

Sargent Zander Court

Player: Scott David Gray

Male human (taldan) brawler (exemplar) 3/slayer (vanguard) 1/swashbuckler (inspired blade) 2, Liberty's Edge faction - CL6 - CR 5

Lawful Good Humanoid (Human); Deity: **Kurgess**; Age: 18; Height: 5' 9"; Weight: 175lb.; Eyes: **Blue**; Hair: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	17/19	+3/+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+5	+2	+1			
REFLEX (DEXTERITY)	+11 =	+8	+2	+1			
WILL (WISDOM)	+1 =	+1	-1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21 = 10	+5	+3	+2				+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Touch AC 13	Flat-Footed AC 18							

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
CM Bonus +8 =	+6	+4	-	-		

CM Defense	Total	Base	Ability	Resist	Misc	Temp
CM Defense 23 = 10	+6	+4	+2	-		

Base Attack	+6	HP	52
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Initiative	Speed	Damage / Current HP
+9	30 ft	

Heavy Shield Bash

Main hand: +8/+3, 1d4+8 Crit: x2
 Both hands: +8/+3, 1d4+10 1-hand, B
 Main w/ offhand: +2/-3, 1d4+8
 Main w/ light off.: +4/-1, 1d4+8
 Offhand: -2, 1d4+6
 Flurry: +6/+6/+1, 1d4+8

+1 mithral chain shirt

+5 Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Character Number: 14034 - 27



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (2)	6	
Appraise	+1	INT (1)	-	
Bluff	+6	CHA (2)	1	
Climb	+8	STR (4)	1	
Craft (Taxidermy)	+12	INT (1)	6	
Diplomacy	+6	CHA (2)	1	
Disable Device	-	DEX (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+6	CHA (2)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+11	CHA (2)	6	
Knowledge (geography)	+5	INT (1)	1	
Linguistics	-	INT (1)	-	
Perception	+8	WIS (-1)	6	
Ride	+6	DEX (2)	1	
Sense Motive	+8	WIS (-1)	6	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	-	INT (1)	-	
Stealth	+8	DEX (2)	3	
Survival	+3	WIS (-1)	1	
<i>Wayfinder: +2 to avoid becoming lost</i>				
Swim	+8	STR (4)	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.

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.

Buckler Proficiency

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

Combat Expertise +/-2

Bonus to AC in exchange for an equal penalty to attack.

Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

Extra Martial Flexibility

You are extremely versatile in a fight.

Prerequisite: Martial flexibility class feature.

Improved Initiative

You get a +4 bonus on initiative checks.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -2/+4

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

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Rapier)

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

Traits

Blood of Dragons (Low-Light Vision)

Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

Reactionary

+2 Initiative

+1 adamantine cestus

Main hand: **+9/+4, 1d4+9**

Crit: 19-20/x2
Light, B/P, Monk

Main w/ offhand: **+3/-2, 1d4+9**

Main w/ light off.: **+5/+0, 1d4+9**

Offhand: **+1, 1d4+7**

Flurry: **+7/+7/+2, 1d4+9**

Arrows

Crit: x2
Ammo, P

Cestus

Main hand: **+8/+3, 1d4+8**

Crit: 19-20/x2
Light, B/P, Monk

Main w/ offhand: **+2/-3, 1d4+8**

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

Offhand: **+0, 1d4+6**

Flurry: **+6/+6/+1, 1d4+8**

Masterwork composite longbow

Ranged, both hands: **+9/+4, 1d8**

Crit: x3
Rng: 110'
2-hand, P

Experience & Wealth

Experience Points: 15/18

Current Cash: **214 pp, 6 gp**

Liberty's Edge: **Fame: 26, PP: 11**

Unarmed strike

Main hand: **+8/+3, 1d3+8**

Crit: x2
Light, B, Nonlethal

nonlethal

Main w/ offhand: **+2/-3, 1d3+8**

nonlethal

Main w/ light off.: **+4/-1, 1d3+8**

nonlethal

Offhand: **+0, 1d3+6 nonlethal**

Flurry: **+6/+6/+1, 1d3+8**

nonlethal

+1 mithral heavy steel shield

+3

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

Gear

Total Weight Carried: 81/400 lbs, Light Load

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Heavy Shield Bash	-
+1 adamantine cestus	1 lb
+1 mithral chain shirt	12.5 lbs
+1 mithral heavy steel shield	7.5 lbs
Arrows x20	0.15 lbs
Artisan's tools, masterwork (Craft [other]) <In:	5 lbs
Backpack, masterwork (83 @ 25.3 lbs)	4 lbs
Ball (5 in.) <In: Backpack, masterwork (83 @ 25.3 lbs)>	-
Banner, complex	2 lbs
Bedroll <In: Backpack, masterwork (83 @ 25.3 lbs)>	5 lbs
Belt of giant strength +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Blanket <In: Backpack, masterwork (83 @ 25.3 lbs)>	1 lb
Bread x3 <In: Backpack, masterwork (83 @ 25.3	0.5 lbs
Brush, shaving <In: Backpack, masterwork (83 @	0.1 lbs
Buttons <In: Backpack, masterwork (83 @ 25.3	0.1 lbs
Canteen	1 lb
Cards <In: Backpack, masterwork (83 @ 25.3 lbs)>	1 lb
Cestus	1 lb
Cheese x3 <In: Backpack, masterwork (83 @ 25.3	0.5 lbs
Cloak of resistance +1	1 lb
Conditioning oil for leather <In: Backpack,	0.4 lbs
Cup, shaving <In: Backpack, masterwork (83 @	0.2 lbs
Dominos <In: Backpack, masterwork (83 @ 25.3 lbs)>	1 lb
Earplugs <In: Belt pouch (1 @ 0 lbs)>	-
Everburning torch	1 lb
Explorer's outfit (Free) <In: Backpack, masterwork (83 @	-
File, small <In: Backpack, masterwork (83 @ 25.3	0.1 lbs
Footprint book <In: Backpack, masterwork (83 @ 25.3	1 lb
Hat	0.5 lbs
Honey (per jar) <In: Backpack, masterwork (83 @	0.5 lbs
Leather paring knife	0.5 lbs

Gear

Total Weight Carried: 81/400 lbs, Light Load

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Leather straps <In: Backpack, masterwork (83 @	0.4 lbs
Masterwork composite longbow	3 lbs
Meat x3 <In: Backpack, masterwork (83 @ 25.3	0.5 lbs
Metal polish <In: Backpack, masterwork (83 @ 25.3	0.3 lbs
Mirror <In: Backpack, masterwork (83 @ 25.3 lbs)>	0.5 lbs
Money	4.4 lbs
Reversible cloak	1 lb
Seneschal (empty, Kinore)	-
Sewing needle <In: Backpack, masterwork (83 @ 25.3	-
Shaving powder (one shave) x50 <In: Backpack,	0.01 lbs
Ship (empty)	-
Signal whistle	-
Silk rope	5 lbs
Soap <In: Backpack, masterwork (83 @ 25.3 lbs)>	0.5 lbs
Soft cloth x2	0.1 lbs
Soldier's uniform	5 lbs
Straight razor <In: Backpack, masterwork (83 @ 25.30.2	lbs
Sunrod x2 <In: Backpack, masterwork (83 @ 25.3 lbs)>	1 lb
Wand of cure light wounds (45 charges) <In: Backpack,	-
Wayfinder (empty)	1 lb
Whetstone <In: Backpack, masterwork (83 @ 25.3 lbs)>	1 lb

Special Abilities

Bardic Performance: Inspire Courage +1 (Su)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally

Brawler's Flurry +4/+4/-1 (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 fighter weapon group,

Call to Arms (move action) (Ex)

At 1st level, an exemplar can expend a use of martial flexibility to rouse her allies into action. All allies within 30 feet are no longer flat-footed, even if they are surprised. Using this ability is a move action. At 6th level, the exemplar can use it

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 modifier to the result of the save. She must choose to do this before the

Deed: Derring-Do (+2 extra dice) (Ex)

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

Deed: Dodging Panache +2 (Ex)

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

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 expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were

Inspired Panache (Ex)

Each day, an inspired blade gains a number of panache points equal to her Charisma modifier (minimum 1) and Intelligence modifier (minimum 1), instead of just her Charisma modifier.

Inspiring Prowess (5 rounds/day) (Ex)

At 3rd level, an exemplar gains the ability to use certain bardic performances. She can use this ability for a number of rounds per day equal to 3 + her Charisma modifier; this increases by 1 round per brawler level thereafter. The exemplar's

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Special Abilities

Martial Flexibility (move action, 7/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 3 + 1/2

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 gains a

Studied Target +1 (move action, 1 at a time) (Ex)

A slayer can study an opponent he can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and

Tracked Resources

Arrows

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

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Honey (per jar)

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Inspiring Prowess (5 rounds/day) (Ex)

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Martial Flexibility (move action, 7/day) (Ex)

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Panache Pool (3/day)

□□□

Studied Target +1 (move action, 1 at a time) (Ex)

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Sunrod

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Languages

Common

Varisian

Situational Modifiers

Survival

Wayfinder: +2 to avoid becoming lost

Background

Zander was a shy boy growing up. He grew up surrounded by the excitement of life in the young republic of Andoran, and dreamt of making a difference in the army.

At age 13 he joined the Andoran army, claiming to be age 15. Basic Training was tough, but he was proud to be part of the 11th Infantry.

Over the course of his five years with the army, Zander was breveted to the rank of Sargent in one of the few units still available to patrol the borders, during the assault on the Worldwound. He developed a reputation as a tough commander, and

Zander's tour of duty having just been completed he cast about for what to do. He considered re-enlisting, and taking a position as a drill sargent in a new basic training camp. But, instead, Zander decided to work with the Pathfinder society for a few years.

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Ship: The "At Sea," salvaged in #6-05 "Slave Ships of Absalom"

Seneschal: First Mate "Kinore" from #6-05 "Slave Ships of Absalom."

Sargent Zander Court – Abilities & Gear

Combat Expertise +/-2 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes (3 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

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 Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Power Attack -2/+4 **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.

Weapon Focus (Rapier) **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.

Blood of Dragons (Low-Light Vision) **Trait**

Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

Appears In: Ultimate Campaign

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

Low-Light Vision **Racial Ability,Senses**

See twice as far as a human in low light, distinguishing color and detail.

Bardic Performance: Inspire Courage +1 (§ Class Ability (Brawler)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Brawler's Flurry +4/+4/-1 (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.

Sargent Zander Court – Abilities & Gear

Call to Arms (move action) (Ex) Class Ability (Brawler)

At 1st level, an exemplar can expend a use of martial flexibility to rouse her allies into action. All allies within 30 feet are no longer flat-footed, even if they are surprised. Using this ability is a move action. At 6th level, the exemplar can use it as a swift action instead. At 10th level, she can use it as a free action. At 12th level, she can use it as an immediate action. This ability replaces unarmed strike.

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 modifier to the result of the save. She must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18th level).

Deed: Derring-Do (+2 extra dice) (Ex) Class Ability (Swashbuckler)

At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds 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).

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

At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from 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 heavier than a light load.

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 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; for each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach.

Inspired Panache (Ex) Class Ability (Swashbuckler)

Each day, an inspired blade gains a number of panache points equal to her Charisma modifier (minimum 1) and Intelligence modifier (minimum 1), instead of just her Charisma modifier.

Unlike other swashbucklers, an inspired blade gains no panache from a killing blow. She gains panache only from scoring a critical hit with a rapier. This ability alters the panache class feature.

Inspiring Prowess (5 rounds/day) (Ex) Class Ability (Brawler)

At 3rd level, an exemplar gains the ability to use certain bardic performances. She can use this ability for a number of rounds per day equal to 3 + her Charisma modifier; this increases by 1 round per brawler level thereafter. The exemplar's effective bard level for this ability is equal to her brawler level - 2. At 3rd level, the exemplar can use inspire courage. At 11th level, the exemplar can use inspire greatness. At 15th level, the exemplar can use inspire heroics. Instead of the Perform skill, she activates this ability with impressive flourishes and displays of martial talent (this uses visual components). This ability otherwise functions as bardic performance; feats and other effects that affect bardic performance (such as the Extra Performance feat) apply to it. This ability replaces maneuver training and AC bonus.

Martial Flexibility (move action, 7/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.

Sargent Zander Court – Abilities & Gear

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 Melee Weapon: Each time the swashbuckler confirms a critical hit with a light or one-handed piercing melee weapon, she regains 1 panache point. Confirming a critical hit on a helpless or unaware creature or 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 Melee Weapon: When the swashbuckler reduces a creature to 0 or fewer hit points with a light or one-handed piercing melee 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.

Studied Target +1 (move action, 1 at a time) Class Ability (Slayer)

A slayer can study an opponent he can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1. A slayer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack and damage rolls, as well as the bonus to slayer ability DCs against a studied target increase by 1. In addition, at each such interval, the slayer is able to maintain these bonuses against an additional studied target at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a slayer can study an opponent as a move or swift action.

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

Seneschal (empty, Kinore)

Vanity

This dedicated servant keeps your affairs in order when you are away from home, ensuring that your property is maintained, your correspondence is kept up to date, and so on. While you are present, the seneschal tends to your wounds, assists you in preparing for future adventures, and ensures that you may focus on your duties as a Pathfinder instead of the day-to-day business of keeping your property. When you rest at your home, you automatically heal as if under long-term care using the Heal skill. In order to gain the service of such an individual, however, you must own property or a business, either in Absalom or elsewhere. You may retain the services of one seneschal per property—seneschals do not count against the normal maximum number of followers you can retain at a time.

Appears In: Pathfinder Society Field Guide

Wand of cure light wounds (45 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.

Belt of giant strength +2

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 +2. 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** 2,000 gp

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 (empty)

Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see Seeker of Secrets page 51).

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