

## Bashir Narenan

**Male Human Swashbuckler 1, Osirion faction - CR 1/2**  
 Neutral Good Humanoid (Human); Deity: **Pharasma**; Age: **19**; Height: **5' 6"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+1	=	[ ]	+1	[ ]	[ ]	[ ]

Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

<b>REFLEX</b> (DEXTERITY)	+6	=	+2	+4	[ ]	[ ]	[ ]
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Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

<b>WILL</b> (WISDOM)	+0	=	[ ]	[ ]	[ ]	[ ]	[ ]
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Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18	=	+4	[ ]	+4	[ ]	[ ]	[ ]	[ ]

<b>Touch AC</b> 14	=	BAB	Strength	Size	Misc
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**Flat-Footed AC** 14

<b>CM Bonus</b> +2	=	+1	+1	-	-
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Total	BAB	Strength	Dexterity	Size		
<b>CM Defense</b> 16	=	10	+1	+1	+4	-

16 vs. Disarm ( **Swashbuckler Finesse** : +4 to CMD when wielding light or one-handed piercing melee weapons); 16 vs. Steal ( **Swashbuckler Finesse** : +4 to CMD when wielding light or one-handed piercing melee weapons); 16 vs. Sunder ( **Swashbuckler Finesse** : +4 to CMD when wielding light or one-handed piercing melee weapons)

<b>Base Attack</b>	+1	<b>HP</b>	12
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<b>Initiative</b>	+4	Damage / Current HP
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<b>Speed</b>	30 ft
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### Khopesh

Main hand: **+5, 1d8+1** Crit: 19-20/x2  
 Both hands: **+5, 1d8+1** 1-hand, S, Trip

### Shortbow

Ranged, both hands: **+5, 1d6** Crit: x3  
 Rng: 60'  
 2-hand, P

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+6	DEX (4)	1	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	-1	STR (1)	-	
<b>Diplomacy</b>	+2	CHA (2)	-	
<b>Disable Device</b>	+5	DEX (4)	1	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+2	DEX (4)	-	
<b>Fly</b>	+2	DEX (4)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Knowledge (history)</b>	+5	INT (0)	1	
<b>Perception</b>	+4	WIS (0)	1	
<b>Ride</b>	+2	DEX (4)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+2	DEX (4)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	-1	STR (1)	-	

### Feats

Armor Proficiency (Light)  
 Exotic Weapon Proficiency (Khopesh)  
 Martial Weapon Proficiency - All  
 Simple Weapon Proficiency - All  
 Slashing Strike (Khopesh)

### Traits

Criminal (Disable Device)  
 Osirionologist (Osirion) (Knowledge [history])

### Special Abilities

Deed: Derring-Do (Ex)  
 Deed: Dodging Panache +2 (Ex)  
 Deed: Opportune Parry and Riposte (Ex)  
 Heart of the Sun  
 Panache (Ex)  
 Swashbuckler Finesse

### Chain shirt

**+4**

Max Dex: +4, Armor Check: -2  
Spell Fail: 20%, Light

### Experience & Wealth

Experience Points: **0/3**  
Current Cash: **You have no money!**  
Osirion: **Fame: 0, PP: 0**

### Gear

**Total Weight Carried: 35/130lbs, Light Load**  
**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Chain shirt	25 lbs
Khopesh	8 lbs
Money	-
Shortbow	2 lbs
Traveller's outfit (Free)	-

### Tracked Resources

Panache (2/day)

### Languages

Common