

Zander Plan

7: Brawler/Exemplary +4 Slayer/Vanguard 2 Swashbucker/Inspired Blade 1; Acrobatics +7, Bluff 1, Climb 1, Craft Taxidermy +7, Diplomacy 1, Handle Animal 1, Intimidate +7, Know Geography 1, Perception +7, Ride 1, Sense Motive +7, Stealth ++5, Survival 1, Swim 1; Feat Lunge

8: Strength +18; Brawler/Exemplary 4 Slayer/Vanguard 2 Swashbucker/Inspired Blade +2; Acrobatics +8, Bluff +3, Climb 1, Craft Taxidermy +8, Diplomacy 1, Handle Animal 1, Intimidate +8, Know Geography 1, Perception +8, Ride 1, Sense Motive +8, Stealth 5, Survival 1, Swim 1

9: Brawler/Exemplary +5 Slayer/Vanguard 2 Swashbucker/Inspired Blade 2; Acrobatics +9, Bluff +5, Climb 1, Craft Taxidermy +9, Diplomacy 1, Handle Animal 1, Intimidate +9, Know Geography 1, Perception +9, Ride 1, Sense Motive +9, Stealth 5, Survival +2, Swim 1; Feat Extra Panache; Combat Feat Blind Fight

10: Brawler/Exemplary 5 Slayer/Vanguard +3 Swashbucker/Inspired Blade 2; Acrobatics +10, Bluff 5, Climb 1, Craft Taxidermy +10, Diplomacy 1, Handle Animal 1, Intimidate +10, Know Geography 1, Perception +10, Ride 1, Sense Motive +10, Stealth 5, Survival +++5, Swim 1

11: Brawler/Exemplary +6 Slayer/Vanguard 3 Swashbucker/Inspired Blade 2; Acrobatics +11, Bluff 5, Climb 1, Craft Taxidermy +11, Diplomacy 1, Handle Animal 1, Intimidate +11, Know Geography 1, Perception +11, Ride 1, Sense Motive +11, Stealth 5, Survival ++7, Swim 1; Feat Improved Unarmed Strike

12: Dexterity +15; Brawler/Exemplary 6 Slayer/Vanguard 3 Swashbucker/Inspired Blade +3; Acrobatics +12, Bluff 5, Climb 1, Craft Taxidermy +12, Diplomacy 1, Handle Animal 1, Intimidate +12, Know Geography 1, Perception +12, Ride 1, Sense Motive +12, Stealth 5, Survival +8, Swim 1

+1 Ring of Protection (+2000) 2000 (13 Fame)
+1 Amulet of Natural Armor (+2000) 2000 (13 Fame)
 Upgrade +1 Long Composite Bow (+3) Masterwork (+2000) 2700
Ring of Feather Falling (+2200) 2200 (13 Fame)
 Upgrade +2 Cloak of Resistance (+3000) 4000 (18 Fame)
 Upgrade +2 Armor (+3000) 5100 (18 Fame)
 Upgrade +2 Shield (+3000) 5020 (18 Fame)
+2 Headband of Alluring Charisma (+4000) 4000 (18 Fame)
 Upgrade +3 Cloak of Resistance (+5000) 9000 (27 Fame)
 Upgrade +3 Armor (+5000) 10100 (27 Fame)
 Upgrade +3 Shield (+5000) 10020 (27 Fame)
 Upgrade +1 Acid Cestus (+6000) 11005 (27 Fame)
Winged Boots (+16000) 16000 (31 Fame)
 Upgrade +4 Cloak of Resistance (+7000) 16000 (31 Fame)
 Upgrade +2 Ring of Protection (+6000) 8000 (22 Fame)
 Upgrade +2 Amulet of Natural Armor (+6000) 8000 (22 Fame)
 Upgrade+2 Mental Powess Int (Fly) / Cha Profession Sailor (+6000) 10000 (27 Fame)
 Upgrade +4 Belt of Giant Strength (+12000) 16000 (31 Fame)
 Upgrade +4 Armor (+7000) 17100 (36 Fame)
 Upgrade +4 Shield (+7000) 17020 (36 Fame)
 Upgrade +5 Cloak of Resistance (+9000) 25000 (40 Fame)
 Upgrade +5 Armor (+9000) 26100 (40 Fame)
 Upgrade +5 Shield (+9000) 26020 (40 Fame)
 Upgrade +3 Ring of Protection (+10000) 18000 (36 Fame)
 Upgrade +3 Amulet of Natural Armor (+10000) 18000 (36 Fame)
 Upgrade +6 Belt of Giant Strength (+20000) 36000 (45 Fame)
 Upgrade +1 Holy Acid Cestus (+24000) 35005 (45 Fame)