

## Kirom Lancaster

Female elf fighter 6/duelist 9 (weapon master)

CG Medium humanoid (elf)

**Init** +10; **Senses** low-light vision; Perception +20

**Languages** Common, Draconic, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan

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### DEFENSE

**AC** 40, touch 28, flat-footed 27 (+9 armor, +4 deflection, +6 Dex, +1 dodge, +1 insight, +6 Int, +3 natural)

**hp** 145 (15 HD)

**Fort** +16, **Ref** +18, **Will** +10; +2 vs. enchantment effects

**Defensive Abilities** canny defense, elaborate defense, parry; **Immune** magical sleep effects

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### OFFENSE

**Speed** 35 ft. (7 squares)

**Melee** +3 *agile keen rapier* +27/+22/+17 (1d6+12/15-20) or  
+3 *agile keen rapier* +27/+22/+17 (1d6+21/15-20) with precise strike, or  
unarmed strike +21/+16/+11 (1d3+2)

**Ranged** +2 *returning chakram* +23 (1d8+4)

**Special Attacks** acrobatic charge, no retreat, precise strike +9, riposte, weapon training (rapier +3)

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### STATISTICS

**Abilities** Str 14 (+2), Dex 22 (+6), Con 14 (+2), Int 22 (+6), Wis 10 (+0), Cha 8 (–1)

**Base Atk** +15; **CMB** +17 (+24 disarm with rapier); **CMD** 44 (53 vs. disarm/sunder attempts against rapiers)

**Feats** Combat Reflexes<sup>B</sup> (7 AoO's/round), Crane Style, Crane Riposte, Crane Wing, Critical Focus, Deflect Arrows<sup>B</sup> (see below), Dodge<sup>B</sup>, Following Step, Improved Unarmed Strike<sup>B</sup>, Mobility<sup>B</sup>, Spring Attack, Step Up, Step Up and Strike, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +22, Bluff +17 (+22 to feint), Escape Artist +22, Handle Animal +17, Perception +20, Perform (dance) +11, Ride +22, Sense Motive +18, Stealth +19, Survival +12 (+14 to avoid becoming lost); **Armor Check Penalty** –2; **Racial Modifiers** +2 Perception

**SQ** enhanced mobility, grace, improved reaction +4, silent hunter, weapon familiarity

**Combat Gear** *oils/potions (cure light wounds 4, fly 4, grease 4)*; **Other Gear** +2 *returning chakram*, +3 *agile keen rapier*, *amulet of natural armor* +3, backpack, *belt of incredible dexterity* +4, bit and bridle, *boots of speed* (doubles as *boots of the cat*), cage (tiny), caltrops, canteen, *cape of bravado*, *cloak of resistance* +5, Elven trail rations (for 4 days), falconry gauntlet, flint and steel, gear maintenance kit, *glamered celestial armor*, *gloves of dueling*, hammock, *headband of vast intellect* +4 (handle animal, ride), light combat trained horse, mess kit, military saddle, mirror, perfume, pet falcon (trained in performance; also knows the watch trick), *ring of protection* +4, saddlebags with feed (for 4 days), signal whistle, soap, skeleton key (+10 bonus), tender (19gp, 8sp, 9sp)

**Encumbrance** light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 56 lb. 10 oz. (excluding tender)

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### SPECIAL ABILITIES

**Acrobatic Charge (Ex)** You may charge over difficult terrain that normally slows movement. Depending on the circumstance, you may still need to make appropriate checks to successfully move over the terrain.

**Canny Defense (Ex)** When wearing light or no armor and not using a shield, you add 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to your Armor Class while wielding a melee weapon. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.

**Combat Reflexes** You gain the benefit of the Combat Reflexes feat when using a light or one-handed piercing weapon (included above).



- Deflect Arrows** You gain the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon (included above). You do not need a free hand to use this feat.
- Elaborate Defense (Ex)** If you choose to fight defensively or use total defense in melee combat, you gain an additional +3 dodge bonus to AC.
- Enhanced Mobility (Ex)** When wearing light or no armor and not using a shield, you gain an additional +4 bonus to AC against attacks of opportunity caused when you move out of a threatened square.
- Grace (Ex)** You gain an additional +2 competence bonus on all Reflex saving throws (included above). This ability functions for you only when you are wearing light or no armor and not using a shield.
- Improved Reaction (Ex)** You gain a +4 bonus on initiative checks (included above). This bonus stacks with the benefit provided by the Improved Initiative feat.
- Long-Limbed** You have a base move speed of 35 feet, rather than 30 feet.
- No Retreat (Ex)** Enemies adjacent to you that take a withdraw action provoke an attack of opportunity from you.
- Parry (Ex)** Whenever you take a full attack action with a light or one-handed piercing weapon, you can elect not to take one of your attacks. At any time before your next turn, you can attempt to parry an attack against you or an adjacent ally as an immediate action. To parry the attack, you make an attack roll, using the same bonuses as the attack you chose to forego during your previous action. If your attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than you, you take a –4 penalty on your attack roll. You also take a –4 penalty when attempting to parry an attack made against an adjacent ally. You must declare the use of this ability after the attack is announced, but before the roll is made.
- Precise Strike (Ex)** You gain the ability to strike precisely with a light or one-handed piercing weapon, adding your duelist level to your damage roll. When making a precise strike, you cannot attack with a weapon in your other hand or use a shield. Your precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.
- Reliable Strike (Ex)** Once per day you may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. You must accept the second roll even if it is worse.
- Riposte (Ex)** You can make an attack of opportunity against any creature whose attack you successfully parry, so long as the creature you are attacking is within reach.
- Silent Hunter** You reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty (this number includes the penalty reduction from this racial trait).
- Weapon Guard (Ex)** You gain a +2 bonus to CMD against disarm and sunder attempts while wielding your chosen weapon. This bonus also applies on saves against any effect that targets your chosen weapon (for example, *grease*, *heat metal*, *shatter*, *warp wood*).
- Weapon Training (Ex)** You gain a +3 bonus on attack and damage rolls with your chosen weapon.