

SWASHBUCKLER LEVEL 1

Jirelle is a friendly sort with a biting wit and a charming personality. A life of plunder and cruelty holds no appeal for the daring swashbuckler, but she has a vendetta to fulfill.

JIRELLE

Female half-elf swashbuckler 1

CG Medium humanoid (elf, half-elf, human)

Init +4; **Senses** low-light vision; Perception +3

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 12 (1d10+2)

Fort +1, **Ref** +6, **Will** +3; +2 vs. enchantment, +2 vs. charms and compulsions

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +6 (1d6/18-20) +1 on attacks of opportunity

Ranged dagger +5 (1d4)

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +0 (+6 with rapier); **CMD** 14

Feats Weapon Focus (rapier)

Skills Acrobatics +6, Climb +2, Profession (sailor) +5, Swim +2; **Armor Check Penalty** -2

Traits fencer, strong-willed^{ISG}

Languages Common, Elven

SQ deeds (derring-do, dodging panache, opportune parry and riposte), dual-minded^{APG}, elf blood, panache, swashbuckler's finesse

Combat Gear acid (2); **Other Gear** chain shirt, rapier, dagger (3), backpack, waterskin, 8 sp

SPECIAL ABILITIES

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.

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 helpless or unaware.

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

Jirelle may have been born and raised on a ship, and she might call the Shackles her homeland, but she never considered herself a pirate, even if only to distance herself from the darkest part of her childhood: her mother.

Today, Jirelle is a friendly sort with a biting wit and a charming personality. She makes new friends as swiftly as she strikes with her rapier, and while she has a flair for the dramatic (why merely attack a foe when you can make a show of it with a twirl of the cape or a somersault?), she never favors ostentation or glory over the opportunity to help a friend in need. Jirelle often jokes that she befriends for life, with the playful, only slightly malicious glint in her eyes implying what might happen to those who would betray such friendship.

On the subject of her mother or her ship, the *Bloodcrow*, the typically light-hearted half-elf grows serious. Jirelle does not share the secrets of her childhood with just anyone. As such, few know how she engineered the sinking of the *Bloodcrow* and the death of her wretched elven mother off the coast of Tempest Cay.

After escaping, Jirelle spent some time surviving as a street rat in the alleys of Drenchport. When rumors of a strange, ghostly ship plying the seaways of the Shackles reached her—fearful stories of a vessel commanded by an imperious banshee and bound by undeath—Jirelle realized that in sinking the *Bloodcrow* she'd done the exact opposite of what she'd intended. Rather than spare the Shackles of a brutal pirate queen, she'd unleashed an even deadlier scourge upon the Fever Sea.

Today, Jirelle seeks the funds to someday finance a ship and crew of her own. She plans not to become a pirate—for a life of plunder and cruelty holds no appeal for the daring swashbuckler—but to finish the job she started on the eve of her thirteenth birthday. Jirelle seeks true and able allies, knowing that only with bravery and trust will the *Bloodcrow's* days be numbered.



“Winning is easy. It’s putting on a show that’s the real challenge.”