

**Name:** Kerstan Schilder **PFS#:** 14034-50 **Initiative:** +3 (011-018 +1 in Cheliox) **AC:** 30 (Touch 15, FF 27)  
**CMB:** +19 (+2 grapple, +1 dirty trick); **CMD:** 33 (FF 31) (+2 grapple, +1 dirty trick)  
**Fort:** +17 **Reflex:** +14 **Will:** +14  
**HP:** 113 **BAB:** +12/+7/+2 **Performance:** +6  
**Speed:** 30' **Languages:** Auran, Celestial, Draconic, Hwan, Minkaian, Taldane, Tien, Varisian, Vudrani

**Per-session Abilities:**

1 **Esoteric Item Research** (019 07-98 Serpent's Ire): Fabulous prizes, after defeating one or more Aspis agents! O

1 **Reroll** O

1 **Tycoon** O -- Before the start of an adventure, you receive 150 gp that you can spend on spellcasting services, transportation, bribes, and similar expenditures .

1 **Slush Fund** O -- If you expended gold on bribes, living expenses, or other non-permanent costs during an adventure, faction reimburses you up to the amount earned on day job check.

1 **Timelost Chronicler (008 07-00)** O – Once per scenario, +1 morale bonus on a single d 20 roll.

1 **Investor** O – Once per session purchase an item from a chronicle sheet at a 5% discount.

**Per-day Abilities:**

1 **Showmanship** O you can use your Profession (merchant) bonus in place of your bonus for a Disable Device, Knowledge (engineering), or Use Magic Device check as if you were trained in that skill.

1 **Called** O reroll a natural 1

1 **Weal's Champion** O

1 **Knockout** O

4 **Lay on Hands** OOOO – Heal 1d6 damage, mercy fatigued

6 **Wild Tricks** "Skill Sage" OOOOO O – As a free action roll twice and take the better result on any skill check, as long as the hunter has at least 1 rank.

10 **Martial Flexibility** OOOOO OOOOO

10 **Boots of Speed** OOOOO OOOOO

**Limited Use Items:**

1 **Savior of Old Flotsam (012) Boat Feather Token** O 1 **Potion Cure Light Wounds (on boat)** O

2/2 **Oil of Bless Weapon** OO

1/5 **Wand of Cure Moderate Wounds** O

1 **Scroll Breath of Life in Spring Loaded Wrist Sheath** O

30/50 **Wand of Cure Light Wounds** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

50/50 **Wand of Cure Light Wounds** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

50/50 **Wand Touch of the Sea** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

**Boons:**

**O Inside Knowledge** (001 07-01 The Consortium Compact): You gain a +1 bonus on Knowledge (local) checks about the Aspis Consortium and can roll such checks untrained. You can cross this boon off the Chronicle sheet to take 20 on a single Knowledge (local) check about the Aspis Consortium.

**O Lord Avid's Recommendation** (001 07-01 The Consortium Compact): You gain a +2 circumstance bonus on all Charisma-based skill checks against nobility while on the Isle of Kortos. You can cross this boon off your Chronicle sheet; If you do so, the circumstance bonus on one such Charisma-based skill check increases to +4, and you can apply it while interacting with anyone on the Isle of Kortos.

**O Splinter Slayer** (004 Emerald Spire: Splinterden): When a sneak attack is scored, use this boon to negate up to 2 dice of sneak attack damage.

**OOO Ally of the Green** (005 07-14 Let bygones Be): As a standard action, check one of the boxes to consume one of the seeds and use it as a *Goodberry*, healing 1d4+1 points; or feed it to a plant creature to give it 5 temporary hit points and the benefits of *Divine Favor*.

**OO PFE Combat** (007 06-97 Siege of Serpents): Before attack roll, roll twice take highest; against Aspis crit threat range is doubled.

**OO PFE Resilience** (007 06-97 Siege of Serpents): As swift action, gain temp hit points 1d8+[2 x character level]; while those points remain DR/2 vs Aspris agents. Alternately, heal 1d2 ability score damage.

**O Impreium Initiate** (009 07-16 Lost Colony of Taldor): Treat the hardness and damage reduction of all constructs and divs as 5 lower against your attacks for 1 round.

**O Valais's Wisdom** (010 07-17 Thralls of the Shattered God): When you fail a saving throw against a demon's compulsion or possession effect, you can cross this boon off your Chronicle sheet to reroll the saving throw.

**O Darkhaven Star** (011 07-18 The Infernal Inheritance): Once, may reduce Prestige point cost for Spellcasting Services by 2.

**O Ectoplasmic Enhancement** (012 07-19 The Labyrinth of Hungry Ghosts): Once, as swift action, ghost touch 1 full round.

**O Unwavering Resolve** (019 07-98 Serpent's Ire): One time benefit vs Fear or Confusion, when attempting save.

**O Fossilblight's Savior** (022 08-13 What Sleeps in Stone): At the start of an adventure, you can requisition use of Fossilblight for the remainder of the adventure. If you requisition the use of this powerful artifact, check the box on this boon. Only one character per adventure can use this boon to requisition Fossilblight, and only if the box on her boon is unchecked.

**O Graveknight's Gratitude** (022 08-13 What Sleeps in Stone): You can check the box on this boon at the start of an adventure to gain the temporary use of one non-consumable magic item for the duration of the adventure. This item must have a value of 3000 gp or less, and it must be returned at the end of the scenario.

**O Welcome in the Boundless Sea** (027 -8-20 Torrent's Last Will): You may check a box preceding this boon to requisition an Elixir of Swimming, or both boxes to requisition either a potion of Water Breathing or three Elixirs of Swimming.

**Wild Trick: "Skill Sage."** Spending a **Wild Trick** point allows to roll twice and take better result for any trained skill.

<b>Acrobatics:</b> +11	<b>Handle Animal:</b> +17	<b>Linguistics:</b> +7
<b>Appraise:</b> +2 (untrained) 009 Archaeological Expert +1 to identify the cultural significance of art and objects	<b>Heal:</b> +2 (Untrained)	<b>Perception:</b> +17
<b>Bluff:</b> +3 (untrained) 014 Reinforced Alliance +2 Hellknights	<b>Intimidate:</b> +3 (Untrained) 002 Goblin Bane +2 vs Humanoid Goblinoid subtype 014 Reinforced Alliance +2 Hellknights	<b>Profession Merchant:</b> +17 016 Greenheart's Blessing +2 all Day Job checks! Slush Fund: min 75g day job
<b>Climb:</b> +6 (untrained)	<b>Knowledge Engineering:</b> [Showmanship]	<b>Ride:</b> +15
<b>Diplomacy:</b> +12 014 Reinforced Alliance +2 Hellknights 017 Friends of the Fey Court +2 creatures of the Fey type, 027 +1 Unidines and creatures with a Water subtype	<b>Knowledge History:</b> +4 (untrained) 009 Archaeological Expert +1 to identify the cultural significance of art and objects; 011 Delvehaven Star +2 w Cheliox	<b>Sense Motive:</b> +17
<b>Disable Device:</b> [Showmanship]	<b>Knowledge Local:</b> +8; 011 Delvehaven Star +2 w Cheliox	<b>Stealth:</b> 0 (untrained)
<b>Disguise:</b> +3 (Untrained)	<b>Knowledge Nature:</b> +4 (untrained) 017 Touching the First World +1 w Fey	<b>Survival:</b> +2 (untrained) +2 to avoid becoming lost
<b>Escape Artist:</b> 0 (untrained)	<b>Knowledge Nobility:</b> +4 (untrained) 011 Delvehaven Star +2 w Cheliox	<b>Swim:</b> +5 (untrained)
<b>Fly:</b> 0 (Untrained)	<b>Knowledge Religion:</b> +12 [023]	<b>Use Magic Device:</b> [Showmanship]

**Always on:**

Light Carrying capacity 94 pounds (153 pounds minus 59 pounds). Weight plus Gear = 234 pounds.

Ring of Feather Falling

Purchase items in Tamran at a 10% discount

**Immediate Action:**

**Called:** Expend one use of **Called** to Reroll a natural 1 rolled on an attack roll

**Bolster Companion (spend 1 Martial Flexibility):** When the animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the character to benefit from this trick.

**Heel (spend 1 Martial Flexibility):** Use this trick as an immediate action when animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the character. The animal companion must be able to see and hear the character to take this movement.

**Second Chance Strike (spend 1 Martial Flexibility):** When he misses with a melee attack, may reroll his attack at a -5 penalty. Using this ability is an immediate action.

**Uncanny Senses (spend 1 Martial Flexibility):** As an immediate action, gain a +10 insight bonus on Perception checks for 1 round.

**Vengeance Strike (spend 1 Martial Flexibility):** Can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The character can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

**Free actions:**

**Boots of Speed:** Use Boots of Speed, click heels together, act as though affected by a haste spell for 1 round.

**Wild Trick:** Expend one use of **Wild Trick** to use "Skill Sage" -- roll twice on any skill check and take the better result, as long as he has at least 1 rank in the skill.

**Aiding Action (spend 1 Martial Flexibility):** The next ally who makes an attack against the target creature before the start of the hunter's next turn gains a +2 circumstance bonus on that attack roll.

**Hobbling Attack (spend 1 Martial Flexibility):** Use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

**Rattling Strike (spend 1 Martial Flexibility):** Use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

**Stag's Leap (spend 1 Martial Flexibility):** As a free action, can attempt a running jump without moving 10 feet before the jump.

**Tangling Attack (spend 1 Martial Flexibility):** Can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

**Upending Strike (spend 1 Martial Flexibility):** Can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

### Swift actions:

Change feat shared with **Battlefield Presense**.

**Lay on Hands** (self) 1d6, remove fatigued condition

**Weal's Champion:** Expend one use of **Weal's Champion**. Against evil targets, the holy tactician gains her Charisma bonus (+3) on her attack rolls against evil creatures, and if she hits, she adds half her paladin level (+1) on her weapon damage rolls as well; these bonuses last for 1 round. 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 (+1) against that creature as well as a +1 competence bonus on damage rolls.

**Ranger's Counsel (spend 1 Martial Flexibility):** Grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. Must have at least one rank in the chosen skill. This bonus lasts for 1 round.

**Sic 'Em (spend 1 Martial Flexibility):** Use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the character to make this attack.

**Surprise Shift (spend 1 Martial Flexibility):** Can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

**Martial Flexibility:** Expend a use of **Martial Flexibility** Gain the benefit of a combat feat. Up to two at a time. This effect lasts for 1 minute. Must meet all the feat's prerequisites.

### Move actions:

**Detect Evil** (at will)

**Chameleon Step (spend 1 Martial Flexibility):** Can move up to twice his speed as a move action. The character does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

**Deft Stand (spend 1 Martial Flexibility):** Spend a move action to stand up without provoking attacks of opportunity.

**Quick Climb (spend 1 Martial Flexibility):** Climb at his full speed as a move action without penalty.

**Quick Healing (spend 1 Martial Flexibility):** Administer a potion to an unconscious character as a move action.

**Quick Swim (spend 1 Martial Flexibility):** The character can swim at his full speed as a move action without penalty.

**Martial Flexibility:** Expend two uses of **Martial Flexibility** Gain the benefit of two combat feats. Up to two at a time. This effect lasts for 1 minute. Must meet all the feat's prerequisites.

### Standard Actions:

**Lay on Hands** (other)

**Battlefield Presense: (eg. Escape Route no AoO movong next to or through ally squares, other teamwork)**

**Cunning Pantomime (spend 1 Martial Flexibility):** As a standard action, can communicate with a single creature as if using the tongues spell for 10 minutes. Because the communication is slow and lacks subtlety, suffer a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

### Melee Attack actions (flurry is full):

**Unarmed Strike:** +21/+16/+11 or +19/+19/+14/+14/+9 Flurry to hit (20/x2) | 1d10+8 B Magic - -4 to hit, +8 damage with Power Attack [Pummeling style: if all unarmed strikes are against the same opponent, total all damage before applying DR]

**Nine-Ring Broadsword or Cold Iron Nine-Ring Broadsword:** +18/+13/+8 or +16/+16/+11/+11/+6 Flurry to hit (20/x3) | 1d8+6 S - -4 to hit, +8 damage with Power Attack

**2H Nine-Ring Broadsword or Cold Iron Nine-Ring Broadsword:** +18/+13/+8 or +16/+16/+11/+11/+6 Flurry to hit (20/x3) | 1d8+6 S - -4 to hit, +12 damage with Power Attack

**Heavy Shield Bash:** +18/+13/+8 or +16/+16/+11/+11/+6 Flurry to hit (20/x2) | 1d4+6 B - -4 to hit, +8 damage with Power Attack

**Dagger:** +16/+11/+6 or +14/+14/+9/+9/+4 Flurry to hit (19-20/x2) | 1d4+6 P/S - -4 to hit, +8 damage with Power Attack

**Knockout:** Announce, and spend one use of knockout, before making attack roll. If the attack 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) [DC 20] 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.

**Combat Maneuvers:** +19 CMB (+1 grapple, dirty trick)

With feat/ability that allows combat maneuver w/o provoking AoO, flanking bonus raised to +4

If flanking, may forgo +2 flanking bonus to avoid attacks of opportunity.

### Ranged Attack actions:

**Sling:** +13 to hit (19-20/x2) | 1d4+6 B | 50' Range (-2)

**Dagger:** +13 to hit (19-20/x2) | 1d4+6 P/S | 10' Range (-2)

## Martial Flexibility Feats:

- **Belier's Bite:** +1d4 bleed damage with unarmed strikes [Companion: Empire of Devils]
- **Befuddling Strike (DC 18 Fort):** 2x/day confuse foe that fails save 1d4 rounds [Advanced Class Guide]
- **Blind Fight:** Reroll miss chances for concealment [Core Rulebook]
  - \* **Blinded Blade Style:** No str/dex pan in dark, scent 10', +4 hearing and smell based perception [Blood of Shadows]
- **Blinding Flash:** As a move action gaze attack, reflect light into foe's eyes, dazzling foe for 1 round [Companion: Dragon Empires]
- **Bloody Assault:** Trade melee attack bonus (-5 all) for bleed damage (1d4 all). [Advanced Player's guide]
- **Catch Off-Guard:** No penalties for improvised melee weapons. Unarmed opponents flat-footed against attacks from improvised melee weapons. [Core Rulebook]
- **Cleave:** Make an additional attack if the first one hits [Core Rulebook]
- **Combat Reflexes:** Make additional attacks of opportunity [Core Rulebook]
  - \* **Stand Still:** Stop enemies from moving past you [Core Rulebook]
- **Crusader's Fist:** May use lay on hands or touch of corruption (swift action) upon successful unarmed strike vs opponent harmed by lay on hands. [Ultimate Combat]
- **Dazing Assault (DC 21 Fort):** Trade melee attack bonus (-5 all attacks) to daze opponents (1 round) [Advanced Player's guide]
- **Dazing Fist (DC 18 Fort):** 2x/day daze foe that fails save 1d4 rounds [Advanced Class Guide]
- **Deadly Aim:** Trade ranged attack bonus for damage [Core Rulebook]
- **Death from Above:** Gain +5 bonus on attack rolls when charging from higher ground or flying [Ultimate Combat]
- **Dedictaed Adversary:** (Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox])
- **Deflect Arrows:** Avoid one ranged attack per round [Core Rulebook]
- **Distance Thrower:** Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- **Dodge:** +1 dodge bonus to AC [Core Rulebook]
  - \* **Mobility:** +4 AC against attacks of opportunity from movement [Core Rulebook]
- **Dragon Style:** +2 on some saves, ignore terrain allies when charging running or withdrawing, add extra 1/2 strength bonus with first unarmed strike each round [Ultimate Combat]
- **Draining Strike (DC 18 Fort):** 2x/day fatigue foe that fails save 1 minute [Advanced Class Guide]
- **Elemental Fist (DC 18 Fort):** 2x/day +1d6 energy damage [Advanced Class Guide]
- **Exotic Weapon Proficiency** [Core Rulebook]
- **Flagbearer:** You and others with same allegiance gain +1 morale bonus on attacks, weapon damage rolls, and saving throws vs. fear and charm effects while holding a flag [Inner Sea World guide]
- **Footslasher:** Standard action reduce enemy speed. [Campaign Setting: Rival Guide]
- **Gang Up:** Flank an opponent if at least two allies are adjacent to it [Advanced Players guide]
- **Hammer the Gap:** With a full-attack action, each hit against the same opponent deals extra damage [Ultimate Combat]
- **Improved Bull Rush:** +2 bonus on bull rush attempts, no attack of opportunity [Core Rulebook]
  - \* **Greater Bull Rush:** +2, Bull-rushed enemies provoke Attacks of Opportunity [Core Rulebook]
  - \* **Quick Bull Rush:** Bull rush in place of one melee attack [Ultimate Combat]
  - \* **Street Style:** In urban terrain, swift action bull rush and +1d6 extra damage after hitting with unarmed strike [Ultimate Intrigue]
- **Improved Dirty trick:** +2 bonus on dirty trick attempts, no attack of opportunity [Advanced Players guide]
  - \* **Greater Dirty trick:** +2, Dirty Trick lasts 1d4 rounds [Advanced Players Guide]
  - \* **Quick Dirty Trick:** May perform a dirty trick in place of one of your melee attacks [Ultimate Combat]
- **Improved Disarm:** +2 bonus on disarm attempts, no attack of opportunity [Core Rulebook]
  - \* **Greater Disarm:** +2, Disarmed items knocked away from enemy [Core Rulebook]
- **Improved Drag:** +2 bonus on drag attempts, no attack of opportunity [Advanced Players guide]
  - \* **Greater Drag:** +2, Dragged foes provoke AoOs [Core Rulebook]
  - \* **Quick Drag:** Drag in place of one melee attack [Ultimate Combat]
- **Improved Grapple:** +2 bonus on grapple attempts, no attack of opportunity [Core Rulebook]
  - \* **Body Shield:** Immediate Action CMB vs Grappled Foe to gain cover against attacks while

- grappling, if same attack would have hit grappled foe it hits [Ultimate Combat]
  - \* Choke Hold: May pin grappled opponent one size category larger than you [Ultimate Combat]
  - \* Greater grapple: Maintain as move (allowing two checks in grapple) [Core Rulebook]
- **Improved Initiative:** +4 bonus on initiative checks [Core Rulebook]
- **Improved Overrun:** +2 bonus on overrun attempts, no attack of opportunity [Core Rulebook]
  - \* Charge Through: Make overrun as free action while charging [Advanced Player's Guide]
  - \* Elephant Stomp: Combine an attack with a successful overrun. [Sarvaga: The Lost Colony]
  - \* Greater Overrun: +2, Enemies you overrun provoke attacks of opportunity [Core Rulebook]
- **Improved Reposition:** +2 bonus on reposition attempts, no attack of opportunity [Advanced Players guide]
  - \* Greater Reposition: +2, Enemies you reposition provoke attacks of opportunity [Core Rulebook]
  - \* Quick Reposition: May perform a reposition in place of one of your melee attacks [Ultimate Combat]
- **Improved Shield Bash:** Keep your shield bonus when shield bashing. [Core Rulebook]
- **Improved Sunder:** +2 bonus on sunder attempts, no attack of opportunity [Advanced Players guide]
  - \* Greater Sunder: Excess damage from sunder attempts transfers to your enemy (none if you leave item with 1 hit point left)
- **Improved Trip:** +2 bonus on trip attempts, no attack of opportunity. [Core Rulebook]
  - \* Felling Smash: Swift action to trip, after standard action attack with Power Attack [Ultimate Combat]
  - \* Greater Trip: +2, Enemies you trip provoke attacks of opportunity [Core Rulebook]
- **Lunge:** Take a –2 penalty to your AC to attack with reach [Core Rulebook]
- **Point Blank Shot:** +1 attack and damage on targets within 30 feet [Core Rulebook]
  - \* Precise Shot: No penalty for shooting into melee [Core Rulebook]
- **Pummeling Charge:** Pummel after a charge. [Advanced Class Guide]
- **Punishing kick (DC 18 Fort):** 2x Knock down or push back foes with unarmed strikes [Advanced Player's guide]
- **Saving Shield:** Grant +2 shield bonus to an adjacent ally. [Advanced Players guide]
- **Scorpion Style:** Reduce target's speed to 5ft. [Core Rulebook]
- **Stage Combatant:** Take no penalty to deal nonlethal damage [Ultimate Combat]
- **Step Up:** Take a 5-foot step as an immediate action [Core Rulebook]
  - \* Following Step: Move up to 10 feet as an immediate action [Advanced Player's Guide]
- **Stunning Fist (DC 18 Fort):** Stun opponent with an unarmed strike 2x/day [Core Rulebook]
- **Swift Aid:** Swift Action Aid Another +1 AC or attack [Advanced Players Guide]
- **Vicious Stomp:** When opponent falls prone, it provokes an attack of opportunity from you [Ultimate Combat]
- **Vital Strike:** Deal twice the normal damage on a single attack [Core Rulebook]
- **Weapon Specialization Unarmed Strikes:** +2 bonus on damage rolls with unarmed strikes [Core Rulebook]
- **Weapon Versatility:** As a free action change unarmed strikes between blunt, piercing, and slashing [Undead Slayer's Handbook]