

Human Swashbuckler 5 / Unchained Monk 1 // Druid
(Nature Fang) 5 / Dawnflower Dissident 1

XP : 0

N Medium Humanoid (Human), Age 24

Height: 5'2", Weight: 63kg/xxlb

Hair: Black, Eyes: Red

HP TOTAL 71 CURRENT 71

STR 10 (+0)

DEX 24 (+7)

CON 12 (+1)

INT 14 (+2)

WIS 22 (+6)

CHA 16 (+3)

INITIATIVE 11 = $\underbrace{7}_{\text{Dex}} + \underbrace{4}_{\text{Misc}}$

AC 23 =

$10 + \underbrace{0}_{\text{Armour}} + \underbrace{0}_{\text{Shield}} + \underbrace{7}_{\text{Dex}} + \underbrace{0}_{\text{Size}} + \underbrace{0}_{\text{Natural}} + \underbrace{0}_{\text{Deflect}} + \underbrace{6}_{\text{Misc}}$

Touch 23, Flat-Footed 16

Saving Throws TOTAL Base Ability Magic Misc Temp

Fortitude 6 = 5 + 1 + 0 + 0 + 0

Reflex 14 = 7 + 7 + 0 + 0 + 0

Will 11 = 5 + 6 + 0 + 0 + 0

CONDITIONAL MODIFIERS

Trapfinding (+1 reflex, +1 AC vs traps)

+3 intimidate vs non-human humanoids

BASE ATTACK BONUS +6

SPELL RESISTANCE 0

CMB 6 = $\underbrace{6}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}}$

CMD 23 = $\underbrace{6}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{7}_{\text{DEX}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}} + 10$

Attacks

+1 adm kirpan scimitar Attack Bonus Critical Damage
Slashing +16/+11 15-20/x3 1d6+10+5

+1 adm kirpan PA Attack Bonus Critical Damage
Slashing +14/+9 15-20/x3 1d6+14+5

Unarmed Strike Attack Bonus Critical Damage
Bludgeoning +14 20/x3 1d6+8

Enfield Attack Bonus Critical Damage
B, Touch 80' +14 20/x4 1d10

FEATS

Deft Maneuvres^{Swashbuckler1}, Unarmed Combatant^{Monk1}, Deflect Arrows^{Monk1}, Stunning Fist^{Monk1}, Dervish Dance^{Swashbuckler4}, Combat Reflexes^{Swashbuckler4}, Mounted Combat^{human}, Boon Companion^{1st}, Craft Wondrous Item^{3rd}, Weapon Focus (kirpan)^{5th}

TRAITS

Masterful Demeanor, Under Siege, Reactionary

Carrying Capacity

Light Load Medium Load Heavy Load
<33 <67 <100

SPEED 30', 3sq (medium load)

SKILLS

SKILL NAMES	BONUS	ABILITY	RANKS	MISC	CLASS
Acrobatics	7	=Dex	7	+ 0	+ 0 +0
Appraise	2	= Int	2	+ 0	+ 0 +0
Bluff	12	=Cha	3	+ 6	+ 0 +3
Climb	0	= Str	0	+ 0	+ 0 +0
Craft	2	= Int	2	+ 0	+ 0 +0
Diplomacy	7	=Cha	3	+ 1	+ 0 +3
Disable Device*	18	=Dex	7	+ 6	+ 2 +3
Disguise	8	=Cha	3	+ 5	+ 0 +0
Escape Artist	7	=Dex	7	+ 0	+ 0 +0
Fly	7	=Dex	7	+ 0	+ 0 +0
Handle Animal*	-	=Cha	3	+ 0	+ 0 +1
Heal	6	=Wis	6	+ 0	+ 0 +0
Intimidate	12	=Cha	3	+ 6	+ 0 +3
Know(Arcana)	-	= Int	2	+ 0	+ 0 +0
Know(Dungeoneering)	-	= Int	2	+ 0	+ 0 +0
Know(Engineering)	-	= Int	2	+ 0	+ 0 +0
Know(Geography)	11	= Int	2	+ 6	+ 0 +3
Know(History)	6	= Int	2	+ 1	+ 0 +3
Know(Local)	-	= Int	2	+ 0	+ 0 +1
Know(Nature)	-	= Int	2	+ 0	+ 0 +1
Know(Nobility)	-	= Int	2	+ 0	+ 0 +1
Know(Planes)	-	= Int	2	+ 0	+ 0 +0
Know(Religion)	10	= Int	2	+ 5	+ 0 +3
Linguistics*	-	= Int	2	+ 0	+ 0 +0
Perception	20	=Wis	6	+ 6	+ 5 +3
Perform (Dance)	12	=Cha	3	+ 6	+ 0 +3
Profession (Gardener)	6	=Wis	6	+ 0	+ 0 +0
Ride	12	=Dex	7	+ 2	+ 0 +3
Sense Motive	13	=Wis	6	+ 4	+ 0 +3
Sleight of Hand	16	=Dex	7	+ 6	+ 0 +3
Spellcraft	11	= Int	2	+ 6	+ 0 +3
Stealth	16	=Dex	7	+ 6	+ 0 +3
Survival	6	=Wis	6	+ 0	+ 0 +0
Swim	0	= Str	0	+ 0	+ 0 +0
Use Magic Device*	-	=Cha	3	+ 0	+ 0 + 0

LANGUAGES

Punjabi, English, Draconic, Druidic, Norgish

SPECIAL ABILITIES

Flurry of Blows (bonus attack), Unarmed Strike, Deeds, panache, swashbuckler finesse, Charmed life 3/day, nimble +1, Swashbuckler weapon training +1, Divine deception, Eschew Materials

Nature Bond, Studied Target Trackless Step Slayer Talent (Trapfinding), Sneak attack 1d6

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
∞	16	0	4	-
∞	17	1	3	2
∞	18	2	3	2
∞	19	3	2	2

Conditional Modifiers

Domains / Specialty School

None

Spells Known/Slots (CL 6):

Illusion of calm (1st), rope trick (2nd), nondetection (3rd), detect scrying (4th), mage's private sanctum (5th), veil (6th), mage's magnificent mansion (7th), screen (8th), and communal mind blank (9th)

GEAR

Name	Location	Value	Weight
Wand of Cure Light Wounds (50)	Belt	0	
+1 Adamantine Scimitar	weapon	5000	
Versatile Vest	Chest	2000	
Eyes of the Eagle	Eyes	2500	
Boots of the Cat	feet	1000	
Headband of Inspired Wisdom +2	Headband	4000	
Swarmbane Clasp	neck	3000	
Caparison of Resistance +1	Mount's Shoulders	2700	
Sleeves of Many Garments	wrists	200	
Vibrant Purple Prism (Cracked) Ioun Stone	spinning	2000	
Lee-Enfield Rifle (Masterwork)	weapon	350	
Total (money spent)		15800	0

Studied Target

A slayer can study an opponent he can see as a move action. The slayer then gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +2 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 2. 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).

Derring-Do (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 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).

Dodging Panache (Ex): 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.

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 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. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Kip-Up (Ex): At 3rd level, while the swashbuckler has at least 1 panache point, she can kip-up from prone as a move action without provoking an attack of opportunity. She can kip-up as a swift action instead by spending 1 panache point.

Menacing Swordplay (Ex): At 3rd level, while she has at least 1 panache point, 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 as a swift action instead of a standard action.

Precise Strike (Ex): At 3rd level, while 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 the damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on 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 benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the Signature Deed feat).

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 she has any single light or one-handed piercing melee weapon that isn't hidden, she can draw that weapon as part of the initiative check.