

## Talal ibn Mahir

Player: David Montgomery

Male Halfling Swashbuckler 4 - CR 3

Neutral Good Humanoid (Halfling); Deity: **Sarenrae**; Age: **25**; Height: **3' 1"**; Weight: **35lb.**; Eyes: **Brown**; Hair: **Brown**; Skin: **Tan**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	15	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION)

+4 = +1 +1 +1 +1

Resolve of the Rejected: +1 trait bonus vs. charm and compulsion, Fearless: +2 vs. fear

**REFLEX**  
(DEXTERITY)

+9 = +4 +3 +1 +1

Resolve of the Rejected: +1 trait bonus vs. charm and compulsion, Fearless: +2 vs. fear

**WILL**  
(WISDOM)

+3 = +1 +1 +1

Resolve of the Rejected: +1 trait bonus vs. charm and compulsion, Fearless: +2 vs. fear

Total AC 19 = +4 +1 +3 +1 +1 -1

Touch AC 14 Flat-Footed AC 15

CM Bonus +6 = +4 +2 -1 -

CM Defense 18 = 10 +4 +2 +3 -1

18 vs. Disarm (Swashbuckler Finesse: +4 to CMD when wielding light or one-handed piercing melee weapons); 18 vs. Steal (Swashbuckler Finesse: +4 to CMD when wielding light or one-handed piercing melee weapons); 18 vs. Sunder (Swashbuckler Finesse: +4 to CMD when wielding light or one-handed piercing melee weapons)

Base Attack +4 HP 32

Initiative +5

Speed 30 ft

### Buckler

+1

Max Dex: -, Armor Check: -1  
Spell Fail: 5%, Shield

Character Number: 41542 - 99



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (3)	1	
Appraise	+1	INT (1)	-	
Bluff	+6	CHA (2)	1	
Climb	+0	STR (2)	-	
Diplomacy	+9	CHA (2)	4	
Disable Device	-	DEX (3)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+3	CHA (2)	1	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (local)	+6	INT (1)	2	
Knowledge (nobility)	+6	INT (1)	2	
Knowledge (religion)	+3	INT (1)	2	
Linguistics	-	INT (1)	-	
Perception	+9	WIS (0)	4	
Ride	+5	DEX (3)	1	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+8	DEX (3)	4	
Spellcraft	-	INT (1)	-	
Stealth	+5	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	+4	STR (2)	1	
Use Magic Device	-	CHA (2)	-	

## 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.

### Desperate Battler

Gain +1 morale bonus on melee attack and damage when alone

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Risky Strike -1/+4

Subtract from your AC to add to damage vs foes 2 sizes larger.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Slashing Strike (Scimitar)

Treat chosen weapon as one-handed piercing weapon for abilities that require it.

## Traits

### Inspired (1/day)

Roll twice and take the better result on a skill or ability check.

### Resolve of the Rejected (1/day)

+1 to save vs. charm and compulsion. When successful, activate to regain 1 grit.

## +1 scimitar

Main hand: **+10, 1d4+8+4**

Crit: 18-20/x2  
1-hand, S

**Precision**

Both hands: **+10, 1d4+9+4**

**Precision**

Main w/ offhand: **+4, 1d4+8+4**

**Precision**

Main w/ light off.: **+6, 1d4+8+4**

**Precision**

Offhand: **+0, 1d4+7+4 Precision**

## Dagger

Main hand: **+9, 1d3+7+4 Precision**

Crit: 19-20/x2  
Rng: 10'  
Light, P/S

Main w/ offhand: **+3, 1d3+7+4**

**Precision**

Main w/ light off.: **+5, 1d3+7+4**

**Precision**

Offhand: **+1, 1d3+6+4 Precision**

Ranged: **+8, 1d3+6+4 Precision**

Ranged w/ offhand: **+2, 1d3+6+4**

**Precision**

Ranged w/ light off.: **+4, 1d3+6+4**

**Precision**

Ranged offhand: **+0, 1d3+5+4**

**Precision**

## Half. sling staff

Ranged: **+8, 1d6+6**

Crit: x3  
Rng: 80'  
Light, B

Ranged w/ offhand: **+2, 1d6+6**

Ranged w/ light off.: **+4, 1d6+6**

Ranged offhand: **+0, 1d6+5**

## Sling bullets

Crit: N/A  
Ammo

## Experience & Wealth

Experience Points: 9/12

Current Cash: **1 gp, 8 sp, 9 cp**

## Unarmed strike

Main hand: **+8, 1d2+7**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+2, 1d2+7**

**nonlethal**

Main w/ light off.: **+4, 1d2+7**

**nonlethal**

Offhand: **+0, 1d2+6 nonlethal**

## Masterwork chain shirt

**+4**

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Light

## Gear

**Total Weight Carried: 34.235/131.25lbs, Light**

**Load**

**(Light: 43.5 lbs, Medium: 87 lbs, Heavy: 131.25 lbs)**

+1 scimitar	2 lbs
Backpack (30 @ 7 lbs)	0.5 lbs
Bedroll	1.25 lbs
Belt pouch (1 @ 0.36 lbs)	0.125 lbs
Buckler	2.5 lbs
Caravan (empty, Diplomacy)	-
Cloak of resistance +1	0.5 lbs
Dagger	0.5 lbs
Grooming kit <In: Backpack (30 @ 7 lbs)>	2 lbs
Half. sling staff	1.5 lbs
Halfling trail rations x7 <In: Backpack (30 @ 7	0.5 lbs
Holy symbol, wooden (Serenrae)	-
Hot Weather outfit (Free)	-
Masterwork chain shirt	12.5 lbs
Money <In: Belt pouch (1 @ 0.36 lbs)>	0.36 lbs
Oil of bless weapon x3 <In: Backpack (30 @ 7 lbs)>	-
Potion of cure light wounds x3 <In: Backpack (30 @ 7	-
Potion of endure elements x3 <In: Backpack (30 @ 7	-
Potion of enlarge person x3 <In: Backpack (30 @ 7	-
Potion of jump x3 <In: Backpack (30 @ 7 lbs)>	-
Potion of protection from evil x3 <In: Backpack (30 @ 7	-
Potion of reduce person x2 <In: Backpack (30 @ 7	-
Signal whistle	-
Sling bullets x20	0.25 lbs
Soap <In: Backpack (30 @ 7 lbs)>	0.5 lbs
Temple (1/session)	-
Wand of cure light wounds (50 charges)	-
Waterskin <In: Backpack (30 @ 7 lbs)>	1 lb
Wayfinder, Holy Symbol	-
Wayfinder, holy symbol (empty)	0.5 lbs

## Special Abilities

**Charmed Life +2 (3/day) (Ex)**

At 2nd level, the swashbuckler gains a knack for getting out of trouble. Three times per day, as an immediate action before attempting a saving throw, she can add her Charisma bonus to the result of the save. She must choose to do

## Special Abilities

### Deed: Derring-Do (Ex)

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

### Deed: Dodging Panache +2 (Ex)

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

### Deed: Kip-Up (Ex)

At 3rd level, as long as the swashbuckler has at least 1 panache point, she can kip-up from prone as a move action without provoking an attack of opportunity. If she spends 1 panache point when she kips up, she can do this as a swift action

### Deed: Menacing Swordplay (Ex)

At 3rd level, while she at least 1 panache, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can choose to use Intimidate to demoralize that opponent ( *Pathfinder RPG Core Rulebook* 99)

### Deed: Opportune Parry and Riposte (Ex)

At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and can expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack

### Deed: Precise Strike +4 (Ex)

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

### Deed: Swashbuckler Initiative (Ex)

At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and her weapon isn't hidden, she can draw a

### Fearless

+2 racial bonus vs Fear saves.

### Panache (Ex)

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

### Swashbuckler Finesse

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

## Tracked Resources

Charmed Life +2 (3/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Halfling trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inspired (1/day)	<input type="checkbox"/>
Oil of bless weapon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Panache (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of endure elements	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of jump	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of protection from evil	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of reduce person	<input type="checkbox"/> <input type="checkbox"/>
Resolve of the Rejected (1/day)	<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"/> <input type="checkbox"/> <input type="checkbox"/>
Temple (1/session)	<input type="checkbox"/>

## Tracked Resources

Wand of cure light wounds (50 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"/> <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"/> <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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## Languages

Common  
Halfling

Kelish

## Companions

### Ikram (Dog, riding), Dog, Riding - CL2 - CR 1

STR 15 (+2), DEX 15 (+2), CON 15 (+2), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Fortitude +5, Reflex +5, Will +1

HP: 13/13; Init: +2; Speed: 40 feet

Attack Bonus: +1; Armor Class: 13 / 12 Tch / 11 Fl

Acrobatics +6, Perception +8

Bite (Dog, Riding) **Melee +3, 1d6+3, x2**

Special: +4 to Survival when tracking by Scent, Acrobatics (Jump) +8 (Ex), Combat Riding [Trick], Low-Light Vision, Scent (Ex)

## Situational Modifiers

### All Saves

**Resolve of the Rejected** : +1 trait bonus vs. charm and compulsion, **Fearless** : +2 vs. fear

## Background

Salaam, David. It has come to my understanding that soon you are to portray me in your games. Please to allow me to make introduction.

I am Talal, son of a humble merchant family. I am meaning humble in all senses of tword: We are humbled before Serenrae. We are all short. We only recently gained repute or property, having been slaves until my great-grand-father converted to the faith of Serenrae.

Perhaps because I am short, life has always been struggle -- keeping up with the other boys, getting respect as a merchant, talking to girls. Because the caravan has to travel the bredth of Qadira Osirion and Katapesh I don't want to state my personal theology too loudly, but my attraction to struggle is probably part of my preference for the Cult of the Dawnflower.

As I grew, my father was a peddler. I remember the day he bought his first camel -- that was when things started to turn around. From one camel to two. From two camels to four. Then there were horses, and then there were men working the caravan. My father gave left me a great legacy; Mezhmon\* Mahir's Caravan. We are, of course, dues-paying members of The Exchange faction -- it is of tremendous value.

But is master-of-caravan enough? No, not for one as bold and stout-hearted as me! I crave adventure, and I crave love. Curiously, these two cravings came together in an interesting way -- and no, I am not making any sort of sexual innuendo David, get your mind out of the gutter before you portray me!

I met the most beautiful and lovely young woman with grace poise and height [Optional: find a PC whose character is more than 4'5" who wants to play along -- this is why I include no names for her or her father]. And I am certain she is interested in me (what woman could resis?). But I wish to do this properly and right in the eyes of Serenrae, so I spoke to her father. But, alas the villain refused my suit -- claiming (that cad!) that my height was an impediment.

Well, after I explained to him how many men, camels and horses were in my caravan, and how much property we regularly convey, he softened a bit. But he wanted me to prove myself.

I am capable, bold and dashing, strong in both faith and arm. Proving myself should be easy. So I did what any young man does to show himself capable of standing hardship and adversity -- I joined the Pathfinder Society. Surely after a few chronicles have been written about me, her father will accept my suit and then I can ask her for her hand.

\* Translate: Crazy

## Talal ibn Mahir – Abilities & Gear

### Desperate Battler **Feat**

Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own.

**Benefit:** When no ally is within 10 feet of you and you are not receiving benefits from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

**Appears In :** Inner Sea World Guide

### Risky Strike -1/+4 **Feat**

You can make yourself a little more vulnerable to larger creatures in order to land a devastating blow.

**Prerequisites:** Base attack bonus +1, halfling.

**Benefit:** You can choose to take a -1 penalty to AC to gain a +2 bonus on melee damage rolls against creatures two or more size categories larger than you. When your base attack bonus reaches +4 and every four levels thereafter, the damage increases by 2. The bonus damage is multiplied in the case of a critical hit. You can only choose to use this feat when you declare that you are making an attack action or a full-attack action with a melee weapon. The effects last until your next turn.

**Appears In :** Advanced Race Guide

### Slashing Strike (Scimitar) **Feat**

Choose one type of one-handed slashing weapon.

**Prerequisites:** Dex 13, Weapon Finesse, proficient with chosen weapon.

**Benefit:** When wielding your chosen weapon one handed, you can treat it as a one-handed piercing weapon for all feats and class abilities that require such a weapon (such as swashbuckler's precise strike). The weapon must be one for your size.

**Appears In :** Advanced Class Guide Playtest

### Inspired (1/day) **Trait**

A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

**Appears In :** Ultimate Campaign

### Resolve of the Rejected (1/day) **Trait**

Some disagree with your choice to wield a firearm, and their scorn has only hardened your resolve in battle. You gain a +1 trait bonus on all saving throws against charm and compulsion effects. Also, once per day when you succeed at a saving throw against such an effect, you regain 1 grit point.

**Appears In :** Ultimate Campaign

### Fearless **Racial Ability (Halfling)**

+2 racial bonus vs Fear saves.

### Charmed Life +2 (3/day) (Ex) **Class Ability (Swashbuckler)**

At 2nd level, the swashbuckler gains a knack for getting out of trouble. Three times per day, as an immediate action before attempting a saving throw, she can add her Charisma bonus to the result of the save. She must choose to do this before the roll is made, and may only apply one use of charmed life on a given save. At 6th level and every four levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 at 18th level).

### Deed: Derring-Do (Ex) **Class Ability (Swashbuckler)**

At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, Swim check to roll d6 and add the result to the check. She must choose to do this before she rolls. If the d6 roll is a natural "6," she rolls another d6 and add it to the check. She can continue to do this as long as she rolls natural "6s" up to a number of times equal to her Dexterity modifier (minimum 1). This deed's cost cannot be reduced by the Signature Deed feat, or any other effect that reduces the amount of panache a deed costs

### Deed: Dodging Panache +2 (Ex) **Class Ability (Swashbuckler)**

At 1st level, when an opponent attempts a melee attack against the swashbuckler, she can spend 1 panache point to move 5 feet as an immediate action; doing so grants the swashbuckler a bonus to AC equal to her Charisma bonus against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler was in 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 more than a light load.

### Deed: Kip-Up (Ex) **Class Ability (Swashbuckler)**

At 3rd level, as long as the swashbuckler has at least 1 panache point, she can kip-up from prone as a move action without provoking an attack of opportunity. If she spends 1 panache point when she kips up, she can do this as a swift action instead.

### Deed: Menacing Swordplay (Ex) **Class Ability (Swashbuckler)**

At 3rd level, while she at least 1 panache, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can choose to use Intimidate to demoralize that opponent ( *Pathfinder RPG Core Rulebook* 99) as a swift action instead of a standard action.

### Deed: Opportune Parry and Riposte (Ex) **Class Ability (Swashbuckler)**

At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and can expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a -2 penalty on her attack roll. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before that attack roll is made. Immediately after a swashbuckler performs a successful parry, as long as she has 1 panache point she can make an attack as an immediate action against the creature whose attack she blocked, provided that creature is within her reach.

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

At 3rd level, as long as she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding her swashbuckler level to her damage roll. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. A precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. The extra damage of precise strike is precision damage, and isn't multiplied with a critical hit.

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

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

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

**Panache (Ex) Class Ability (Swashbuckler)**

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

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

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

**Swashbuckler Finesse Class Ability (Swashbuckler)**

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

**Caravan (empty, Diplomacy) Vanity**

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests—this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

**Appears In** : Pathfinder Society Field Guide

**Temple (1/session) Vanity**

Regardless of your class, you are an active member of your local temple or place of worship. Your commitment to seeing your faith prosper and grow has ingratiated you with the local clergy, and you may even hold a spot among them when not out adventuring. You can use Heal to make Day Job rolls. Once per game session, if you have access to an operating temple of your faith, you can have a cleric cast either *cure moderate wounds* or *lesser restoration* on yourself or one of your allies, free of charge. You must visit the temple to receive this attention.

**Appears In** : Pathfinder Society Field Guide

**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.

**Cloak of resistance +1 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 +1 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** 500 gp

**Wayfinder, holy symbol (empty) Wondrous Item**

This *wayfinder* has been carved or molded to resemble your deity's holy or unholy symbol and may serve as an icon of both the Pathfinder Society and your chosen faith. You can use a holy symbol *wayfinder* as a divine focus.

**Appears In** : Pathfinder Society Field Guide