

# SWASHBUCKLER LEVEL 4

Jirelle is a friendly sort with a biting wit and a charming personality. Plunder and cruelty hold no appeal for her, but she has a vendetta to fulfill.

## JIRELLE

Female half-elf swashbuckler 4 CG Medium humanoid (elf, human)

**Init** +6 (+4 without panache); **Senses** low-light vision; Perception +10

## DEFENSE

**AC** 22, touch 16, flat-footed 16 (+5 armor, +4 Dex, +2 dodge, +1 shield)

**hp** 40 (4d10+12)

**Fort** +4, **Ref** +9, **Will** +5; +2 vs. enchantment, +2 vs. charms and compulsions

**Immune** sleep

## OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +10 (1d6+1 +4 precision/18-20) +1 on attacks of opportunity

**Ranged** light crossbow +8 (1d8/19-20)

## STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 14

**Base Atk** +4; **CMB** +4 (+10 with rapier); **CMD** 19

**Feats** Combat Reflexes, Dodge, Weapon Focus (rapier)

**Skills** Acrobatics +8, Bluff +6, Climb +4, Diplomacy +6, Intimidate +6, Knowledge (local) +4, Knowledge (nobility) +4, Perception +10, Profession (sailor) +5, Ride +8, Sense Motive +5, Sleight of Hand +8, Swim +4; **Armor Check Penalty** -0

**Traits** fencer, strong-willed<sup>16</sup>

**Languages** Common, Elven

**SQ** charmed life 3/day, deeds (derring-do, dodging panache, kip up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative), dual-minded, elf blood, panache, swashbuckler's finesse

**Combat Gear** acid (2), *potion of shield of faith*; **Other Gear** +1 mithral chain shirt, mwk buckler, +1 rapier, cold iron rapier, silver rapier, light crossbow with 10 bolts, *cloak of resistance +1*, *wand of cure light wounds (10 charges)*, backpack, waterskin, 15 gp 8 sp

## SPECIAL ABILITIES

**Charmed Life** 3 times per day, Jirelle can spend an immediate action before rolling a saving throw to add +2 to her save.

**Combat Reflexes** Jirelle can make 6 attacks of opportunity each round and can make attacks of opportunity when flat-footed.

**Derring-Do** Jirelle can spend 1 panache point after rolling an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to add 1d6 to her result. On a 6, she roll another d6 and add that result too. This process continues as long as she rolls 6 up to a total 4d6.

**Dodging Panache** When an opponent attempts a melee attack against Jirelle, she can spend an immediate action and 1 panache to move 5 feet, gaining a +2 dodge bonus against that attack (though not negating it). All other enemies who threaten her can make attacks of opportunity.

**Kip Up** As long as Jirelle has at least 1 panache, she doesn't provoke attacks of opportunity when she stands up, and she can spend 1 panache to stand as a swift action instead of a move action.

**Menacing Swordplay** As long as Jirelle has at least 1 panache, she can spend a swift action when she hits with a light or one-handed piercing weapon to attempt to Intimidate to demoralize her opponent.

**Opportune Parry and Riposte** When an enemy attempts a melee attack against Jirelle (but before it rolls its attack roll), Jirelle can spend an attack of opportunity and 1 panache to make an attack roll as if she was making an attack of opportunity with a -2 penalty for every size larger than Jirelle the enemy is. If Jirelle's result is higher than the enemy's, the attack misses, and Jirelle can then spend an immediate action to make a counterattack against that enemy, as long as she can reach it.

**Panache** Jirelle starts each day with 2 panache, and her total panache can never be higher than 2. She gains a point of panache whenever she confirms a critical hit or reduces a creature to 0 or fewer hit points with her rapier or dagger (or other light or one-handed piercing weapon she finds), but she doesn't gain a panache if the creature is lower than 2 Hit Dice or is helpless or unaware.

**Precise Strike** As long as she has at least 1 panache and carries just her buckler in her free hand, Jirelle adds 4 precision damage to all her attacks with her light or one-handed piercing weapons (if she throws her dagger, she only deals this damage within 30 feet). Precision damage isn't multiplied on a critical hit and can be prevented by anything that stops critical hits or sneak attacks. She can spend 1 panache as a swift action to double this precision damage to 8 for her next successful attack before the end of her turn.

**Strong-Willed** Jirelle's fervent desire to follow her own path grants her a +2 trait bonus on Will saving throws against charm and compulsion effects.

**Swashbuckler's Finesse** Jirelle gains Weapon Finesse, but only for light and one-handed piercing weapons.

**Swashbuckler Initiative** As long as Jirelle has 1 panache, she gains +2 initiative (included above).

**Cure Light Wounds** Jirelle's wand heals a touched target for 1d8+1 damage. Jirelle needs help from an ally to activate her wand.

**Shield of Faith** Jirelle's potion gives the drinker a +2 deflection bonus to AC for 1 minute, which increases her touch, flat-footed, and CMD as well.



"Winning is easy. It's putting on a show that's the real challenge."