

Natsumi Mori

Character Name

Swashbuckler 5

CLASS

5 (4)

22999 / 23000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	18	+4	18	+4		
CON Constitution	14	+2	14	+2		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	18	+4	18	+4		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE
(constitution)

+4

=

+1

+

+2

+

+1

+

+0

+

+0

+

REFLEX
(dexterity)

+9

=

+4

+

+4

+

+1

+

+0

+

+0

+

WILL
(wisdom)

+4

=

+1

+

+2

+

+1

+

+0

+

+0

+

Erin Irvin

Player Name

Kitsune / Humanoid

RACE

28

Female

AGE

GENDER

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

60

AC
armor class

19

:

14

:

15

=

10

+

4

+

0

+

4

+

0

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

MISC

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+4

=

+4

+

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Conditional Combat Modifiers:

+2 bonus on initiative checks if you have 1+ panache points.

When wielding your Katana one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

0

+

RANGED
attack bonus

+9

=

+5

+

+4

+

+0

+

+0

+

0

+

CMB
attack bonus

+6

=

+5

+

+1

+

+0

+

+

+

BULL RUSH

OVERRRUN

CMB

GRAPPLE

TRIP

DISARM

SUNDER

+6

+6

CMD

DIRTY TRICK

DRAW

REPOSITION

STEAL

21

21

CMB

+6

+6

+6

+6

CMD

21

21

21

21

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+1	20/x2	5 ft.

Special Properties:

*Katana		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	15-20/x2	5 ft.
2H	To Hit +11	Dam 1d8+5	2W-OH	To Hit N/A	Dam N/A	

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d4+1				

Wakizashi		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	15-20/x2	5 ft.
1H-P	To Hit +3	Dam 1d6+2	2W-P-(OH)	To Hit -1	Dam 1d6+2	
1H-O	+3	1d6+1	2W-P-(OL)	+1	1d6+2	
2H	+3	1d6+2	2W-OH	+1	1d6+1	

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt		Light	+4	+6	+0	10
*Bracers of Armor +1		mithral	+1		+0	0

None

Region

0' 0" / 0 lbs.

None

Alignment

Low-Light Vision

HEIGHT / WEIGHT

VISION

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

60

AC
armor class

19

:

14

:

15

=

10

+

4

+

0

+

4

+

0

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

MISC

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+4

=

+4

+

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 25		MAX RANKS: 5/5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics		DEX	13	=	4	+ 4 + 5
✓ Appraise		INT	3	=	1	+ 2
✓ Bluff		CHA	11	=	4	+ 4 + 3
✓ Climb		STR	6	=	1	+ 2 + 3
✓ Craft (Untrained)		INT	1	=	1	
✓ Diplomacy		CHA	4	=	4	
✓ Disable Device		DEX	5	=	4	+ 1
✓ Disguise		CHA	4	=	4	
✓ Escape Artist		DEX	4	=	4	
✓ Fly		DEX	4	=	4	
✓ Heal		WIS	2	=	2	
✓ Intimidate		CHA	10	=	4	+ 3 + 3
✓ Knowledge (Dungeoneering)		INT	3	=	1	+ 2
✓ Knowledge (Local)		INT	5	=	1	+ 1 + 3
✓ Perception		WIS	8	=	2	+ 3 + 3
✓ Perform (Untrained)		CHA	4	=	4	
✓ Ride		DEX	4	=	4	
✓ Sense Motive		WIS	6	=	2	+ 1 + 3
✓ Sleight of Hand		DEX	8	=	4	+ 1 + 3
✓ Stealth		DEX	5	=	4	+ 1
✓ Survival		WIS	2	=	2	
✓ Swim		STR	1	=	1	
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Charmed Life

Uses per Day

☐☐☐

Charmed Life (Ex):The swashbuckler gains a knack for getting out of trouble. 3 times per day as an immediate action before attempting a saving throw, she can add 4 to the result of the save. She must choose to do this before the roll is made. [Paizo Inc. - Advanced Class Guide, p.56]

Panache

Points

☐☐☐☐

[Paizo Inc. - Advanced Class Guide]

Light Crossbow (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +7		Damage: 1d6		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d6	1d6	1d6	1d6	1d6	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-3	-5	-7	-9	-11	
Dam	1d6	1d6	1d6	1d6	1d6	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Bracers of Armor +1	Equipped	1	1 / 1,000
Aura: moderate conjuration, Caster Level: 7th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, mage armor, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities, Plural: No, Slot: wrists			
Katana	Equipped	1	6 / 50
Bite	Equipped	1	0 / 0
Mithral Shirt	Equipped	1	12.5 / 1,100
mithral			
Cloak of Resistance +1	Equipped	1	1 / 1,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders			
Handy Haversack	Equipped	1	5 / 2,000
Aura: moderate conjuration, Caster Level: 9th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, secret chest, Slot: none2 lbs., 1 Backpack			
Backpack	Handy	1	2 / 2
	Haversack		
Pouch, Belt	Equipped	1	0.5 / 1
Wakizashi	Carried	1	2 / 35
Light Crossbow (Small)	Carried	1	2 / 35
TOTAL WEIGHT CARRIED/VALUE		30 lbs.	5,223gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Light over head	130	Light off ground	260
		Heavy	130
		Push / Drag	650

MONEY	
	Total= 0 gp

MAGIC

Languages

Other Companions

Special Qualities

Agile (Ex)	[Paizo Inc. - Bestiary 4, p.175]
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Kitsunes get a +2 racial bonus on Acrobatics checks.

Change Shape (Su)	[Paizo Inc. - Bestiary 4, p.175]
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Kitsune can assume the appearance of a specific single human form of the same sex.

Panache (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat. At the start of each day, a swashbuckler gains a number of panache points equal to her Charisma modifier [4] (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than her Charisma modifier [4] (minimum 1), though feats and magic items can affect this maximum. A swashbuckler spends panache to accomplish deeds (see below), and regains panache in the following ways. [Max Points = 4]

Swashbuckler Finesse (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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A swashbuckler gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Nimble (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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A swashbuckler gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the swashbuckler to lose her Dexterity bonus to AC also causes the swashbuckler to lose this dodge bonus.

Charmed Life (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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The swashbuckler gains a knack for getting out of trouble. 3 times per day as an immediate action before attempting a saving throw, she can add 4 to the result of the save. She must choose to do this before the roll is made.

Swashbuckler Weapon Training (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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A swashbuckler gains a +1 bonus on attack and damage rolls with one-handed or light piercing melee weapons. While wielding such a weapon, she gains the benefit of the Improved Critical feat.

Bonus Feats	[Paizo Inc. - Advanced Class Guide, p.56]
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At 4th level, and every four levels thereafter, a swashbuckler gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be

selected from those listed as combat feats. Swashbuckler levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

Deeds	[Paizo Inc. - Advanced Class Guide, p.56]
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Swashbucklers spend panache points to accomplish deeds. Most deeds grant the swashbuckler a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the swashbuckler has at least 1 panache point, but do not require expending panache to be maintained. A swashbuckler can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the swashbuckler has or spends the required number of panache points to perform the deed.

Derring-Do (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to 4 times.

Dodging Panache (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from the original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Opportune Parry and Riposte (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Kip-Up (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 3rd level, while the swashbuckler has at least 1 panache point, she can kip-up from prone as a move action without provoking an attack of opportunity. She can kip-up as a swift action instead by spending 1 panache point.

Menacing Swordplay (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 3rd level, while she has at least 1 panache point, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can choose to use Intimidate to demoralize that opponent as a swift action instead of a standard action.

Precise Strike (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding +5 damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit. As a swift action, a swashbuckler can spend 1 panache point to deal 10 additional damage instead. This benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the Signature Deed feat).

Swashbuckler Initiative (Ex)	[Paizo Inc. - Advanced Class Guide, p.56]
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At 3rd level, as long as the swashbuckler has at least 1 panache point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and she has any light or one-handed piercing weapon that is not hidden, she can draw that weapon as part of the initiative check.

Kitsune Magic (Ex)	[Paizo Inc. - Bestiary 4, p.175]
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Kitsune add +1 to the DC of any enchantment spells they cast.

Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
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You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Natural Weapon (Ex) [Paizo Inc. - Dragon Empires Gazetteer]

A kitsune has a bite attack in its natural form. This bite does a base of 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the kitsune wields a manufactured weapon.

Natural Weapons (Ex) [Paizo Inc. - Bestiary 4, p.175]

Kitsune have a bite attack in their natural form.

Weapon and Armor Proficiency [Paizo Inc. - Advanced Class Guide]

Swashbucklers are proficient with simple and martial weapons, as well as light armor and bucklers.

Feats

Slashing Grace (Katana) [Paizo Inc. - Advanced Class Guide, p.156]

Choose one kind of slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied.

Two-Weapon Fighting [Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Katana) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aldori Dueling Sword, Amentum, Ankus, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Bite, Blade Boot, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Combat Scabbard, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Estoc, Falchion, Light Flail, Heavy Flail, Gaff, Gandasa, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Hair, Halberd, Light Hammer, Hanbo, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Hurlbat, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Kumade, Kunai, Lance, Laser Torch, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Machete, Manople, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Planson, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Spear-Sling, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Stonebow, Switchblade Knife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Great Terbutje, Throwing Arrow Cord, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Weighted Spear, Wushu Dart

Innate Racial Spells

Name	School	Time	Duration	Range	Source
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<div><div></div><div></div><div></div></div> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR.p.263
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[V, S] **TARGET:** Up to four lights, all within a 10-ft.-radius area; **EFFECT:** You create up to four lights that resemble lanterns or torches. [SR:No]

* =Domain/Speciality Spell

Innate

Dancing Lights

Natsumi Mori

RACE

Kitsune

AGE

28

AGE

GENDER

Female

VISION

Low-Light Vision

ALIGNMENT

None

DOMINANT HAND

Right

HEIGHT

0' 0"

WEIGHT

0 lbs.

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Notes:

Traits:

Fast Shifter (Su) You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.