

Roshiko Amanogawa

Male fetchling shadowdancer 10/swashbuckler

(inspired blade) 8 - CL18 - CR 17

Chaotic Good Outsider (Native); Deity: **Cayden Cailean**;

Age: **24**; Height: **5' 9"**; Weight: **101 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	20/26	+5/+8	
CON CONSTITUTION	12/18	+1/+4	
INT INTELLIGENCE	14/18	+2/+4	
WIS WISDOM	10	0	
CHA CHARISMA	16/20	+3/+5	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+14 = **+5** **+4** **+5**

Fed-Up Citizen: +1 trait bonus vs. mind-affecting effects,
Shadow Master: +2 luck bonus when in dim light, **Strong Willed**: +2 trait bonus vs. charm and compulsion

REFLEX (DEXTERITY)

+24 = **+11** **+8** **+5**

Fed-Up Citizen: +1 trait bonus vs. mind-affecting effects,
Shadow Master: +2 luck bonus when in dim light, **Strong Willed**: +2 trait bonus vs. charm and compulsion

WILL (WISDOM)

+10 = **+5** **+5**

Fed-Up Citizen: +1 trait bonus vs. mind-affecting effects,
Shadow Master: +2 luck bonus when in dim light, **Strong Willed**: +2 trait bonus vs. charm and compulsion

Damage Reduction (10/- [in dim light])

Energy Resistance, Electricity (5)

Energy Resistance, Cold (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 32	=	+9	<input type="checkbox"/>	+6	<input type="checkbox"/>	+4	<input type="checkbox"/>	+3	<input type="checkbox"/>

Touch AC 19 **Flat-Footed AC 23**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+14	=	+15	-1	-

+24 Tricking; +24 Disarming; +24 Repositioning; +24 Tripping

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
35	=	10	+15	-1

45 vs. Dirty Trick; 45 vs. Disarm (**Fencing Grace**: +2 CMD vs. attempts to disarm rapier); 45 vs. Reposition; 45 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+15	HP	182
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Adaptable Flatterer: +1 trait bonus against opponents who are denied their Dexterity bonus to AC against you

Initiative	+14	Damage / Current HP	
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Speed	30 ft		
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+30	DEX (8)	14	
Appraise	+2	INT (4)	-	
Bluff	+26	CHA (5)	18	
		Adaptable Flatterer : +1 trait bonus on Bluff checks and on attack rolls against opponents who are denied their Dexterity bonus to AC against you		
Climb	+5	STR (-1)	3	
Diplomacy	+3	CHA (5)	-	
Disguise	+15	CHA (5)	6	
Escape Artist	+15	DEX (8)	4	
Fly	+20	DEX (8)	12	
Heal	-2	WIS (0)	-	
Intimidate	+25	CHA (5)	17	
Knowledge (local)	+15	INT (4)	8	
Perception	+21	WIS (0)	18	
Perform (dance)	+26	CHA (5)	18	
Ride	+6	DEX (8)	-	
Sense Motive	+21	WIS (0)	18	
Sleight of Hand	+24	DEX (8)	13	
Stealth	+40	DEX (8)	14	
Survival	-2	WIS (0)	-	
Swim	+3	STR (-1)	1	

Feats

Armor Proficiency (Light)
Bodyguard
Buckler Proficiency
Circling Mongoose
Combat Reflexes (9 AoO/round)
Dodge

Feats

Fencing Grace
 Improved Initiative
 In Harm's Way
 Martial Weapon Proficiency - All
 Mobility
 Quick Draw
 Simple Weapon Proficiency - All
 Spring Attack
 Spring-Heeled Reaping
 Spring-Heeled Sprint
 Spring-Heeled Style
 Weapon Focus (Rapier)

Traits

Adaptable Flatterer
 Fed-Up Citizen
 Strong Willed

Drawbacks

Meticulous

+5 confounding dueling rapier

Main hand: **+30/+25/+20, 1d6+15+8** Crit: 15-20/x2
 Precision 1-hand, P

Precision

Both hands: **+30/+25/+20, 1d6+15+8**

Precision

Adaptable Flatterer: +1 trait bonus against opponents who are denied their Dexterity bonus to AC against you

+5 corsair shadow, greater spiteful mithral chain shirt

+9

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

Gear

**Total Weight Carried: 18.5/90 lbs, Light Load
 (Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

+5 confounding dueling rapier	2 lbs
+5 corsair shadow, greater spiteful mithral chain	12.5 lbs
Amulet of natural armor +4	-
Artisan's outfit (Free)	-
Belt of physical might +6 (Dex, Con)	1 lb
Blouse of the boastful bastard	-
Cloak of the sneaky scoundrel	2 lbs
Headband of mental prowess +4 (Int, Cha, Bluff, Sense)	1 lb
Money	-
Ring of resilience	-
Ring of resistance +5	-
Swordmaster's flair (blue scarf, 1/day)	-
Swordmaster's flair (green glove, 1/day)	-
Swordmaster's flair (white lace kerchief, 1/day)	-

Special Abilities

Charmed Life +5 (4/day) (Ex)
 Confounding
 Corsair
 Darkvision (90 feet)
 Deed: Derring-Do (+8 extra dice) (Ex)

Experience & Wealth

Experience Points: **180000**/2,550,000
 Current Cash: **3,430 gp**

Special Abilities

Deed: Dodging Panache +5 (Ex)
 Deed: Kip-Up (Ex)
 Deed: Menacing Swordplay (Ex)
 Deed: Opportune Parry and Riposte (Ex)
 Deed: Precise Strike +8 (Ex)
 Deed: Superior Feint (Ex)
 Deed: Swashbuckler Initiative (Ex)
 Deed: Swashbuckler's Grace (Ex)
 Deed: Targeted Strike (Ex)
 Defensive Roll (1/day) (Ex)
 Grig Jig (3/day) (Su)
 Hide in Plain Sight (Su)
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 22) (Ex)
 Inspired Panache (Ex)
 Kami Warden (Su)
 Panache (Ex)
 Shadow Blending (50% miss chance) (Su)
 Shadow Jump (32 10-ft inc/day) (Su)
 Shadow Master (Su)
 Slippery Mind (Ex)
 Summon Shadow (Su)
 Umbral Escort
 Umbral Gear (20 minutes/day) (Su)

Spell-Like Abilities

Plane Shift (Shadow or Material plane, 1/day)	<input type="checkbox"/>
Shadow Call (4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shadow Illusion (5/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shadow Power (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Shadow Walk (1/day)	<input type="checkbox"/>

Tracked Resources

Charmed Life +5 (4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Defensive Roll (1/day) (Ex)	<input type="checkbox"/>
Grig Jig (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Panache Pool (9/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shadow Jump (32 10-ft inc/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Swordmaster's flair (blue scarf, 1/day)	<input type="checkbox"/>
Swordmaster's flair (green glove, 1/day)	<input type="checkbox"/>
Swordmaster's flair (white lace kerchief, 1/day)	<input type="checkbox"/>
Umbral Gear (20 minutes/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal

Elven

Roshiko Amanogawa – Abilities & Gear

Bodyguard Feat

Your swift strikes ward off enemies attacking nearby allies.

Prerequisite: Combat Reflexes.

Benefit: When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

Normal: Aid another is a standard action.

Appears In : Advanced Player's Guide

Circling Mongoose Feat

You keep your opponent on the defensive as you circle around threateningly.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: When you are adjacent to a foe, as a full-round action, you can take a full-attack action to make melee attacks against the foe, moving 5 feet before each attack. You must move 5 feet before each melee attack you make, and can't exceed your maximum speed, exceed your maximum number of attacks in a round, or attack any other target until the beginning of your next turn. You must remain adjacent to the foe, and your movement provokes attacks of opportunity as normal unless you succeed at the appropriate Acrobatics checks. If your first attack against the foe hits, you are considered to be flanking the foe on your second attack. Subsequent attacks made as part of the full-attack action continue to be treated as if you were flanking the foe until one of your attacks misses, at which point your attacks are treated normally.

Normal: A character without this feat is limited to only one 5-foot step during a full attack, taken before, after, or between attacks.

Appears In : Melee Tactics Toolbox

Combat Reflexes (9 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.

Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fencing Grace Feat

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (rapier).

Benefit: When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or anytime another hand is otherwise occupied.

In addition, if you have the panache class feature, you gain a +2 bonus to your CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

Appears In : Advanced Class Origins, Ultimate Intrigue

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

In Harm's Way Feat

You put yourself in danger's path to save your allies.

Prerequisite: Bodyguard.

Benefit: While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

Appears In : Advanced Player's Guide

Mobility Feat

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Quick Draw Feat

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Roshiko Amanogawa – Abilities & Gear

Spring Attack

Feat

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Spring-Heeled Reaping

Feat

Your armor's flexibility and your own training allow you to strike multiple times while moving.

Prerequisites: Dex 17, Dodge, Mobility, Shot on the Run or Spring Attack, Spring-Heeled Sprint, Spring-Heeled Style, base attack bonus +11, proficiency with light armor.

Benefit: While using Spring-Heeled Style, whenever you use Shot on the Run or Spring Attack, you can attack two different creatures at any point in your movement. Each attack is made at your full attack bonus. Any creature that you attack in melee with this feat cannot make attacks of opportunity against you for that movement, as normal for Spring Attack.

Appears In : Armor Master's Handbook

Spring-Heeled Sprint

Feat

You can move quickly without sacrificing your offense.

Prerequisites: Dex 15, Dodge, Mobility, Shot on the Run or Spring Attack, Spring-Heeled Style, base attack bonus +7, proficiency with light armor.

Benefit: While using Spring-Heeled Style, you can move up to twice your speed when using the Shot on the Run or Spring Attack feats.

Appears In : Armor Master's Handbook

Spring-Heeled Style

Feat

You cunningly dart across the battlefield from foe to foe, taking advantage of your armor's flexibility to duck blows.

Prerequisites: Dex 13, Dodge, Mobility, Shot on the Run or Spring Attack, base attack bonus +4, proficiency with light armor.

Benefit: If using this style during any round in which you take a move action to move 10 or more feet, you gain a +2 bonus on weapon attack rolls until the start of your next turn. While using this style, you gain the AC bonus from Mobility against attacks of opportunity provoked by making a ranged attack or loading a ranged weapon.

Special: A character with the armor training class feature can use Spring-Heeled Style while wearing any type of armor with which she is proficient.

Appears In : Armor Master's Handbook

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.

Adaptable Flatterer

Trait

A life spent avoiding racial mistrust has taught you to humor others effectively when it is useful to do so. You gain a +1 trait bonus on Bluff checks and on attack rolls against opponents who are denied their Dexterity bonus to AC against you.

Appears In : Bastards of Golarion

Fed-Up Citizen

Trait

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae—a lawful neutral or perhaps lawful good power allowed to practice within Cheliax, but only under restrictions. Yet despite this, Thrune has always made Cheliax a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. If that means aligning yourself to a rebel faction such as the Silver Ravens, so be it.

Note that this trait works particularly well for paladins or other characters who wish to venerate lawful causes but still oppose the government. Your GM should be open to allowing lawful characters to perform actions out of character for someone of lawful alignment, provided the end goal is a new and better government for Kintargo, but with this feat, characters tied strongly to law (such as lawful clerics, monks, or paladins) can hide those ties in ways that help them perform as rebels without giving up their actual convictions.

You're good at hiding your true colors and faith to avoid attracting the wrong kind of attention. You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses *detect good* or *detect law* on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard-aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects.

Appears In : Hell's Rebels

Strong Willed

Trait

Your fervent desire to choose your own path gives you strong willpower, and you receive a +2 trait bonus on saving throws against charm and compulsion effects.

Appears In : Faiths of Purity, Inner Sea Gods

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Damage Reduction (10/- [in dim light]) Unknown

You have Damage Reduction against all attacks.

Darkvision (90 feet) Racial Ability, Senses (Fetchling)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Cold (5) Unknown

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) Unknown

You have the specified Energy Resistance against Electricity attacks.

Improved Uncanny Dodge (Lv >= 22) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Shadow Blending (50% miss chance) (Su) Racial Ability (Fetchling)

Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Umbral Escort Unknown

Some fetchlings descend from talented planar travelers who dwelled in the dark places between worlds and could conduct others across the planes. A fetchling with this racial trait loses the *disguise self* spell-like ability, but his *shadow walk* and *plane shift* spell-like abilities need not affect himself only. This racial trait replaces the low-light vision racial trait and modifies the spell-like abilities racial trait.

Appears In : Blood of Shadows

Charmed Life +5 (4/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 (+8 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 +5 (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 +8 (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: Superior Feint (Ex) Class Ability (Swashbuckler)

At 7th level, a swashbuckler with at least 1 panache point can, as a standard action, purposefully miss a creature she could make a melee attack against with a wielded light or one-handed piercing weapon. When she does, the creature is denied its Dexterity bonus to AC until the start of the swashbuckler's next turn.

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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.

Deed: Swashbuckler's Grace (Ex) Class Ability (Swashbuckler)

At 7th level, while the swashbuckler has at least 1 panache point, she takes no penalty for moving at full speed when she uses Acrobatics to attempt to move through a threatened area or an enemy's space.

Deed: Targeted Strike (Ex) Class Ability (Swashbuckler)

At 7th level, as a full-round action the swashbuckler can spend 1 panache point to make an attack with a single light or one-handed piercing melee weapon that cripples part of a foe's body. The swashbuckler chooses a part of the body to target. If the attack succeeds, in addition to the attack's normal damage, the target suffers one of the following effects based on the part of the body targeted. If a creature doesn't have one of the listed body locations, that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted strikes. Items or abilities that protect a creature from critical hits also protect a creature from targeted strikes.

- **Arms:** The target takes no damage from the attack, but it drops one carried item of the swashbuckler's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen.
- **Head:** The target is confused for 1 round. This is a mind-affecting effect.
- **Legs:** The target is knocked prone. Creatures with four or more legs or that are immune to trip attacks are immune to this effect.
- **Torso or Wings :** The target is staggered for 1 round.

Defensive Roll (1/day) (Ex) Class Ability (Shadowdancer)

Starting at 5th level, once per day, a shadowdancer can attempt to avoid a lethal blow. This functions as the rogue's advanced talent of the same name.

Grig Jig (3/day) (Su) Class Ability (Rogue)

Once per day, the rogue can weave a bit of old Varisian magic into her footwork, dancing with an infectious passion that compels another nearby to join in. The rogue can target one humanoid within 30 feet and attempt a Perform (dance) check as a full-round action that does not provoke an attack of opportunity. Her target must succeed at a Will save (DC equal to the rogue's Perform [dance] check) or it begins to dance uncontrollably. So long as the rogue continues to spend a full-round action dancing each round, the affected target does so as well. If the target is attacked or otherwise in immediate danger while dancing, the effect ends. Each round on its turn, the target can attempt an Acrobatics or Perform (dance) check or a Will save (target's choice) against the rogue's Perform (dance) check to end the effect. A target who resists the jig can not be affected by the same rogue's jig for 24 hours. The grig jig is a mind-affecting effect. The rogue must have an Intelligence score of at least 12 to select this talent. A rogue can use this ability once per day, plus one additional time per day for every 5 rogue levels she possesses.

Appears In : Harrow Handbook

Hide in Plain Sight (Su) Class Ability (Shadowdancer)

You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.

Improved Evasion (Ex) Class Ability (Shadowdancer)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

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.

Kami Warden (Su) Class Ability (Ninja)

Ninjas can act as bodyguards as well as assassins or spies; some mystically emulate the relationship between kami and their wards when protecting their charges. A ninja with this trick gains Bodyguard^{APG} and In Harm's Way^{APG} as bonus feats, ignoring their prerequisites. When using In Harm's Way to intercept an attack, the ninja can spend 1 ki point to gains DR 10/cold iron and resistance 10 to acid, electricity, and fire for that attack.

Appears In : Chronicle of Legends

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.

Shadow Jump (32 10-ft inc/day) (Su) Class Ability (Shadowdancer)

At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. A shadowdancer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (80 feet at 6th, 160 feet at 8th, and 320 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Shadow Master (Su) Class Ability (Shadowdancer)

At 10th level, whenever a shadowdancer is in an area of dim light, she gains DR 10/– and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

Roshiko Amanogawa – Abilities & Gear

Slippery Mind (Ex) Class Ability (Shadowdancer)

At 7th level, a shadowdancer becomes resilient to enchantment spells. This functions as the rogue's advanced talent of the same name.

Summon Shadow (Su) Class Ability (Shadowdancer)

At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. This shadow has a number of hit points equal to half the shadowdancer's total. The shadow uses the shadowdancer's base attack bonus and base save bonuses.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer gains one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Umbral Gear (20 minutes/day) (Su) Class Ability (Rogue, Rogue (U

As a standard action while in an area of dim light or darkness, a rogue with this talent can coalesce wisps of shadow into a quasi-real, functional item. The rogue must choose whether to make a crowbar, 50 feet of silk rope, a glass cutter ^{UE}, a light melee weapon with which she is proficient, a reversible cloak ^{UE}, thieves' tools, or a wire saw ^{UE}; the GM may allow other similar items. The rogue can use such items for a number of minutes per day equal to 10 plus her rogue level. This duration does not need to be consecutive, but it must be used in 1-minute increments.

An item created with this ability remains until the rogue is no longer touching it, or until the rogue runs out of duration for this talent, at which time it dissolves. A rogue can select this talent more than once, gaining an additional 10 minutes of duration each time this talent is selected. If a rogue has selected this talent at least twice, she adds 50 feet of silk rope with a grappling hook, a masterwork light melee weapon with which she is proficient, and masterwork thieves' tools to the list of things she can create.

Appears In : Blood of Shadows

Confounding (+5 confounding dueling rapier) Weapon Power

When the wielder confirms a critical hit with a *confounding* weapon, she can spend 1 panache point to attempt a combat maneuver to disarm, reposition, sunder, or trip the target as an immediate action, gaining an enhancement bonus on the combat maneuver check equal to the enhancement bonus of the *confounding* weapon. This combat maneuver does not provoke an attack of opportunity. The wielder can't use panache gained by confirming the critical hit to activate this ability.

Construction

Requirements: Craft Magic Arms and Armor, *eagle's splendor* **Cost** +1 Bonus

Appears In : Advanced Class Guide

Corsair (+5 corsair shadow, greater spiteful mithral cl Armor Power

Armor with this special ability is designed to enhance mobility in combat. The armor grants a +5 competence bonus on Acrobatics checks. Any time the wearer regains a grit or panache point, the armor's bonus on Acrobatics checks doubles until the beginning of her next turn.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** +2,500 gp

Appears In : *Advanced Class Origins*

Ring of resilience Ring

This tarnished copper band sheds its patina when worn by anyone with panache or grit. Whenever the wearer regains a panache or grit point through her actions (not just a daily refresh), she can try to end a single ongoing condition affecting her, attempting a new saving throw against the original DC. The effect must be one that allowed a saving throw, can be removed by either *dispel magic* or *heal*, and be an effect against which the wearer failed her initial saving throw. If the wearer succeeds at the new save, the effect is removed even if succeeding at the save would normally have other consequences, and even if the effect normally requires multiple saves to remove. If the effect allowed more than one type of saving throw, use the type and DC for the first saving throw the wearer failed for the effect. The wearer can use the ring only once for each ongoing condition. As the wearer must regain a panache or grit point to reroll a save, the ring provides no benefit if she hasn't used any grit or panache.

Construction

Requirements: Forge Ring, *restoration*, creator must be a grit or panache user **Cost** 7,500 GP

Appears In : Advanced Class Guide

Ring of resistance +5 Ring

Protective symbols adorn this magic ring. It functions as a *cloak of resistance* with an equivalent bonus.

Construction

Requirements: Forge Ring, *resistance*, creator's caster level must be at least three times the ring's bonus; **Cost** 17,750 gp

Appears In : Ruins of Azlant

Amulet of natural armor +4 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +4.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 16,000 gp

Belt of physical might +6 (Dex, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace*; **Cost** 45,000 gp

Roshiko Amanogawa – Abilities & Gear

Blouse of the boastful bastard Wondrous Item (Chest)

This stylish, purple silk shirt trimmed with designs embroidered in golden thread brings out reckless behavior in even the most conservative swashbucklers. If the wearer has the panache class feature, when she takes damage from a successful critical hit, she regains 1 panache point. This shirt has no effect on someone who is not a panache user.

Construction

Requirements: Craft Wondrous Item, *guidance, prestidigitation, resistance* **Cost** 4,000 GP

Appears In : Advanced Class Guide

Cloak of the sneaky scoundrel Wondrous Item (Shoulders)

This dark burgundy cloak shifts its hue and pattern to blend in against its surroundings, granting the wearer a +5 competence bonus on Stealth checks. The cloak holds a concealed scabbard in which a light blade (as defined in the fighter weapon group) can be hidden. The wearer can draw the blade as if from a normal scabbard, but anyone searching the wearer for the item must succeed at a DC 20 Perception check, as if he were looking for a secret door.

If a swashbuckler is wearing the cloak, she can spend 1 panache point to *vanish*, as the spell.

Construction

Requirements: Craft Wondrous Item, *shrink item, vanish* **Cost** 3,200 GP

Appears In : Advanced Class Guide

Headband of mental prowess +4 (Int, Cha, Wondrous Item (Headband))

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor, fox's cunning*; **Cost** 20,000 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

Swordmaster's flair (green glove, 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.

Green Glove: The user can spend 1 panache point as a swift action to ignore the effects of difficult terrain until the end of her next turn

Construction

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

Appears In : Advanced Class Guide

Swordmaster's flair (white lace kerchief, 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.

White Lace Kerchief: The user can spend 1 panache point as a swift action to pinpoint an unseen, adjacent enemy and gains the benefits of the Blind Fight feat for 1 round.

Construction

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

Appears In : Advanced Class Guide

Languages

Common
Dark Folk

Varisian

Companions

Shadow CR –
Shadow (*Pathfinder RPG Bestiary* 245)
CG Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 91 (3d8+6)
Fort +7, **Ref** +13, **Will** +6 (+4 to halve the damage from positive channeled energy)
Defensive Abilities channel resistance +2, incorporeal;
Immune commanding, turning, undead traits

Offense

Speed fly 40 ft. (good)
Melee incorporeal touch +17 (1d6 Str)
Special Attacks create spawn

Statistics

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15
Base Atk +15; **CMB** +17; **CMD** 30
Feats Dodge, Skill Focus (Perception)
Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light, -4 Stealth in bright light

Background

You are Roshiko Amanogawa, a ruthless and some would say foolhardy follower of Cayden Caliean. Born to the Kayal, or “shadow people” as commonly referred to by the Humans of Golarion, derogatorily referred to as “Fetchlings” by those who don’t know better, you were originally part of a large family who spent their time traveling between the shadow realm and Golarion. You were taught the basics of shadow manipulation and were taught how to get into and out of places unseen.

During your many trips into and out of Golarion, you became enamored of the bright vibrancy of Kintargo, in the Kingdom of Chelias, and on your 18th name day you headed back to the Silver City to make your fortune. You love the finer things that life has to offer and relish the freedom to pursue those things, and Kintargo provided all a young man could ever hope for. Fine operas and performances by bards, delicious foods and drink, a respite from some of the more oppressive political regimes that Humans seemed to allow to come to power, and plenty of wealth to earn so that you could afford it all.

With your natural abilities to plan, carry out, enter, and escape from situations, you had a fairly good thing going. You weren’t a criminal, and certainly not a part of one of the many gangs that roamed the lower districts in Kintargo, but you weren’t unknown to them either. With your meticulous planning and extraordinary capabilities, you can always find ways to make a quick pouch of silver or two.

Then things changed. One of the despotic Thrune family members came to Kintargo and overthrew the lawful government. You were no fan of the law, but the new Mayor was even more egregious with his capricious cruelty and arbitrary laws, and almost overnight you were labeled as one of the “undesirables” as a non-human. When Thrune announced it to a public audience, you went to see what all he had to say.

That was the day you became a protestor. Others felt like you, and you joined up with them in the ensuing melee to assist with protecting the citizenry and drive back the now corrupt Dottari, Kintargo’s law enforcement. Others quickly joined the cause, and your group rose to prominence as the rightful rebellion for the very soul of Kintargo. Your founding member of the newly resurgent Silver Ravens, you and your group overcame the dastardly and diabolical schemes of the Thrune regime, freeing Kintargo and the surrounding people not just from his devilish grasp, but from the entire country of Chelias. Newly formed Ravounel has now become your new home.

Sourcebooks Used

- **Advanced Class Guide** - Confounding (item power); Spiteful (item power); Blouse of the boastful bastard (equipment); Cloak of the sneaky scoundrel (equipment); Inspired Blade (archetype); Ring of resilience (equipment); Swashbuckler (class); Swordmaster's flair (blue scarf) (equipment); Swordmaster's flair (green glove) (equipment); Swordmaster's flair (white lace kerchief) (equipment)
- **Advanced Class Origins** - Corsair (item power)
- **Advanced Class Origins / Ultimate Intrigue** - Fencing Grace (feat)
- **Advanced Player's Guide** - Bodyguard (feat); In Harm's Way (feat)
- **Advanced Race Guide** - Shadow Magic (alternate racial trait)
- **Advanced Race Guide / Bestiary 2 / Inner Sea Races** - Fetchling (race)
- **Armor Master's Handbook** - Spring-Heeled Reaping (feat); Spring-Heeled Sprint (feat); Spring-Heeled Style (feat)
- **Bastards of Golarion** - Adaptable Flatterer (trait)
- **Blood of Shadows** - Umbral Escort (alternate racial trait); Umbral Gear (special ability)
- **Chronicle of Legends** - Kami Warden (special ability)
- **Faiths of Purity / Inner Sea Gods** - Strong Willed (trait)
- **Harrow Handbook** - Grig Jig (special ability)
- **Hell's Rebels** - Fed-Up Citizen (trait)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Melee Tactics Toolbox** - Circling Mongoose (feat)
- **Pathfinder Society Field Guide** - Dueling (item power)
- **Ruins of Azlant** - Ring of resistance +5 (equipment)
- **Ultimate Campaign** - Meticulous (???)

Title - Roshiko Amanogawa (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/01/28

XP Reward : 0 XP; **Net Cash** :

- no notes -

Shadow



Shadow - CL3 - CR 3

Chaotic Good Undead (Incorporeal)

Ability	Score	Modifier	Temporary
STR STRENGTH	-	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	-	+2	
INT INTELLIGENCE	6	-2	
WIS WISDOM	12	+1	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
	Channel Resistance: +2 bonus vs. channeled energy						
REFLEX (DEXTERITY)	+13 =	+11	+2				
	Channel Resistance: +2 bonus vs. channeled energy						
WILL (WISDOM)	+6 =	+5	+1				
	Summon Shadow: +4 to halve the damage from positive channeled energy, Channel Resistance: +2 bonus vs. channeled energy						

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleed	Immunity to Paralysis
Immunity to Commanding	Immunity to Physical Ability Damage
Immunity to Critical Hits	Immunity to Poison
Immunity to Death Effects	Immunity to Precision Damage
Immunity to Disease	Immunity to Sleep
Immunity to Energy Drain	Immunity to Stunning
Immunity to Exhausted	Immunity to Turning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15	=			+2		+2	+1	

Touch AC	15		Flat-Footed AC	12
			BAB	Strength
			Size	Misc

CM Bonus	+17	=	+15	+2	-	-
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CM Defense	30	=	10	BAB	None	Dexterity	Size
			+15	+0	+2	-	

Base Attack	+15	HP	91
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Initiative	+2	Damage / Current HP
Speed	0 ft	

Incorporeal touch (Shadow)

Main hand: +17, 1d6 Str

Crit: x2
N/A

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	-2	INT (-2)	-	
Bluff	+2	CHA (2)	-	
Climb	+2	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+11	DEX (2)	2	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Perception	+8	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+8	DEX (2)	3	
		shadow: +4 in dim light, shadow: -4 in bright light		
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Dodge
Simple Weapon Proficiency - All
Skill Focus (Perception)

Special Abilities

+4 Stealth in dim light (Ex)
-4 Stealth in bright light (Ex)
Channel Resistance +2
Create Spawn (Su)
Darkvision (60 feet)
Fly (40 feet, Good)
Incorporeal (Ex)
Strength Damage (Su)

Gear

Total Weight Carried: 0/0 lbs, Encumbrance Ignored
(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary** - Shadow (race)

Shadow – Abilities & Gear

Dodge	Feat	Immunity to Energy Drain	Unknown
Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.		Immune to energy drain	
Prerequisite: Dex 13.		Immunity to Exhausted	
Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.		You are immune to the exhausted condition.	
Skill Focus (Perception)	Feat	Immunity to Fatigue	Unknown
Choose a skill. You are particularly adept at that skill.		You are immune to the fatigued condition.	
Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.		Immunity to Mind-Affecting effects	Unknown
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.		You are immune to Mind-Affecting effects.	
Appears In : Not Consolidated Skills		Immunity to Nonlethal Damage	Unknown
		You are immune to Nonlethal Damage	
		Immunity to Paralysis	Unknown
		You are immune to paralysis.	
		Immunity to Physical Ability Damage	Unknown
		Immune to ability damage to your physical abilities.	
+4 Stealth in dim light (Ex)	Racial Ability (Shadow)	Immunity to Poison	Unknown
You gain a bonus to Stealth Checks under the listed conditions.		You are immune to poison.	
-4 Stealth in bright light (Ex)	Racial Ability (Shadow)	Immunity to Precision Damage	Unknown
You gain a bonus to Stealth Checks under the listed conditions.		You are immune to Precision Damage	
Channel Resistance +2	Unknown	Immunity to Sleep	Unknown
A creature with this special quality (usually an undead) is less easily affected by channel energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).		You are immune to sleep effects.	
Create Spawn (Su)	Racial Ability (Shadow)	Immunity to Stunning	Unknown
A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.		You are immune to being stunned.	
Darkvision (60 feet)	Racial Ability, Senses (Undead)	Immunity to Turning	Unknown
A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.		You are immune to turning.	
Fly (40 feet, Good)	Unknown		
A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.			
Immunity to Ability Drain	Unknown		
Immunity to ability drain			
Immunity to Bleed	Unknown		
You are immune to bleed.			
Immunity to Commanding	Unknown		
You are immune to being commanded (with the Command Undead feat).			
Immunity to Critical Hits	Unknown		
You are immune to Critical Hits			
Immunity to Death Effects	Unknown		
You are immune to death effects.			
Immunity to Disease	Unknown		
You are immune to diseases.			

Incorporeal (Ex) **Racial Ability**

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus to AC equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object, it has only cover, so a creature outside with a readied action could strike at the incorporeal creature as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they can't see.

Strength Damage (Su) **Racial Ability (Shadow)**

A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Undead Traits **Racial Ability**

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Title - Shadow (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/01/28

XP Reward : 0 XP; **Net Cash** :

- no notes -