2
Light, B

Character Number: 14034 - 50



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (1)	8	
Appraise	+2	INT (2)	-	
Bluff	+3	CHA (3)	-	
Climb	+6	STR (6)	-	
Diplomacy	+12	CHA (3)	6	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+17	CHA (3)	11	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (local)	+8	INT (2)	3	
Knowledge (religion)	+12	INT (2)	5	
Linguistics	+7	INT (2)	5	
Perception	+17	WIS (2)	12	
	Earplugs: -5 to hearing checks			
Profession (merchant)	+17	WIS (2)	12	
Ride	+15	DEX (1)	12	
Sense Motive	+17	WIS (2)	12	
Stealth	+0	DEX (1)	-	
Survival	+2	WIS (2)	-	
	Wayfinder: +2 to avoid becoming lost			
Swim	+5	STR (6)	-	

Feats

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.

Feats

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.

Boon Companion (Vogel)

+4 levels to calc familiar/animal comp abilities (max of your HD).

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Escape Route

You do not provoke attacks of opportunity when moving through spaces adjacent to allies

Extra Martial Flexibility

You are extremely versatile in a fight.

Prerequisite: Martial flexibility class feature.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -4/+8

You can subtract from your attack roll to add to your damage.

Pummeling Style

Total damage from all unarmed attacks before applying DR.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Weapon Focus (Unarmed strike)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Called (1/day)

Reroll a natural 1 on an attack roll and take the second result instead.

Reactionary

+2 Initiative

Cold iron nine-ring broadsword

Main hand: **+18/+13/+8, 1d8+6** Crit: x3

Both hands: **+18/+13/+8, 1d8+9** 1-hand, S, Monk

Main w/ offhand: **+12/+7/+2, 1d8+6**

Main w/ light off: **+14/+9/+4, 1d8+6**

Offhand: **+8, 1d8+3**

Flurry: **+16/+16/+11/+11/+6, 1d8+6**

Dagger

Main hand: **+18/+13/+8, 1d4+6** Crit: 19-20/x2

Main w/ offhand: **+12/+7/+2, 1d4+6** Rng: 10'

Main w/ light off: **+14/+9/+4, 1d4+6** Light, P/S

Offhand: **+10, 1d4+3**

Ranged: **+13, 1d4+6**

Ranged w/ offhand: **+7, 1d4+6**

Ranged w/ light off: **+9, 1d4+6**

Ranged offhand: **+5, 1d4+3**

Experience & Wealth

Experience Points: **33/36**

Current Cash: **101 pp, 4 gp**

The Exchange: **Fame: 59, PP: 28**

Heavy shield bash

Main hand: **+18/+13/+8, 1d4+6** Crit: x2

Both hands: **+18/+13/+8, 1d4+9** 1-hand, B

Main w/ offhand: **+12/+7/+2, 1d4+6**

Main w/ light off: **+14/+9/+4, 1d4+6**

Offhand: **+8, 1d4+3**

Flurry: **+16/+16/+11/+11/+6, 1d4+6**

Nine-ring broadsword

Main hand: **+18/+13/+8, 1d8+6** Crit: x3

Both hands: **+18/+13/+8, 1d8+9** 1-hand, S, Monk

Main w/ offhand: **+12/+7/+2, 1d8+6**

Main w/ light off: **+14/+9/+4, 1d8+6**

Offhand: **+8, 1d8+3**

Flurry: **+16/+16/+11/+11/+6, 1d8+6**

Sling

Ranged: **+13, 1d4+6** Crit: x2

Ranged, both hands: **+13, 1d4+9** Rng: 50'

Ranged w/ offhand: **+7, 1d4+6** 1-hand, B

Ranged w/ light off: **+9, 1d4+6**

Ranged offhand: **+3, 1d4+3**

Sling bullets

Crit: N/A
Ammo

+3 mithral heavy steel shield

+5

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

+4 mithral agile breastplate

+10

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 61/520 lbs,
Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

+2 amulet of mighty fists	-
+3 mithral heavy steel shield	7.5 lbs
+4 mithral agile breastplate	12.5 lbs
Backpack (113 @ 6 lbs)	2 lbs
Belt of giant strength +4	1 lb
Belt pouch (21 @ 12 lbs)	0.5 lbs

Gear

Total Weight Carried: 61/520 lbs, Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Boots of speed (10 rounds/day)	1 lb
Chest, large (empty) <In: Feather Token Boat>	100 lbs
Cloak of resistance +3	1 lb
Cold iron nine-ring broadsword	4 lbs
Dagger x3	1 lb
Earplugs <In: Backpack (113 @ 6 lbs)>	-
Explorer's outfit (Free)	-
Feather token (swan boat) <In: Backpack (113 @ 6 lbs)>	-
Feather Token Boat <In: Dropped to ground (1 @ 102	-
Hat	0.5 lbs
Headband of mental superiority +2 (Sense Motive)	1 lb
Heavy shield bash	-
Holy symbol, silver (Abadar)	1 lb
Holy text (Abadar's Ledger) <In: Backpack (113 @ 6	-
Ink, black <In: Backpack (113 @ 6 lbs)>	-
Inkpen <In: Backpack (113 @ 6 lbs)>	-
loun stone (dusty rose prism) <In: Wayfinder (1 @ 0	-
Large earplugs for a large bird <In: Backpack (113 @ 6	-
Money	-
Nine-ring broadsword	4 lbs
Oil of bless weapon x2 <In: Backpack (113 @ 6 lbs)>	-
Parchment x100 <In: Backpack (113 @ 6 lbs)>	-
Potion of cure light wounds <In: Backpack (113 @ 6	-
Ring of feather falling	-
Ring of protection +1	-
Scroll of breath of life <In: Wrist sheath, spring loaded (1	-
Sling	-
Sling bullets x20 <In: Belt pouch (21 @ 12 lbs)>	0.5 lbs
Spider's silk rope <In: Backpack (113 @ 6 lbs)>	4 lbs
Sunrod x2 <In: Backpack (113 @ 6 lbs)>	1 lb
Thieves' tools, masterwork <In: Feather Token Boat>	2 lbs
Thieves' tools, masterwork <In: Belt pouch (21 @ 12	2 lbs
Trail rations x2	1 lb
Wand of cure light wounds (30 charges)	-
Wand of cure light wounds (50 charges)	-
Wand of cure moderate wounds (1 charges) <In:	-
Wand of touch of the sea (27 charges)	-
Wayfinder (1 @ 0 lbs)	1 lb
Wrist sheath, spring loaded (1 @ 0 lbs)	1 lb

Special Abilities

Aura of Good (Ex)

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

Battlefield Presence (Escape Route) (Su)

At 3rd level, a tactician can direct her allies in battle, granting each ally within 30 feet one teamwork feat she possesses as a bonus feat as a standard action. All allies must receive the same feat, but do not need to meet the prerequisites

Brawler's Flurry +10/+10/+5/+5/+0 (Ex)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close

Brawler's Strike (cold iron, magic, silver) (Ex)

At 5th level, a brawler's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage

Hunter's Trick (Skill Sage) (Ex)

As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Special Abilities

Hunter's Tricks

At 5th level, a wild child can expend a use of martial flexibility to use a trick from the ranger skirmisher archetype (Advanced Player's Guide 128). Each time he activates this ability, the wild child can use a different hunter trick. He cannot

Knockout (1/day, DC 20) (Ex)

At 4th level, once per day a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the

Lay on Hands (1d6 hit points, 4/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

Maneuver Training (Ex)

Whenever the wild child chooses a new maneuver for this ability, his animal companion also learns a trick to make use of this combat maneuver. For example, if the wild child chooses maneuver training (dirty trick), his animal

Martial Flexibility (swift action, 10/day) (Ex)

A brawler can take a move action 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. She may use this ability a number of times per day equal to

Mercy (Fatigued) (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

Unarmed Strike (1d10)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Weal's Champion +3/+1 (self, 1/day), +1/+1 (allies) (Su)

Once per day as swift action, a holy tactician can call on the powers of good to aid her against evil. Against evil targets, the holy tactician gains her Charisma bonus (if any) on her attack rolls against evil creatures, and if she hits, she adds

Wild Tricks (6/day) (Ex)

The wild child has learned a number of tricks to aid his allies and his animal companion, as well as to hinder his opponents. At 5th level and every 6 levels thereafter, the wild child learns one hunter's trick. He cannot choose any tricks

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Boots of speed (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Called (1/day)	<input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Feather token (swan boat)	<input type="checkbox"/>
Knockout (1/day, DC 20) (Ex)	<input type="checkbox"/>
Lay on Hands (1d6 hit points, 4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Martial Flexibility (swift action, 10/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Oil of bless weapon	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds (30 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Tracked Resources

Wand of cure light wounds (50 charges)

Wand of cure moderate wounds (1 charges)
Wand of touch of the sea (27 charges)

Weal's Champion +3/+1 (self, 1/day), +1/+1 (allies) (Su)
Wild Tricks (6/day) (Ex)

Languages

Auran	Minkaian
Celestial	Tien
Common	Varisian
Draconic	Vudrani
Hwan	

Spells & Powers

Paladin (Holy Tactician) spells memorized (CL 0th; concentration +3)
Melee Touch +18 **Ranged Touch** +13

Companions

Vogel

Male roc (*Pathfinder RPG Bestiary*)

N Large animal

Init +5; **Senses** low-light vision; Perception +5

Defense

AC 36, touch 14, flat-footed 32 (+6 armor, +4 Dex, +1 insight, +16 natural, -1 size)

hp 75 (10d8+30)

Fort +9, **Ref** +12, **Will** +4 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 20 ft., fly 80 ft. (average)

Melee unarmed strike +13/+8 (1d4+7 nonlethal) or bite +13 (1d8+7), 2 talons +13 (1d6+7 plus grab)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 24, **Dex** 21, **Con** 14, **Int** 3, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 31

Feats Eldritch Claws^{APG}, Extra Item Slot, Light Armor Proficiency, Narrow Frame, Toughness

Tricks Attack, Bombard, Come, Defend, Deliver, Down, Fetch, Flank, Flee, Get Help, Guard, Heel, Other Trick, Other Trick, Perform, Stay

Skills Acrobatics +4 (+0 to jump), Escape Artist +5, Fly +10, Linguistics -2, Perception +5, Stealth +4, Survival +1 (+3 to avoid becoming lost)

Languages Common, Tien

SQ attack, bombard, come, defend, deliver, devotion, down, fetch, flank, flee, get help, guard, heel, other trick, other trick, perform, stay

Other Gear +2 *large barding chain shirt for vogel*, *dusty rose prism ioun stone*, *muleback cords*^{APG}, *wayfinder*^{ISWG}, ale (per gallon) (10), bedroll, bird feed (per day) (30), fishing net, saddlebags

Situational Modifiers

All Saves

Earplugs: +2 circumstance bonus vs. effects that require hearing

Perception

Earplugs: -5 to hearing checks

Survival

Wayfinder: +2 to avoid becoming lost

Background

Gadzo Kalinka was born with the new year on 1 Abadius 4698 AR; the Varisian Kalinka clan ran a traveling circus. Gadzo knew his mother, Maglinde, but never knew whether any of the bossy oafs in the circus who claimed the right of a father to boss him around was actually his father.

Every time they stopped in a town, Gadzo dreamed of running off to join society.

When he was 12 years old, he became responsible for a new Roc hatchling that he named "Vogel." The two always played and ran together, as only a boy and his bird can.

When Gadzo reach 13, Maglinde told him that she had arranged a marriage for him to Zerlinka, the fortune-teller's daughter. Gadzo knew better than to argue – particularly with Gregor looking menacingly like he was looking for a chance to box Gadzo's ears. Gadzo gave a simple "yes, mother" answer; he still feels guilty that this answer was a lie.

The caravan left, and two days out on the road Gadzo and Vogel made their escape. He spent two weeks making his way back to the town of Mivon, which they had just left. There he found the priest of Abadar, and promised to work well for the church. He took the name Kerstan Schilder (Schilder was the last name of the priest who sponsored him), and signed a contract for four years of apprenticeship, and set to work. He made errors working for the Church of Abadar, but was always carefully corrected and only occasionally beaten for his oversights.

As a young Varisian in the proper town of Mivon, he was sometimes looked down on; so he tries to cover his Varisian accent, and to speak in River-Kingdoms-accented Taldane. But his exotic appearance also got him some good jobs; standing and looking threatening when one of the chief collectors was gathering dues, but also training to face lesser delinquents, running them down and beating them until they were ready to repay their debts.

With the conclusion of his apprenticeship, Kerstan and Vogel left to seek their fortune, off to acquire capital with which to found a trading company. They ended up signing a long-term commitment to the Pathfinder Society; the contract obliges them to write reports and do work for the society for years, but with promises of organizational support and a full share in the booty of their "adventure."

Sourcebooks Used

- **Advanced Class Guide** - Brawler (class); Extra Martial Flexibility (feat); Pummeling Style (feat); Wild Child (archetype)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Chest, large (equipment); Earplugs (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Spider's silk rope (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Adventurer's Armory** - Wrist sheath, spring loaded (equipment)
- **Animal Archive / Seekers of Secrets** - Boon Companion (feat)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language); Vudrani (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Quests & Campaigns** - Called (trait)
- **Ultimate Combat** - Escape Route (feat); Holy Tactician (archetype)
- **Ultimate Combat / Ultimate Equipment** - Nine-ring broadsword (weapon); Nine-ring broadsword (weapon)
- **Ultimate Equipment** - Hat (equipment); Holy text (equipment)

Boon Companion (Vogel) Feat

Your bond with your animal companion or familiar is unusually close.

Prerequisite: Animal companion or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Appears In : Seekers of Secrets, Animal Archive

Dirty Fighting Feat

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In : Dirty Tactics Toolbox

Escape Route Feat

You have trained to watch your allies' backs, covering them as they make tactical withdrawals.

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Appears In : Ultimate Combat

Extra Martial Flexibility Feat

You are extremely versatile in a fight.

Prerequisite: Martial flexibility class feature.

Benefit: You can use your martial flexibility ability three additional times per day.

Appears In : Advanced Class Guide

Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Power Attack -4/+8 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pummeling Style Feat

Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit.

Prerequisites: Improved Unarmed Strike; base attack bonus +6, brawler's flurry class feature, or flurry of blows class feature.

Benefit: Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess.

Appears In : Advanced Class Guide

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Unarmed strike) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Called (1/day) Trait

Your deity or a powerful spirit spoke to you when you were young, dropping cryptic hints about the important destiny that lay before you and how you must win your fights if you are to achieve your predetermined greatness. Once per day upon rolling a natural 1 on an attack roll, you may reroll the die and take the second result instead.

Suggested Characters : Oracles, paladins, Ulfen.

Appears In : Quests & Campaigns

Kerstan Schilder (Gadzo Kalinka) – Abilities & Gear

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Unarmed Strike (1d10)

Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

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.

Battlefield Presence (Escape Route) (Su) Class Ability (Paladin)

At 3rd level, a tactician can direct her allies in battle, granting each ally within 30 feet one teamwork feat she possesses as a bonus feat as a standard action. All allies must receive the same feat, but do not need to meet the prerequisites of this bonus feat. This ability does not function if the paladin is flat-footed or unconscious. Allies must be able to see and hear the holy tactician in order to gain this benefit. Changing the bonus feat granted is a swift action. This ability replaces aura of courage.

Brawler's Flurry +10/+10/+5/+5/+0 (Ex) Class Ability (Brawler)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry.

Brawler's Strike (cold iron, magic, silver) (Class Ability (Brawler)

At 5th level, a brawler's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the brawler's actual alignment, such as a good brawler choosing evil strikes.) At 17th level, her unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

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.

Hunter's Trick (Skill Sage) (Ex) Class Ability (Skirmisher, Wild)

As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Hunter's Tricks

Class Ability (Brawler)

At 5th level, a wild child can expend a use of martial flexibility to use a trick from the ranger skirmisher archetype (Advanced Player's Guide 128). Each time he activates this ability, the wild child can use a different hunter trick. He cannot choose any tricks that rely on ranged attacks. Activating this ability is not an action, but using the trick might require the wild child to use an action of a different type. This ability replaces close weapon mastery.

Knockout (1/day, DC 20) (Ex) Class Ability (Brawler)

At 4th level, once per day a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the brawler's level + the higher of the brawler's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler may use this ability twice per day; at 16th level, she may use it three times per day.

Lay on Hands (1d6 hit points, 4/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.

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Maneuver Training (Ex) Class Ability (Brawler)

Whenever the wild child chooses a new maneuver for this ability, his animal companion also learns a trick to make use of this combat maneuver. For example, if the wild child chooses maneuver training (dirty trick), his animal companion also learns a trick that allows it to use the dirty trick combat maneuver. He cannot choose any tricks that rely on ranged attacks. This bonus trick doesn't count against the animal companion's total tricks known and does not take any time or checks to train. Should the wild child gain a new animal companion (such as if the previous one dies), this new animal companion begins with the same number of bonus tricks. This ability alters maneuver training.

Martial Flexibility (swift action, 10/day) (Ex) Class Ability (Brawler)

A brawler can take a move action 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. She may use this ability a number of times per day equal to $3 + 1/2$ her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may 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.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

Weal's Champion +3/+1 (self, 1/day), +1/+1 Class Ability (Paladin)

Once per day as swift action, a holy tactician can call on the powers of good to aid her against evil. Against evil targets, the holy tactician gains her Charisma bonus (if any) on her attack rolls against evil creatures, and if she hits, she adds $1/2$ her paladin level on her weapon damage rolls as well. These bonuses last for 1 round for every two paladin levels the holy tactician has attained (minimum 1 round).

In addition, for 1 round after the holy tactician successfully strikes an evil creature, all non-evil allies within 30 feet of her gain a competence bonus on attack rolls equal to $1/2$ her Charisma bonus against that creature as well as a +1 competence bonus on damage rolls. The bonus on damage rolls increases by +1 for every five levels the holy tactician attains (to a maximum of +5 at 20th level).

She can grant this bonus against more than one creature at a time. To gain this benefit, the holy tactician's allies must be able to see or hear her, and she must be conscious.

At 4th level, and every three levels thereafter, the holy tactician may use weal's champion one additional time per day (to a maximum of seven times per day at 19th level). This ability replaces smite evil.

Wild Tricks (6/day) (Ex) Class Ability (Brawler)

The wild child has learned a number of tricks to aid his allies and his animal companion, as well as to hinder his opponents. At 5th level and every 6 levels thereafter, the wild child learns one hunter's trick. He cannot choose any tricks that rely on ranged attacks. The wild child can use these tricks a number of times per day equal to $1/2$ his brawler level + his Constitution modifier. This ability otherwise follows the rules of the hunter's tricks ability, including all action costs. This ability replaces the bonus combat feats gained at 5th, 11th, and 17th levels.

Earplugs Gear

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a -5 penalty on hearing-based Perception checks.

Appears In : Advanced Player's Guide, Adventurer's Armory, 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.

Ring of feather falling Ring

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Construction

Requirements: Forge Ring, *feather fall*; **Cost** 1,100 gp

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Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 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** 1,000 gp

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 light wounds (50 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 (1 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 touch of the sea (27 charges)

Wand

Touch of the Sea, Fortitude negates (DC 11)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Potion of cure light wounds

Potion or Oil

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.

+2 amulet of mighty fists

Wondrous Item (Neck)

Magic Item

Belt of giant strength +4

Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 8,000 gp

Boots of speed (10 rounds/day) Wondrous Item (Feet)

As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction

Requirements: Craft Wondrous Item, *haste*; **Cost** 6,000 gp

Cloak of resistance +3

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 +3 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** 4,500 gp

Feather token (swan boat)

Wondrous Item

This item is a small feather that has the power to form a swan-like boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear, 32 Medium characters, or any equivalent combination. The boat lasts for 1 day. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Construction

Requirements: Craft Wondrous Item, *major creation*; **Cost** 225 gp

Headband of mental superiority +2 (Sense) Wondrous Item (Headband)

This ornate headband is decorated with numerous small white gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 8,000 gp

Ioun stone (dusty rose prism)

Wondrous Item

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

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:

+1 insight bonus on combat maneuver checks.

Construction

Requirements: Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Wayfinder (1 @ 0 lbs)

Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

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, Adventurer's Guide