

Sir Danaris Redfeather, Knight Captain

Player: Steve Johnson

Male Human Cavalier (Huntmaster) 2/Gunslinger (Musket Master) 5/Steel Falcon 5, Andoran faction - CL12 - CR 11

Neutral Good Humanoid (Human); Deity: **Polytheistic**;
Age: 38; Height: 5' 10"; Weight: 170lb.; Eyes: Blue; Hair: Brown

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	19/21	+4/+5	
CON CONSTITUTION	10/12	0/+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+10	+1				
REFLEX (DEXTERITY)	+11 =	+6	+5				
WILL (WISDOM)	+8 =	+3	+3		+2		

Resolute 1 (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 30 =	+9	+2	+5		+1	+2	+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
18	24				

CM Bonus	+13 =	+12	+1	-	-

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

CM Defense	31 = 10	+12	+1	+5	-

Base Attack	+12	HP	93

Order of the Shield : +1 Morale bonus vs. the target of your challenge when they attack someone other than you

Initiative	+9

Speed	30 ft

Bertha (+1 distance shock musket)

Ranged: +8/+8/+3/-2, 1d12+14+1d6 Crit: 19-20/x4
electricity Rng: 80'

Ranged, both hands: +12/+12/+7/+2,
1d12+14+1d6 electricity

Order of the Shield : +1 Morale bonus vs. the target of your challenge when they attack someone other than you

Character Number: 42914 - 1



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (5)	5	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (0)	1	
Climb	+4	STR (1)	1	
Craft (alchemy)	+4	INT (0)	1	
Diplomacy	+17	CHA (0)	12	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (5)	-	
Fly	+4	DEX (5)	-	
Handle Animal	+6	CHA (0)	3	
Heal	+7	WIS (3)	1	
Shield's Skills : +1 bonus when used on someone other than yourself				
Intimidate	+4	CHA (0)	1	
Knowledge (engineering)	+4	INT (0)	1	
Knowledge (history)	+5	INT (0)	2	
Knowledge (local)	+5	INT (0)	2	
Knowledge (nobility)	+4	INT (0)	1	
Linguistics	+4	INT (0)	1	
Perception	+18	WIS (3)	6	
Perform (oratory)	+4	CHA (0)	1	
Profession (sailor)	+18	WIS (3)	5	
Gray Corsair: +3 on Andoren vessels				
Profession (trapper)	+7	WIS (3)	1	
Ride	+8	DEX (5)	1	
Sense Motive	+12	WIS (3)	6	
Sleight of Hand	+8	DEX (5)	1	
Stealth	+12	DEX (5)	4	
Survival	+8	WIS (3)	2	
Swim	+4	STR (1)	1	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Boon Companion (Animal Companion)
Clustered Shots
Deadly Aim -4/+8
Exotic Weapon Proficiency (Two-Handed Firearms)
Gunsmithing
Improved Critical (Musket)
Iron Will
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Rapid Reload (Musket)
Rapid Shot
Shake It Off
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Freedom Fighter
Reactionary

Masterwork Cold Iron bayonet

Both hands: **+14/+9/+4, 1d6+1**

Crit: x2
2-hand, P

Order of the Shield : +1 Morale bonus vs. the target of your challenge when they attack someone other than you

Celestial armor

+9

Max Dex: +8, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 40.5/130lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Alchemical cartridge (paper) x60 <In: Endless bandolier	-
Amulet of natural armor +1	-
Belt of physical might (Dex & Con +2)	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Bertha (+1 distance shock musket)	9 lbs
Black powder x20 <In: Powder horn (20 @ 0 lbs)>	-
Caltrop bead, cold iron x2 <In: Endless bandolier (86 @	2 lbs
Captain	-
Celestial armor	20 lbs
Dust of tracelessness <In: Belt pouch (1 @ 0 lbs)>	-
Eagle Knight	-
Endless bandolier (86 @ 5.334 lbs)	2 lbs
Far-reaching sight	1 lb
Farmstead (empty)	-
Firearm bullet x10 <In: Endless bandolier (86 @	0.0167 lbs
Firearm bullet, adamantine x5 <In: Endless	0.0167 lbs
Firearm bullet, silver x5 <In: Endless bandolier	0.0167 lbs
Foreign Contact (empty) (Absalom)	-
Foreign Contact (empty) (Magnimar)	-
Fuse grenade	1 lb
Golden eagle epaulets (perception)	-
Gray Corsair	-
Gunsmith's kit	2 lbs
Hunting Lodge	-
Knighthood	-
Masterwork Cold Iron bayonet <In: Endless bandolier	1 lb
Money	-
Oil of silence <In: Endless bandolier (86 @ 5.334 lbs)>	-
Origami swarm <In: Endless bandolier (86 @ 5.334 lbs)>	-
Pocket watch	1 lb
Potion of cure light wounds <In: Endless bandolier (86 @	-
Powder horn (20 @ 0 lbs)	1 lb
Ring of force shield	-
Ring of protection +2	-
Seneschal (Captain Agrador Saltbeard)	-
Seneschal (Naliza Yadalarre)	-
Ship (empty)	-
Traveller's outfit (Free)	-
Wayfinder of revelation (empty) (1/day)	1 lb

Special Abilities

+1 Ride while riding your bonded mount. (Ex)
Animal Companion Link (Ex)

Experience & Wealth

Experience Points: **33/36**
Current Cash: **You have no money!**
Andoran: **Fame: 61, PP: 20**

Special Abilities

Bardic Performance: Inspire Courage +2 (Su)
Bestial Challenge (Ex)
Chainbreaker (Ex)
Comrade's Bond (1) (Ex)
Deed: Deadeye (Ex)
Deed: Fast Musket (Ex)
Deed: Gunslinger Initiative (Ex)
Deed: Pistol-Whip (Ex)
Deed: Quick Clear (Ex)
Deed: Steady Aim (Ex)
Enemy of Slavers +4 (Ex)
Grit (Ex)
Heart of Freedom (Ex)
Heroic Speech (5 rounds/day) (Ex)
Hunting Pack +1 (Ex)
Luck of the Eagle (1/day) (Ex)
Musket Training (+5, misfire value -2) (Ex)
Natural Traps (Ex)
Sailor and Survivalist (Ex)
Shared Vigilance (Ex)
Shield's Challenge +2 (1/day) (Ex)
Shield's Skills +1 (Ex)
Subtle Manipulator (Ex)
Superior Aid (Ex)
Tactician (Shake It Off) 4 rds (1/day) (Ex)
Talmador's Blessing (Su)
Talmador's Fury (1/day) (DC 15) (Su)

Spell-Like Abilities

Bless (1/day)
Sanctuary (1/day)

Tracked Resources

Alchemical cartridge (paper)	<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"/>
Black powder	<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"/>
Caltrop bead, cold iron	<input type="checkbox"/> <input type="checkbox"/>
Dust of tracelessness	<input type="checkbox"/>
Firearm bullet	<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"/>
Firearm bullet, adamantine	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Firearm bullet, silver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fly (1/day)	<input type="checkbox"/>
Fuse grenade	<input type="checkbox"/>
Grit (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Heroic Speech (5 rounds/day) (Ex)	<input type="checkbox"/>
Luck of the Eagle (1/day) (Ex)	<input type="checkbox"/>
Oil of silence	<input type="checkbox"/>
Origami swarm	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Shield's Challenge +2 (1/day) (Ex)	<input type="checkbox"/>
Tactician (Shake It Off) 4 rds (1/day) (Ex)	<input type="checkbox"/>
Talmandor's Fury (1/day) (DC 15) (Su)	<input type="checkbox"/>
Wayfinder of revelation (empty) (1/day)	<input type="checkbox"/>

Languages

Common Thassilonian

Companions

Captain Agrador Saltbeard (Seneschal (with statblock)), Human (Taldan) Ranger (Freebooter, Skirmisher) 1 - CR 1/2

STR 14 (+2), DEX 17 (+3), CON 12 (+1), INT 10 (0), WIS 13 (+1), CHA 8 (-1); Fortitude +3, Reflex +5, Will +1

HP: 12/12; Init: +3; Speed: 30 feet

Attack Bonus: +1; Armor Class: 17 / 13 Tch / 14 Fl

Climb +4, Perception +5, Profession (sailor) +7, Stealth +5, Survival +5, Swim +6

Special: Freebooter's Bane +1 (Ex), Heart of the Sea, Power Attack -1/+2, Quick Draw, Track +1, Wild Empathy +0 (Ex)

Cletus (Animal Companion), Male Dog (Bodyguard, Racer) - CL6 - CR 6

STR 19 (+4), DEX 17 (+3), CON 18 (+4), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Fortitude +9, Reflex +8, Will +3

HP: 57/57; Init: +3; Speed: 50 feet

Attack Bonus: +4; Armor Class: 23 / 13 Tch / 20 Fl

Acrobatics +7, Climb +8, Perception +6, Stealth +7, Swim +8

Bite (Dog (Bodyguard, Racer)) **Melee +6, 1d6+12, x2**

Special: +4 to Survival when tracking by Scent, Acrobatics (Jump) +4 (Ex), Attack Any Target [Trick], Combat Reflexes (4 AoO/round), Combat Riding [Trick], Low-Light Vision, Power Attack -2/+4, Scent (Ex), Shared Vigilance (Ex) (Bodyguard), Sprint (1/hour) (Ex) (Racer), Tenacious Guardian (Ex) (Bodyguard), Track [Trick]

Charges: Sprint (1/hour) (Ex) (Racer) - 0/1

Companions

Nalizza Yadalarre (Seneschal (with statblock)), Female Human (Taldan) Expert 1 - CR 1/3

STR 8 (-1), DEX 14 (+2), CON 10 (0), INT 12 (+1), WIS 13 (+1), CHA 17 (+3); Fortitude +0, Reflex +2, Will +3

HP: 8/8; Init: +2; Speed: 30 feet

Attack Bonus: +0; Armor Class: 13 / 12 Tch / 11 Fl

Diplomacy +7, Handle Animal +7, Perception +1, Perform (dance) +7, Perform (sing) +9, Profession (baker) +7, Profession (cook) +7, Profession (farmer) +7, Ride +6, Sense Motive +5

Special: Prodigy (Perform [sing], Profession [cook]), Prodigy (Profession [farmer], Profession [baker])

Charges: Dagger - 0/1

Background

Danaris Redfeather, son of a lumberjack and a seamstress, began his adventuring life as a trapper from Bellis with a fondness for hunting. He acquired his musket in a trade with a dwarf for a rare albino bear pelt and quickly mastered the use of the firearm. Not long afterwards and much to the chagrin of his parents, he left home and joined the Pathfinder Society.

While in Absalom, Danaris was recruited by Major Maldris to join the Andoran military where he excelled as a sniper. He rose through the ranks to become a member of the esteemed Steel Falcons and was awarded the command of an ex-slaving clipper, rechristened The Shooting Star, as a Grey Corsair. It was while he was sailing the Inner Sea that he received his knighthood and his letters of marque from the People's Council.

Danaris earned the nickname 'fine red-mist-feather' because he was known to turn his targets into a fine, red mist. He has killed creatures from devils to undead to things from the Beyond too horrible to describe here. On his second outing with the Pathfinder Society, a half-orc cleric working for the Aspis Consortium lost its head after it surprised Danaris in the sewers. Later, he put down an aggressive hill giant with one shot between the eyes. A cleric that traveled with Danaris at the time sketched the kill and sent it to be included in the Pathfinder Chronicles. To end his career with the Pathfinders, Danaris helped defend the city of Nerosyan as it was assaulted by scores of demons. After leading the assault inside, he and his companions took the fight outside the fortified walls that ultimately lead to the demise of the Woundwyrms.

While on his farmstead, Danaris enjoys the quiet company of his wife, Nalizza, and their son, Adrian. As the daughter of an ex-Pathfinder, Nalizza was instantly drawn to Danaris and they have lived there ever since their marriage. Since they both know the challenges and dangers of life as a Pathfinder, they are less than enthusiastic about their son showing an interest in the Society.