

SWASHBUCKLER LEVEL 7

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 7 CG Medium humanoid (elf, human)

Init +7 (+5 without panache); **Senses** low-light vision; Perception +13

DEFENSE

AC 26, touch 19, flat-footed 18 (+5 armor, +1 deflection, +5 Dex, +3 dodge, +2 shield)

hp 60 (7d10+14)

Fort +5, **Ref** +12, **Will** +7; +2 vs. enchantment, +2 vs. charms and compulsions

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 human bane rapier +15/+10 (1d6+4 +7 precision/15-20) +1 on attacks of opportunity

Ranged light crossbow +12 (1d8/17-20)

STATISTICS

Str 10, **Dex** 20, **Con** 12, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +7; **CMB** +7 (+15 with rapier); **CMD** 25

Feats Combat Reflexes, Dodge, Extra Panache^{ACG}, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +11, Bluff +10, Climb +4, Diplomacy +10, Intimidate +7, Knowledge (local) +4, Knowledge (nobility) +4, Perception +13, Profession (sailor) +5, Ride +9, Sense Motive +5, Sleight of Hand +9, Swim +4, Use Magic Device +4; **Armor Check Penalty** -0

Traits fencer, strong-willed^{SG}

Languages Common, Elven

SQ charmed life 4/day, deeds (derring-do, dodging panache, kip up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative, swashbuckler's grace, superior feint, targeted strike), dual-minded, elf blood, panache, swashbuckler's finesse

Combat Gear acid (2), *potion of protection from evil*, *oil of daylight*, *potion of fly*; **Other Gear** +1 mithral chain shirt, +1 buckler, +1 human bane rapier, cold iron rapier, silver rapier, light crossbow with 10 bolts, *cloak of resistance* +2, *headband of alluring charisma* +2, *belt of incredible dexterity* +2, *ring of protection* +1, *wand of cure light wounds* (10 charges), backpack, waterskin, 15 gp 8 sp

SPECIAL ABILITIES

Charmed Life 4 times per day, Jirelle can spend an immediate action before rolling a saving throw to add +3 to her save.

Combat Reflexes Jirelle can make 6 attacks of opportunity each round.

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 +3 dodge bonus against that attack (though not negating it). All other enemies who threaten her can make attacks of opportunity.

Human Bane Against humans (or other races that count as humans), Jirelle's rapier gains an additional +2 to hit and damage and deals 2d6 extra damage. The 2d6 does not multiply on a critical hit.

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 5 panache, and her total panache can never be higher than 5. 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 3 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 7 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 is not 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 14 for her next successful attack



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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's Grace As long as she has at least 1 panache, Jirelle doesn't take any penalty to Acrobatics for moving at full speed through threatened areas and enemy spaces.

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

Superior Feint As long as Jirelle has at least 1 panache, she can spend a standard action to purposefully miss a creature with a light or one-handed melee attack, causing the creature to lose its Dex bonus to AC until the start of Jirelle's next turn.

Targeted Strike As a full-round action, Jirelle can spend 1 panache to make a melee attack with a light or one-handed piercing weapon to target one of the following spots, dealing normal damage (unless stated otherwise) as well as an added effect. Creatures who lack the appropriate body part, creatures immune to critical hits and sneak attacks, and creatures using an ability that protects from critical hits cannot be affected. Arms: No damage, but the target drops one carried item that isn't in a locked gauntlet, Head: target is confused for 1 round, Legs: target is knocked prone as long as it has three legs or fewer, Torso or Wings: Target is staggered for 1 round.

Cure Light Wounds Jirelle's wand heals 1d8+1 damage by touch. Jirelle needs to succeed at a DC 20 Use Magic Device check to use her wand, or she can have an ally help her.

Daylight When smeared on an object, Jirelle's oil creates bright light for 60 feet and raises the light by one level for the next 60 ft for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

Fly Jirelle's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+12 total for Jirelle herself) for 5 minutes.

Protection from Evil The drinker of Jirelle's potion gains a +2 resistance bonus to saves and a +2 deflection bonus to AC against evil creatures for 1 minute (in Jirelle's case, it would only grant 1 additional AC and no bonus to saves). The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession from evil creatures. Drinking the potion after direct mental control or possession allows the target a new saving throw at a +2 bonus.

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 understands that the strength of one's relationships with friends, allies, lovers, and family make one strong. It was her mother's failure to forge such bonds that allowed a young Jirelle to escape from a life that would have likely seen her offered as sacrifice to the shark demon Ovono before the close of her thirteenth birthday.

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. 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.

After escaping the *Bloodcrow*, Jirelle spent some time surviving as a street rat in the alleys of Drenchport. Armed with a fine rapier and clad in her mother's magical cloak (the only two things she managed to escape the *Bloodcrow*'s wreckage with), Jirelle kept every coin and bauble she earned in a thrice-locked chest she keeps well hidden and protected. At first, she'd hoped to save enough money to afford a move from the Shackles to distant Taldor, drawn by tales of a land where duels, extravagance, and civility promised a better life. But 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 undead—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 knows she can't do this on her own, though. So she seeks true and able allies, knowing that only with bravery and trust will the *Bloodcrow*'s days be numbered.



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