


JIRELLE

SWASHBUCKLER

1

ANCESTRY HUMAN (HALF-ELF) **BACKGROUND** SAILOR

SPEED 30 FEET (35 WITH PANACHE) **PERCEPTION**  +6 (EXPERT) **LOW-LIGHT VISION**

ALIGNMENT CHAOTIC GOOD

LANGUAGES COMMON, MWANGI

STRENGTH **STR** 12 MODIFIER (+1) **DEXTERITY** **DEX** 18 MODIFIER (+4) **CONSTITUTION** **CON** 12 MODIFIER (+1)












INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 14 MODIFIER (+2)

STRIKES

MELEE ♦ rapier +7 (deadly d8, disarm, finesse), 1d6+1 piercing
 ♦ main-gauche +7 (agile, disarm, finesse, parry, versatile S), 1d4+1 piercing
 ♦ dagger +7 (agile, finesse, versatile S), 1d4+1 piercing

RANGED ♦ dagger +7 (agile, finesse, thrown 10 feet, versatile S), 1d4+1 piercing

SKILLS

ACROBATICS (DEX)  +7 •	ARCANA (INT)  +0	ATHLETICS (STR)  +4 •
CRAFTING (INT)  +0	DECEPTION (CHA)  +5 •	DIPLOMACY (CHA)  +5 •
INTIMIDATION (CHA)  +2	SAILING LORE (INT)  +3 •	LORE (OTHER: INT)  +0
MEDICINE (WIS)  +1	NATURE (WIS)  +1	OCCULTISM (INT)  +0
PERFORMANCE (CHA)  +2	RELIGION (WIS)  +1	SOCIETY (INT)  +3 •
STEALTH (DEX)  +7 •	SURVIVAL (WIS)  +1	THIEVERY (DEX)  +7 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Nimble Elf*




CLASS FEATS Goading Feint

SKILL FEATS Underwater Marauder

CLASS FEATURES Confident Finisher, panache, precise strike (+2 or +2d6), swashbuckler's style (fencer)

*Abilities with an asterisk have already been calculated into Jirelle's statistics and don't appear elsewhere.

DEFENSES

HIT POINTS 19	ARMOR CLASS 18	AC WITH CAPE RAISED 19	AC WITH SHIELD RAISED 19
FORTITUDE  +4	REFLEX  +9	WILL  +6	

PATHFINDER

EQUIPMENT

BULK Worn 4; Stowed 1

WORN backpack, buckler, dagger (5), dueling cape, fine clothing, *minor healing potion*, leather armor, main-gauche, rapier, thieves' tools

STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin

WEALTH 3 sp



WHAT IS A SWASHBUCKLER?

You dart among combatants with flair and land powerful finishing moves with a flick of the wrist and a flash of the blade.

EQUIPMENT

The following rules apply to Jirelle's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and are not included in your worn Bulk).

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size; this is added after doubling the weapon's damage.

Disarm (trait): You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse (trait): You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

☐ **Healing Potion, Minor:** Upon drinking this potion, you regain 1d8 Hit Points.

Parry (trait): This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

OFF-HAND ACTIONS

Jirelle can wield another weapon, her dueling cape, or her buckler in her off hand, though she can wield only one of these three options at a time.

Dueling Cape: You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

Raise Shield ♦ While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +1 circumstance bonus to AC, and you can use the Shield Block reaction.

Shield Block ↻ **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You interpose your shield between yourself and the attack, reducing the damage by 3. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 3 or more damage and is destroyed once it has taken 6 damage).

FEATS AND ABILITIES

Jirelle's feats and abilities are described below.

Panache: You can enter a state of flair, called panache, by performing stylish actions in combat. As a swashbuckler with the fencer style, you gain panache whenever you successfully Create a Diversion, Feint, or Tumble Through. At the GM's discretion, you can also gain panache for succeeding at a check to perform some other suitably daring action, such as swinging on a chandelier or sliding down a drapery, if you get a high enough result (usually equal to the very hard DC for your level, which is 20).

While you have panache, you gain a +5-foot status bonus to your Speeds and gain a +1 circumstance bonus to checks to Create a Diversion, Feint, or Tumble

Through. The precise strike class feature also causes you to deal extra precision damage while you have panache. You can use powerful finisher actions while you have panache; after using one, you lose your panache.

Finisher (trait): Finishers are spectacular finishing moves. You can use a finisher only if you have panache, and you lose your panache immediately after performing a finisher. Once you use a finisher, you can't use actions that have the attack trait for the rest of your turn. Some finisher actions also grant an effect on a failure. If your finisher succeeds, you can choose to apply the failure effect instead.

Precise Strike: You strike with flair. When you have panache and you make a melee Strike with any of your listed weapons, you deal 2 additional precision damage. If the strike is part of a finisher, the additional damage is 2d6 precision damage instead.

Confident Finisher ♦ (finisher, swashbuckler): You make a graceful attack, piercing your foe's defenses. Make a Strike that applies your precise strike damage, with the following failure effect.

Failure You deal half your precise strike damage to the target. This damage type is that of the weapon or unarmed attack you used for the Strike.

Tumble Through ♦ (move): You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as soon as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.

Success You move through the enemy's space, treating the squares in its space as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.

Failure Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

Feint ♦ (mental); **Requirements** You are within melee reach of the opponent you attempt to Feint; **Effect** With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against that opponent's Perception DC.

Critical Success You throw your enemy's defenses against you entirely off. The target is flat-footed against melee attacks that you attempt against it until the end of your next turn.

Success Your foe is fooled only momentarily. The target is flat-footed against the next melee attack that you attempt against it before the end of your current turn.

Critical Failure Your feint backfires. You are flat-footed against melee attacks the target attempts against you until the end of your next turn.

Goad Feint: When you trick a foe, you can goad them into overextending their next attack. On a Feint, you can use the following success and critical success effects instead of any other effects you would gain when you Feint; if you do, other abilities that adjust the normal effects of your Feint no longer apply. You can choose whether to use the Goad Feint benefits or the normal benefits.

Critical Success The target takes a -2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a -2 circumstance penalty to its next attack roll against you before the end of its next turn.

Create a Diversion ♦ (move): With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the manipulate trait. If you use distracting words, it gains the auditory and linguistic traits. Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success You become hidden to each creature whose Perception DC is less than or equal to your result. (The hidden condition allows you to Sneak away.) This lasts until the end of your turn or until you do anything except Step or use the Stealth skill to Hide or Sneak. If you Strike a creature, the creature remains flat-footed against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise.

Failure You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

Underwater Marauder: You've learned to fight underwater. You are not flat-footed while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.