



## ORSIA WENTWORTH

Female human swashbuckler 3  
CG Medium humanoid (human)  
**Homeland** Caneus Empire  
**Deity** Sanguine Covenant  
**Init** +7; **Senses** Perception +6

### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)  
**HP** 24 (3d10+3)  
**Fort** +2, **Ref** +6, **Will** +1; charmed life

### OFFENSE

**Speed** 30 ft.  
**Melee** mwk rapier +8 (1d6+1, 18–20/x2)  
**Ranged** mwk light crossbow +7 (1d8, 19–20/x2)  
**Special Attacks** precise strike, menacing swordplay, opportune parry and riposte

### STATISTICS

**Str** 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 16  
**Base Atk** +3; **CMB** +4; **CMD** 17  
**Feats** Improved Initiative, Weapon Focus (rapier)  
**Skills** Acrobatics +9, Bluff +9, Intimidate +9, Perception +6, Sense Motive +6  
**Language** Common  
**SQ** derring-do, dodging panache, kip-up, nimble, swashbuckler initiative

### SPECIAL ABILITIES

**Charmed Life (Ex)** Orsia has a knack for getting out of trouble. As an immediate action before attempting a saving throw, she may add her Charisma modifier to the result of the save. She must choose to do this before rolling, and she may use this ability three times per day.

**Derring-Do (Ex)** Orsia may spend 1 panache point to add 1d6 to an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check. She may do this after she rolls the check but before the result is revealed. If she rolls a natural 6, she rolls another 1d6 and adds it to the check. She can do this up to three times, as long as she continues rolling natural 6s.

**Dodging Panache (Ex)** When an opponent attempts a melee attack against Orsia, she may spend 1 panache point as an immediate action to move 5 feet and gain a +3 dodge bonus to AC against the triggering attack. The attack resolves as if she had remained in her original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who made the triggering attack. Orsia can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load.

**Kip-Up (Ex)** While Orsia has at least 1 panache point, she may use a move action to kip-up from prone without



provoking an attack of opportunity. By spending 1 panache point, she may kip-up as a swift action instead.

**Menacing Swordplay (Ex)** When Orsia hits an opponent with a light or one-handed piercing melee weapon, she may use Intimidate to demoralize that opponent as a swift action instead of a standard action, as long as she has at least 1 panache point.

**Nimble (Ex)** Orsia gains a +1 dodge bonus to AC while wearing light or no armor. If she loses her Dexterity bonus to AC for any reason, she also loses this dodge bonus.

**Opportune Parry and Riposte (Ex)** When an opponent makes a melee attack against Orsia, she may spend 1 panache point and use an attack of opportunity to attempt to parry that attack. She makes an attack roll as if she were making an attack of opportunity, taking a –2 penalty for each size category the attacking creature is larger than her. If her result is greater than the attacking creature's result, the creature's attack automatically misses. Orsia must declare that she will use this ability before the opponent makes its attack roll. If she succeeds on this parry has at least 1 panache point, she may attack the creature whose attack she parried as an immediate action, provided it is within her reach.

**Panache (Ex)** At the start of each day, Orsia gains 3 panache points. Her panache changes throughout the day, but usually cannot go higher than 3. She spends

panache to accomplish deeds, and regains panache in the following ways:

*Critical Hit with a Light or One-Handed Piercing Melee Weapon:* Each time Orsia 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 with fewer Hit Dice than half her character level doesn't restore panache.

*Killing Blow with a Light or One-Handed Piercing Melee Weapon:* When Orsia reduces a creature to 0 or fewer hit points in combat by attacking with a light or one-handed piercing melee weapon, 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 with fewer Hit Dice than half her character level to 0 or fewer hit points doesn't restore panache.

**Precise Strike (Ex)** While Orsia has at least 1 panache point, she 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, Orsia cannot attack with a weapon in her other hand or use a shield other than a buckler. She can use this ability with thrown light or one-handed piercing melee weapons, so long as her target is within 30 feet. Any creature immune to sneak attacks or to critical hits is also immune to the additional damage granted by precise strike. This additional damage is precision damage and is not multiplied on a critical hit.

As a swift action, Orsia may spend 1 panache point to double her precise strike's damage bonus on her next attack. This benefit must be used before the end of her turn or it is lost.

**Swashbuckler Finesse (Ex)** Orsia gains the benefits of Weapon Finesse 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 Weapon Finesse for the purposes of meeting feat prerequisites.

**Swashbuckler Initiative (Ex)** While Orsia has at least 1 panache point, she gains a +2 bonus on initiative checks.

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## EQUIPMENT

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masterwork rapier, masterwork light crossbow with 20 bolts, masterwork chain shirt, backpack, bull's eye lantern, grappling hook, oil (5), silk rope, trail rations (2 weeks), *potion of cure light wounds* (2), 50 gp

## CANEUS EMPIRE

The Caneus Empire was forged from feudal duchies of Nas people when Gregory Eland was pushed to war against major magnates because of their petty abuse of the people and lands they lorded over. In a brilliant campaign he crushed his opposition and crowned himself emperor, starting the dynasty which guides the Caneus Empire to this day.

The lands comprising the empire are mostly harsh, cold mountains, giving birth to tough, strong, brave people who see life as a series of trials and tests.

The creation of the empire did not erase the feudal structures of old—it retained the dukes, barons, knights, and serfs—but bound them together in service to the emperor, and instilled a strong sense of duty and loyalty to the nation, which the nobility lacked prior to the unification.

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**Deity** Sanguine Covenant  
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### DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)  
**HP** 37 (5d10+5)  
**Fort** +3, **Ref** +8, **Will** +2; charmed life

### OFFENSE

**Speed** 30 ft.  
Melee mwk rapier +11 (1d6+5, 18–20/x2)  
**Ranged** mwk light crossbow +9 (1d8, 19–20/x2)  
**Special Attacks** precise strike, menacing swordplay, opportune parry and riposte

### STATISTICS

**Str** 14, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 16  
**Base Atk** +5; **CMB** +7; **CMD** 20  
**Feats** Alertness, Improved Initiative, Weapon Focus (rapier), Weapon Specialization (rapier)  
**Skills** Acrobatics +11, Bluff +11, Intimidate +11, Perception +10, Sense Motive +10  
**Language** Common  
**SQ** derring-do, dodging panache, kip-up, nimble, swashbuckler initiative

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## EQUIPMENT

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