

Name: Zander Court **PFS #:** 14034-27

Initiative: +9 **AC:** 21 (Touch 13, FF 18) **CMB:** +8 **CMD:** 22 **Fort:** +8 **Reflex:** +11 **Will:** +1 **HP:** 52

Perception: +8 **BAB:** +6/+1 **Speed:** 30' **Languages:** Common, Varisian

Per-day Abilities:

7 Martial Flexibility OOOOO OO 5 Inspiring Prowess OOOOO 3 Charmed Life OOO 2 Panache OOO

Always on: Low Light Vision

Immediate Action:

3 AoO (May make AoO while Flat Footed)

Confirm a critical hit with a light or one-handed piercing melee weapon to regain 1 Panache point.

Derring Do: Spend 1 **Panache** point when making an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. Can do this after making the check but before the result is revealed. If the result of the d6 roll is a natural 6, rolls another 1d6 and add it to the check -- continue to do this as long as natural 6s are rolled, up to a number of times equal to her Dexterity modifier (2).

Dodging Panache: When an opponent attempts a melee attack, may as an immediate action spend 1 **Panache** point to move 5 feet granting a dodge bonus to AC equal to her Charisma modifier (2) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if unmoved 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.

Opportune Parry and Riposte: When an opponent makes a melee attack spend 1 **Panache** point and expend a use of an attack of opportunity to attempt to parry that attack. Make an attack roll as if making an attack of opportunity; for each size category the attacking creature is larger, take a -2 penalty on this roll. If the result is greater than the attacking creature's result, the creature's attack automatically misses. 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 still has at least 1 **Panache** point, can as an immediate action make an attack against the creature whose attack was parried, provided that creature is within reach.

Charmed Life: Before attempting a saving throw, may use one use of **Charmed Life** to add Charisma modifier (+2) to the result of the save. Must choose to do this before the roll is made.

Free actions: Maintain **Inspiring Prowess** (at cost of one use).

Swift actions:

Move actions:

Studied Target. +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. These bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

Call to Arms: Expend a use of **Martial Flexibility** to rouse allies into action. All allies within 30 feet are no longer flat-footed, even if they are surprised.

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

Standard actions:

Power attack with +1 Adamantine Cestus. +9 to hit 19-20/x2, 1d4+8 Adamantine B/P damage.

Studied: +1 to hit, +1 damage

Attack with +1 Adamantine Cestus. +11 to hit 19-20/x2, 1d4+4 Adamantine B/P damage.

Studied: +1 to hit, +1 damage

Attack with Masterwork Long Composite Bow +3 Str Bonus: +9 to hit 20/x3, 1d8+3 P damage 110' range.

Studied: +1 to hit, +1 damage

Start **Inspiring Prowess** (at cost of one use). Allies that can see (mind-affecting ability) receive a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls.

Cast *Light* with Wayfinder

Full Round actions:

Flurry power attack with +1 Adamantine Cestus. +7/+7/+2 to hit 19-20/x2, 1d4+9 Adamantine B/P damage.

Studied: +1 to hit, +1 damage

Flurry attack with +1 Adamantine Cestus. +9/+9/+4 to hit 19-20/x2, 1d4+5 Adamantine B/P damage.

Studied: +1 to hit, +1 damage

Full power attack with +1 Adamantine Cestus. +9/+4 to hit 19-20/x2, 1d4+9 Adamantine B/P damage.

Studied: +1 to hit, +1 damage

Full attack with +1 Adamantine Cestus. +11/+6 to hit 19-20/x2, 1d4+5 Adamantine B/P damage.

Studied: +1 to hit, +1 damage