

Friedl Baredas

Male Human Swashbuckler 1, Andoran faction - CR 1/2
 Chaotic Good Humanoid (Human); Deity: **Cayden Cailean**;
 Age: **18**; Height: **5' 8"**; Weight: **135lb**.

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
REFLEX (DEXTERITY)	+6	=	+2	+4			
WILL (WISDOM)	+0	=					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4	+4					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	14				

CM Bonus	BAB	Strength	Size	Misc
+2	+1	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
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)

Base Attack	+1	HP	12
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Initiative	+4	Damage / Current HP	
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Speed	30 ft
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Dagger

Main hand: **+4, 1d4+3** Crit: 19-20/x2
 Main w/ offhand: **+0, 1d4+3** Rng: 10'
 Main w/ light off.: **+2, 1d4+3** Light, P/S
 Offhand: **+2, 1d4+2**

Ranged: **+5, 1d4+1**
 Ranged w/ offhand: **+1, 1d4+1**
 Ranged w/ light off.: **+3, 1d4+1**
 Ranged offhand: **+3, 1d4**

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (4)	1	
Appraise	+4	INT (0)	1	
<small>Merchant: +1 trait bonus when bargaining for the price of goods</small>				
Bluff	+2	CHA (2)	-	
Climb	+0	STR (1)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (4)	-	
Fly	+2	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Perception	+0	WIS (0)	-	
Profession (sailor)	+6	WIS (0)	1	
Ride	+2	DEX (4)	-	
Sense Motive	+0	WIS (0)	-	
<small>Merchant: +1 trait bonus when bargaining for the price of goods</small>				
Stealth	+2	DEX (4)	-	
Survival	+0	WIS (0)	-	
Swim	+5	STR (1)	1	

Feats

Armor Proficiency (Light)
 Martial Weapon Proficiency - All
 Piranha Strike -1/+2
 Simple Weapon Proficiency - All
 Two-weapon Fighting

Traits

Captain's Blade (Climb)
 Merchant

Special Abilities

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

Dagger

Main hand: **+4, 1d4+2**

Main w/ offhand: **+0, 1d4+2**

Main w/ light off.: **+2, 1d4+2**

Offhand: **+2, 1d4+1**

Ranged: **+5, 1d4+1**

Ranged w/ offhand: **+1, 1d4+1**

Ranged w/ light off.: **+3, 1d4+1**

Ranged offhand: **+3, 1d4**

Rapier

Main hand: **+4, 1d6+3**

Both hands: **+4, 1d6+3**

Main w/ offhand: **+0, 1d6+3**

Main w/ light off.: **+2, 1d6+3**

Offhand: **+0, 1d6+2**

Crit: 19-20/x2

Rng: 10'

Light, P/S

Crit: 18-20/x2

1-hand, P

Experience & Wealth

Experience Points: **0/3**

Current Cash: **26 gp**

Andoran: **Fame: 0, PP: 0**

Chain shirt

+4

Max Dex: +4, Armor Check: -2

Spell Fail: 20%, Light

Gear

Total Weight Carried: 29.52/130lbs, Light Load

(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Chain shirt	25 lbs
Dagger	1 lb
Dagger	1 lb
Money	0.52 lbs
Rapier	2 lbs
Traveller's outfit (Free)	-

Tracked Resources

Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Panache (2/day)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common