

**Roshiko Amanogawa****Swashbuckler 18**

N Small Fetchling Wisp Fetchling Humanoid

**Perception** +26 (+2 initiative);

**Languages** None selected

**Skills** Acrobatics +31, Athletics +20, Deception +24, Diplomacy +24, Intimidation +24, Lore: Genealogy +22, Occultism +22, Performance +28, Society +22, Stealth +32, Thievery +25

**Str** +0, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +4

**Items** +3 Resilient Shadow (Greater) Mithral (Standard-Grade) Chain Shirt, Aeon Stone (Tourmaline Sphere), Dancing Scarf (Greater), Gloves of Storing, Smuggler's Sack II, Bag of Holding (Type IV), Bag of Holding (Type III), Legerdemain Handkerchief, Pickled Demon Tongue (Major) (2), Wraithweave Patch Type II, Quick Runner's Shirt, Daredevil Boots, Aeon Stone (Pink Rhomboid), Bort's Blessing, Warding Tattoo, Spiritsight Ring, Aeon Stone (Clear Spindle), Buckler (Hardness 3, HP 6, BT 3)

**AC** 40 (+41 with shield raised); **Fort** +25, **Ref** +32, **Will** +27; *Improved Evasion*, *Resolve*

**HP** 224

**Attack of Opportunity** ➤ **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

**Guardian's Deflection** ➤ **Requirements** You are wielding a single one-handed melee weapon and have your other hand or hands free. **Trigger** An ally within your melee reach is hit by an attack, you can see the attacker, and a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss. You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their AC against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

**Shadow Blending** ➤ **Trigger** A creature attempts a flat check to target you while you're concealed or hidden due to dim light or darkness. You draw shadows close to create a shroud. Increase the DC of the flat check by 2.

**Shield Block** ➤ **Trigger** While you have your shield raised, you would take damage from a physical attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

**Opportune Riposte** ➤ **Trigger** A foe within your reach critically fails a Strike against you.

You take advantage of an opening from your enemy's fumbled attack. You either make a melee Strike against the triggering foe or attempt to Disarm it of the weapon it used for the Strike.

**Warding Tattoo** ➤ **Activate** envision; **Frequency** once per day; **Trigger** An enemy, hazard, or the environment makes an attack against your AC, requires you to attempt a saving throw, or causes you to take damage automatically; **Effect** Until the end of the current turn, against the triggering effect, you gain a +1 status bonus to AC and saving throws and gain resistance 2 to damage.

**Speed** 35 feet

**Melee** Greater Striking Adamantine (Standard-Grade) Rapier +29 (Deadly d8, Disarm, Finesse, Trip), **Damage** 3d6+6 P +6d6<sup>Precision</sup> +6<sup>Precision</sup>

**Dueling Parry** ♦ (Swashbuckler) **Requirements** You are wielding only a single one-handed melee weapon

and have your other hand or hands free. You can parry attacks against you with your weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

**Masquerade of Seasons Stance** ◆ (Stance, Swashbuckler) **Prerequisites** trained in Performance You have mastered the opening steps to the Masquerade of Seasons, a dance that channels the power of spring, summer, winter, and autumn. Choose one of the following traits: water, fire, negative, or cold. You gain resistance 5 to damage dealt by effects with the chosen trait. You can use an action to reenter this stance at any time, changing the granted resistance to another of the available options. If you are at least 12th level, the granted resistance increases to be equal to half your level.

**Bon Mot** ◆ (Auditory, Concentrate, Emotion, General, Linguistic, Mental, Skill) **Prerequisites** trained in Diplomacy You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC. **Critical Success** The target is distracted and takes a -3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action. **Success** As critical success, but the penalty is -2. **Critical Failure** Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

**Shadow Sight** ◆ (Fetchling, Occult, Transmutation) **Frequency** once per hour You draw on your connection with the Shadow Plane to see through all but the deepest darkness. You gain greater darkvision for 1 minute.

**Vivacious Bravado** ◆ (Swashbuckler) **Requirements** You gained panache this turn. Your ego swells, granting you a temporary reprieve from your pain. You gain temporary Hit Points equal to your level plus your Charisma modifier that last until the start of your next turn.

**Kip Up** ◆ (General, Skill) **Prerequisites** master in Acrobatics You stand up. This movement doesn't trigger reactions.

**Confident Finisher** ◆ (Finisher, Swashbuckler) You make an incredibly graceful attack, piercing your foe's defenses. Make a Strike with a weapon or unarmed attack that would apply your precise strike damage, with the following failure effect. **Failure** You deal half your precise strike damage to the target. This damage type is that of the weapon or unarmed attack you used for the Strike.


**Gloves of Storing** ◆ (Extradimensional, Invested, Magical, Transmutation, Uncommon) **Activate** Interact; **Requirements** An item is stored in the gloves, and you have a free hand; **Effect** The item stored in the gloves appears in your hand. The gloves can't be activated again for 1 minute.


**Smuggler's Sack II** ◆ (Uncommon, Conjuration, Extradimensional, Magical) **Activate** command; **Effect** You speak a secret command word. Depending on which word you use, the sack either opens up to the mundane sack or the extradimensional pocket. You can Interact to put items in or remove them as normal. Capacity 5 Bulk The DC is 23.

**Legerdemain Handkerchief** ◆ (Conjuration, Extradimensional, Magical) **Activate** Interact; **Requirements** The handkerchief is entirely covering an item of negligible Bulk; **Effect** The handkerchief transports the item it covers into its extradimensional space. The handkerchief can hold only one item within its extradimensional space at a time, so any item taken is replaced by any item already within the space. You can also use this action to expel an item already within the extradimensional space without replacing it. This activation can't be used on an attended item unless the creature with that item allows it. Placing the handkerchief over an item typically takes an Interact action.

**Wraithweave Patch Type II** ◆◆ (Rare, Conjuration, Magical) **Activate** command, Interact; **Requirements** the wraithweave patch has been wrapped around an object and you are incorporeal; **Effect** You cause the

wraithweave patch and the object it contains to become incorporeal. This effect lasts as long as you Sustain the activation. The wraithweave patch can only be touched, held, and carried by an incorporeal creature, and returns to solid form if not carried by such a creature - if the wraithweave patch is in a solid object at this time, it tears apart and the item inside is either lost forever or simply lodged within the solid object, at the GM's discretion.


**Quick Runner's Shirt**  (Uncommon, Invested, Magical, Transmutation) **Activate** envision; **Frequency** once per hour; **Effect** Your feet feel lighter, allowing you to move with greater speed. You Stride twice and gain a +10-foot item bonus to your Speed during those Stride actions.

**Daredevil Boots**  (Abjuration, Invested, Magical) **Activate** command; **Frequency** once per day; **Effect** The boots cast *freedom of movement* on you.

**Precision Damage** *Precise Strike Finisher 6d6*

**Occult Innate Spells** DC 34, attack +24; **5th** *Shadow Walk*; **4th**; **3rd**; **2nd**; **1st**; **Cantrips**

**Occult Innate Spells** DC 34, attack +24; **Cantrips** *Shield*

**Focus Spells** (1 points) **Shadow Jump**  **Range** 120 feet You instantly transport yourself from one shadow to another. Teleport yourself and any items you're wearing and holding from your current space to a clear space you can see that's in dim light or darkness and within range. You can transport your familiar with this spell, but if shadow jump would bring any other creature with you—even if you're carrying the creature in an extradimensional container—the spell is disrupted. **Heightened (8th)** When you arrive at your destination, you can become invisible until the end of your next turn or until you are no longer in an area of dim light or darkness, whichever comes first. The invisibility is an illusion effect.

**Additional Feats** *A Home in Every Port, Aerobatics Mastery, Assurance, Cat Fall, Courtly Graces, Fascinating Performance, Impressive Performance, Incredible Initiative, Intimidating Glare, Pierce the Light, Quick Squeeze, Reflexive Riposte, Rolling Landing, Shadow Magic, Shadowdancer Dedication, Shrouded Magic, Skill Training, Skirt the Light, Slink, Slippery Prey, Steady Balance, Tumble Behind, Uncanny Dodge, Virtuoso Performer, Wisp Fetchling*

**Additional Specials** *Assurance (Acrobatics), Continuous Flair, Darkvision (Fetchling), Deny Advantage, Exemplary Finisher, Great Fortitude, Greater Darkvision, Keen Flair, Panache, Precise Strike, Shadow Magic (Shadow Jump), Skill Training (Diplomacy), Stylish Tricks, Swashbuckler's Style (Battledancer), Vivacious Speed, Weapon Mastery*