

## J'ack Rameur

Male kitsune unchained rogue (kitsune trickster)

2/swashbuckler (inspired blade) 5 - CL7 - CR 6

Chaotic Neutral Humanoid (Kitsune, Shapechanger); Deity:

Cayden Cailean; Age: 33; Height: 5' 2"; Weight: 130 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	18/20	+4/+5	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION) +4 = +1 +2 +1    
Lonely: -2 penalty vs. charm spells and spell-like abilities

**REFLEX**  
(DEXTERITY) +13 = +7 +5 +1    
Lonely: -2 penalty vs. charm spells and spell-like abilities

**WILL**  
(WISDOM) +3 = +1  +1 +1   
Lonely: -2 penalty vs. charm spells and spell-like abilities

Total Armor Shield Dex Size Natur Deflec Dodge Misc  
**AC** 22 = +4 +1 +5 +1   +1

**Touch AC** 17 **Flat-Footed AC** 16  
BAB Dexterity Size Misc

**CM Bonus** +10 = +6 +5 -1 -

BAB Strength Dexterity Size  
**CM Defense** 21 = 10 +6 +0 +5 -1

**Base Attack** +6 **HP** 63

**Initiative** +7 Damage / Current HP

**Speed** 30 ft

### Bite (Kitsune)

Main hand: +7, 1d3

Crit: x2  
Light, B/P/S

### Rapier

Main hand: +14/+9, 1d4+2

Crit: 15-20/x2  
1-hand, P

Both hands: +14/+9, 1d4+2

### Masterwork buckler

+1

Max Dex: -, Armor Check: -  
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+14	DEX (5)	6	
<b>Appraise</b>	+10	INT (2)	5	
<b>Bluff</b>	+12	CHA (2)	5	
Charming: +1 vs. characters who could be attracted to you				
<b>Climb</b>	+8	STR (0)	5	
<b>Craft (gemcutting)</b>	+4	INT (2)	1	
<b>Diplomacy</b>	+10	CHA (2)	3	
Charming: +1 vs. characters who could be attracted to you				
<b>Disable Device</b>	+16	DEX (5)	6	
<b>Disguise</b>	+8	CHA (2)	1	
<b>Escape Artist</b>	+9	DEX (5)	1	
<b>Fly</b>	+7	DEX (5)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+11	CHA (2)	6	
<b>Knowledge (local)</b>	+6	INT (2)	1	
<b>Perception</b>	+10	WIS (0)	7	
Lonely: -2 penalty vs. disguises				
<b>Ride</b>	+5	DEX (5)	-	
<b>Sense Motive</b>	+5	WIS (0)	2	
<b>Sleight of Hand</b>	+10	DEX (5)	2	
<b>Spellcraft</b>	+3	INT (2)	1	
<b>Stealth</b>	+13	DEX (5)	1	
<b>Survival</b>	+0	WIS (0)	-	

**Area map**: +1 circumstance bonus to navigate in the wilderness in Tulsa-Aria, **Footprint book**: +2 circumstance bonus to identify a creature by its tracks, though the use of shoes makes identifying many humanoids difficult or impossible

<b>Swim</b>	+7	STR (0)	4
<b>Use Magic Device</b>	+6	CHA (2)	1

### Feats

Accomplished Sneak Attacker  
Agile Maneuvers  
Armor Proficiency (Light)  
Buckler Proficiency  
Combat Expertise +/-2  
Combat Reflexes (6 AoO/round)  
Martial Weapon Proficiency - All  
Musketeer's Sidestep  
Piranha Strike -2/+4  
Rogue Weapon Proficiencies  
Simple Weapon Proficiency - All  
Weapon Finesse  
Weapon Focus (Rapier)

### Traits

Charming  
Indomitable Faith  
Reactionary

### Drawbacks

Lonely

## Mithral shirt

+4

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Gear

**Total Weight Carried: 13/75 lbs, Light Load**  
**(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)**

Area map (Tulsa-Aria) <In: Handy haversack (27 @	2 lbs
Artisan's outfit (Free)	-
Bedroll <In: Handy haversack (27 @ 53.74 lbs)>	5 lbs
Belt of incredible dexterity +2	0.5 lbs
Belt pouch (1 @ 0 lbs)	0.5 lbs
Caltrops <In: Handy haversack (27 @ 53.74 lbs)>	2 lbs
Cloak of resistance +1	0.5 lbs
Cutting board, wooden <In: Handy haversack (27 @	2 lbs
Daredevil boots (10 rounds/day)	0.5 lbs
Flint and steel <In: Handy haversack (27 @ 53.74 lbs)>	-
Footprint book <In: Handy haversack (27 @ 53.74	3 lbs
Garnet <In: Belt pouch (1 @ 0 lbs)>	-
Handy haversack (27 @ 53.74 lbs)	2.5 lbs
Knife, cutting <In: Handy haversack (27 @ 53.74	0.5 lbs
Ladle <In: Handy haversack (27 @ 53.74 lbs)>	0.5 lbs
Manacles, masterwork <In: Handy haversack (27 @	2 lbs
Masterwork buckler	2.5 lbs
Mess kit <In: Handy haversack (27 @ 53.74 lbs)>	1 lb
Mirror <In: Handy haversack (27 @ 53.74 lbs)>	0.5 lbs
Mithral shirt	5 lbs
Money <In: Handy haversack (27 @ 53.74 lbs)>	5.74 lbs
Pot <In: Handy haversack (27 @ 53.74 lbs)>	4 lbs
Rapier	1 lb
Seasonings, local <In: Handy haversack (27 @	0.5 lbs
Silk rope <In: Handy haversack (27 @ 53.74 lbs)>	5 lbs
Skewer <In: Handy haversack (27 @ 53.74 lbs)>	1 lb
Skillet <In: Handy haversack (27 @ 53.74 lbs)>	4 lbs
Soap <In: Handy haversack (27 @ 53.74 lbs)>	0.5 lbs
Swordmaster's flair (blue scarf, 1/day)	-
Thieves' tools, masterwork <In: Handy haversack (27	2 lbs
Tinder packet <In: Handy haversack (27 @ 53.74	0.5 lbs
Trail rations x5 <In: Handy haversack (27 @ 53.74	1 lb
Tripod, iron <In: Handy haversack (27 @ 53.74 lbs)>	3 lbs
Waterskin <In: Handy haversack (27 @ 53.74 lbs)>	4 lbs

## Special Abilities

Change Shape (Human) (Su)  
 Charmed Life +2 (3/day) (Ex)  
 Deed: Derring-Do (+5 extra dice) (Ex)  
 Deed: Dodging Panache +2 (Ex)  
 [N/A] Deed: Kip-Up (Ex)  
 [N/A] Deed: Menacing Swordplay (Ex)  
 Deed: Opportune Parry and Riposte (Ex)  
 [N/A] Deed: Precise Strike +5 (Ex)  
 [N/A] Deed: Swashbuckler Initiative (Ex)  
 Evasion (Ex)  
 Frantically Nimble (Ex)  
 Inspired Panache (Ex)  
 Low-Light Vision  
 Panache (Ex)  
 Sneak Attack (Unchained) +2d6

## Experience & Wealth

Experience Points: **53119/77,000**  
Current Cash: **50 pp, 237 gp**

## Spell-Like Abilities

Dancing Lights (3/day)

## Tracked Resources

Charmed Life +2 (3/day) (Ex)

Daredevil boots (10 rounds/day)

Panache Pool (4/day)

Swordmaster's flair (blue scarf, 1/day)

Trail rations

## Languages

Common

Gnome

Elven

Sylvan

## Sourcebooks Used

- **Advanced Class Guide** - Frantically Nimble (special ability); Inspired Blade (archetype); Swashbuckler (class); Swordmaster's flair (blue scarf) (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Footprint book (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Charming (trait); Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Indomitable Faith (trait)
- **Advanced Race Guide** - Kitsune Trickster (archetype)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Kitsune (race)
- **Advanced Race Guide / Ultimate Equipment** - Daredevil boots (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Area map (equipment)
- **Blood of the Beast** - Keen Kitsune (alternate racial trait); Skilled (alternate racial trait)
- **Dirty Tactics Toolbox** - Accomplished Sneak Attacker (feat)
- **Sargava, the Lost Colony** - Piranha Strike (feat)
- **Spymaster's Handbook** - Lonely (???)
- **Ultimate Equipment** - Mess kit (equipment); Skillet (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)
- **Villain Codex** - Musketeer's Sidestep (feat)

## J'ack Rameur – Abilities & Gear

### Accomplished Sneak Attacker **Feat**

Your strikes against a foe's vital spots are extra deadly.

**Prerequisite:** Sneak attack class feature.

**Benefit:** Your sneak attack damage increases by 1d6. Your number of sneak attack dice cannot exceed half your character level (rounded up).

**Appears In :** Dirty Tactics Toolbox

### Agile Maneuvers **Feat**

You've learned to use your quickness in place of brute force when performing combat maneuvers.

**Benefit:** You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

**Normal:** You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

### Combat Expertise +/-2 **Feat**

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

### Combat Reflexes (6 AoO/round) **Feat**

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### Musketeer's Sidestep **Feat**

You're able to dodge attacks with increased panache.

**Prerequisites:** Dodging panache deed, swashbuckler level 3rd.

**Benefit:** When you use the dodging panache deed, the movement granted by that deed does not provoke attacks of opportunity from any creature, and you gain a +2 dodge bonus to your Armor Class.

**Appears In :** Villain Codex

### Piranha Strike -2/+4 **Feat**

**Prerequisites:** Weapon Finesse, base attack bonus +1.

**Benefit:** When wielding a light weapon, you can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and for every 4 points thereafter, the penalty increases by –1 and the bonus on damage rolls increases by +2. You must choose to use this feat before the attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. This feat cannot be used in conjunction with the Power Attack feat.

**Appears In :** Sargava, the Lost Colony

### Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### Weapon Focus (Rapier) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Charming **Trait**

Blessed with good looks, you've come to depend on the fact that others find you attractive.

**Benefit:** You gain a +1 trait bonus when you use Bluff or Diplomacy on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Indomitable Faith **Trait**

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

## J'ack Rameur – Abilities & Gear

### Reactionary

#### Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Change Shape (Human) (Su) Racial Ability (Kitsune)

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

### Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Charmed Life +2 (3/day) (Ex) Class Ability (Swashbuckler)

At 2nd level, the swashbuckler gains a knack for getting out of trouble. Three times per day as an immediate action before attempting a saving throw, she can add her Charisma modifier to the result of the save. She must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18th level).

### Deed: Derring-Do (+5 extra dice) (Ex) Class Ability (Swashbuckler)

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 a number of times equal to her Dexterity modifier (minimum 1).

### Deed: Dodging Panache +2 (Ex) Class Ability (Swashbuckler)

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.

### Deed: Kip-Up (Ex) Class Ability (Swashbuckler)

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.

### Deed: Menacing Swordplay (Ex) Class Ability (Swashbuckler)

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 (Pathfinder RPG Core Rulebook 99) as a swift action instead of a standard action.

### Deed: Opportune Parry and Riposte (Ex) Class Ability (Swashbuckler)

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.

### Deed: Precise Strike +5 (Ex) Class Ability (Swashbuckler)

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 her swashbuckler level to the 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 double her precise strike's damage bonus on the next attack. 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).

### Deed: Swashbuckler Initiative (Ex) Class Ability (Swashbuckler)

At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has any single light or one-handed piercing melee weapon that isn't hidden, she can draw that weapon as part of the initiative check.

### Evasion (Ex) Class Ability (Rogue (Unchain))

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

## J'ack Rameur – Abilities & Gear

### Frantically Nimble (Ex)

Class Ability (Gunslinger, Swashbuckler)

While this dare is active, you gain a +2 dodge bonus to AC. You regain 1 grit or panache point when any enemy making a ranged or melee attack against you misses you three consecutive times. The attacks need not come from the same enemy.

Dares are similar to deeds in that they grant a gunslinger or a swashbuckler extra abilities based on either grit or panache, but unlike deeds, dares become active when a member of these classes runs out of her respective pool, and become inactive until the character regains points of their respective pool. They grant the character a benefit and a new ability to regain or increase the ability to regain either grit or panache.

A dare can be taken in place of one of the bonus feats a gunslinger or a swashbuckler gains at 4th level and every 4 levels thereafter. A gunslinger or a swashbuckler can choose to have multiple dares, but can only pick one to be active each time she reaches 0 grit or panache points. Once chosen, the active dare cannot be changed until the gunslinger or swashbuckler reaches 0 grit or panache points again.

**Appears In** : Advanced Class Guide

### Inspired Panache (Ex)

Class Ability (Swashbuckler)

Each day, an inspired blade gains a number of panache points equal to her Charisma modifier (minimum 1) and Intelligence modifier (minimum 1), instead of just her Charisma modifier.

Unlike other swashbucklers, an inspired blade gains no panache from a killing blow. She gains panache only from scoring a critical hit with a rapier. This ability alters the panache class feature.

### Panache (Ex)

Class Ability (Swashbuckler)

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 (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (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.

**Critical Hit with a Light or One-Handed Piercing Melee Weapon** : Each time the swashbuckler confirms a critical hit with a light or one-handed piercing melee weapon, she regains 1 panache point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the swashbuckler's character level doesn't restore panache.

**Killing Blow with a Light or One-Handed Piercing Melee Weapon** : When the swashbuckler reduces a creature to 0 or fewer hit points with a light or one-handed piercing melee weapon attack while in combat, she regains 1 panache point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the swashbuckler's character level to 0 or fewer hit points doesn't restore any panache.

### Sneak Attack (Unchained) +2d6

Class Ability (Rogue (Unchained))

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with the usual –4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with total concealment.

### Area map (Tulsa-Aria)

Gear

A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

**Appears In** : Adventurer's Armory, Ultimate Equipment

### Footprint book

Gear

This 50-page tome contains accurate drawings of various common animal, humanoid, and monster tracks, as well as notes on stride length, tread depth, and similarly useful information. The book gives you a +2 circumstance bonus to identify a creature by its tracks, though the use of shoes makes identifying many humanoids difficult or impossible. Though the book can't help you identify unique individuals, it can help you tell an ogre footprint from a troll footprint, or an elf's track from an orc's. Books sold in different areas may have different footprints, depending on what creatures are common to that location.

**Appears In** : Advanced Player's Guide, Ultimate Equipment

### Belt of incredible dexterity +2 Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

**Requirements**: Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp

### Cloak of resistance +1

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### Construction

**Requirements**: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

### **Daredevil boots (10 rounds/day) Wondrous Item (Feet)**

This pair of magical boots shimmers in vibrant shades of blazing red and burning orange when they are held up to the light. These boots allow the wearer to gain extra maneuverability while moving through hazardous areas. As a free action, the wearer can click her heels together to grant herself a +5 competence bonus on Acrobatics checks made to move through threatened squares or to move through an enemy's space without provoking attacks of opportunity for up to 10 rounds per day. The rounds do not need to be consecutive. Furthermore, anytime the wearer of the boots successfully moves through the space of an enemy without provoking an attack of opportunity, she gains a +1 bonus on attack rolls against that enemy until the end of her turn.

#### **Construction**

**Requirements** Craft Wondrous Item, *cat's grace*; **Cost** 700 gp

**Appears In** : Advanced Race Guide, Ultimate Equipment

### **Handy haversack (27 @ 53.74 lbs) Wondrous Item**

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

#### **Construction**

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

### **Swordmaster's flair (blue scarf, 1/day) Wondrous Item**

These garish tokens usually take the form of a colorful clothing accessories. So long as a token is grasped in the user's off hand, she can spend 1 panache point to gain the use of a specific ability associated with the token. Once per day, the bearer can use the token to gain the full benefit of the token without spending panache. Non-swashbucklers can use the tokens, but unless they have another way of gaining panache, they can use the ability only once per day. A character can benefit from only one token at a time; holding a second token provides no additional benefit. There are four types of tokens, each offering a different benefit.

*Blue Scarf*: The user can spend 1 panache point as a swift action to increase her melee reach with light or one-handed piercing weapons by 5 feet for 1 minute.

#### **Construction**

**Requirements**: Blind Fight, Craft Wondrous Item, Improved Trip, Lunge, Nimble Moves, *good hope* **Cost** 1,250 GP

**Appears In** : Advanced Class Guide

**Fortune's Vanguard / Alia - J'ack Rameur (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2020/02/08

**XP Reward** : 30119 XP; **Net Cash** : 50 pp, 10341 gp, -4 sp

- no notes -

**Slow Progression Adjust - J'ack Rameur (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2020/06/20

**XP Reward** : -12000 XP; **Net Cash** :

- no notes -