

Captain Busco Aramente
Human bard (buccaneer) 9
CN Medium humanoid (human)
Init +3; Perception +13

Defenses

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 shield)
hp 68 (9d8+27)
Fort +7, Ref +11, Will +9 (+4 vs. sonic, language-dependant)

Offense

Speed 30 ft.
Melee +1 *rapier* +10/+5 (1d6/18-20)
Ranged +1 *seeking shortbow* +10/+5 (1d6+1/x3)

Bard Spells Known (CL 9th, concentration +15)

3rd (4/day) -- *confusion* (DC 20), *dispel magic*, *haste*, *scrying* (DC 19)
2nd (6/day) -- *heroism*, *mirror image*, *suggestion* (DC 19), *track ship* (DC 18)
1st (7/day) -- *animate rope* (DC 17), *charm person* (DC 18), *cure light wounds*, *hideous laughter* (DC 18), *unseen servant*
0th (at will) -- *daze* (DC 17), *detect magic*, *know direction*, *light*, *mending*, *message*

Statistics

Str 8, Dex 16, Con 14, Int 10, Wis 12, Cha 22
BAB +6; CMB +5; CMD 18
Feats Deadly Aim, Point Blank Shot, Precise Shot, Spell Focus (enchantment), Spellsong, Weapon Finesse
Skills Acrobatics +18, Bluff + 18, Fly + 18, Knowledge (local) +12, Knowledge (nobility) +12, Perception +13, Perform (dance) +18, Perform (sing) +18, Profession (sailor) +13, Sense Motive +18, Swim +8
Languages Common
SQ bardic performance 26 rounds/day (DC 20) (countersong, dirge of doom, distraction, fascinate, inspire courage +2, inspire competence +3, inspire greatness, song of surrender), hilt bash, knock out, versatile performance (dance, sing), well versed
Combat Gear *potion of fly*, *scroll of cat's grace*, *scroll of cure moderate wounds* [4 uses] in spring-loaded wrist sheath, *scroll of glibness*, 50 ft. coil of hemp rope, grappling hook, smokestick, tanglefoot bag
Other Gear +2 *buckler*, +2 *mithral chain shirt*, *cloak of resistance* +2, *hat of disguise*, *headband of alluring charisma* +4, +1 *rapier*, +1 *seeking shortbow* with 20 arrows and 20 blunt arrows, silver mirror worth 1000gp, 1,100gp

You were once a Captain in the Taldan navy, one of the feared Zimar Corsairs preying upon Qadiran shipping lanes. You were very good at your job and became something of a folk hero among the people of Zimar, but your reputation made you...inconvenient for the Taldan government. In an offer of concession to the Qadirans your commission was revoked and you were requested to quietly retire; however, you had no interest in retirement. You decided to adopt the pirate's life and continue menacing Qadiran ships. Recently you took on a mercenary contract out of Ustalav that turned out to be slightly more complicated than it initially appeared, and so one job has led you to another.

Apparently the father of this Ustalavic prince has fallen under the sway of a drow enchantress and it's your job to rescue him. You've spent the past few months rounding up a team: Your brother Estevan, an esteemed graduate of the Shadow Schools; his fiancée, a lawyer who can uncover any lie; your former quartermaster, a brilliant swashbuckling alchemist; a local nobleman with a bit of a magical knack, and his tough-as-nails bodyguard. The time has come for you to lead your team in infiltrating Castle Nikitin and rescuing Victor Nikitin!

Captain Aramente,

Thank you again for taking on this contract. It is not an easy thing I send you to do, I hope you will return with my father, but understand you may not return at all. Alyona is cunning, powerful, and pure evil, once she has her hooks in someone it is not easy to pry them free, but I escaped her so I know it can be done. I will try to give you every advantage I can. You will find in this packet a recreation of the layout of castle Nikitin as best I can recall it. There are also several letters to my father containing details known only to the two of us which may help you determine what level of control the 'Queen' has over him. I hope that you may use these to excuse an introduction and from that access concoct some scheme to liberate my father. I will tell you this last thing from my time in Alyona's thrall: Trust no one, she is known to use surfer races as puppets in her infiltration, be especially wary of such minions.

Besmara grant you success,

Boyar Prince Miroslav Nikitin

Hilt Bash: A buccaneer develops the ability to fight with the hilts and flats of his weapons, aiming to leave his victims alive. He can use a weapon that normally deals lethal damage to deal nonlethal damage with no penalty on his attack roll. This ability replaces bardic knowledge.

Song of Surrender: A buccaneer of 4th level or higher can use his performance to encourage an enemy to surrender. To be affected, an enemy must be within 30 feet and be able to see and hear the buccaneer's performance. An affected enemy feels the irresistible urge to drop any held weapons and fall prone. This effect lasts for 1 round—essentially, the affected enemy takes no actions on its next turn other than to lie prone, although it is not considered flat-footed or helpless. A Will saving throw (DC 10 + 1/2 the buccaneer's level + the buccaneer's Charisma modifier) negates the effect. This ability affects only a single creature. Song of surrender is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components. This ability replaces suggestion.

Knock Out: At 5th level, a buccaneer may focus his blows in an attempt to knock out an opponent. Once per day as a swift action, the buccaneer can choose one target to attempt to knock out. The buccaneer adds his Charisma bonus (if any) on his attack roll and adds his buccaneer level on any nonlethal damage rolls made against the target. The bonus lasts until the buccaneer deals nonlethal damage to his target or until the buccaneer chooses a new target to attempt to knock out. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level. This ability replaces lore master.

Spellsong: You can combine your bardic performance and your spellcasting in two ways. First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time. Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.