

Balric Sylviarn (AKA The Tumbler) - 43439-24, Liberty's Edge

Halfling Vigilante (Stalker) 8

CG Small humanoid (halfling) (CN in social form)

Init +9; **Senses** Perception +12

Defense

AC 24, touch 18, flat-footed 18 (uncanny dodge) (+6 armor, +1 size, +6 dex, +1 deflection)

hp 67 (8d8+24)

Fort +7, **Ref** +15, **Will** +9

Offense

Speed 30 ft.

Melee +1 *silver ghost touch elven curve blade* +14/+9 (1d8+4/18-20-S)

or masterwork elven branched spear +14 /+9(1d6+4/x3-P)

or masterwork cold iron light mace +13/+8 (1d4+4/x2-B)

or masterwork sap +13/+8 (1d4+4 nonlethal/x2-B)

Remember to use Risky Striker (-2 AC, +4 damage)

Ranged masterwork darkwood composite longbow +14/+9 (1d6/x3, 110 ft.)

Special Attacks hidden strike (+4d8 precision damage vs. foes who are unaware of their presence or consider the vigilante an ally, +4d4 vs. foes that are denied their dexterity bonus to AC or flanked, works on concealment)

Statistics

Str 10, **Dex** 23, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +5 (+12 for disarm/sunder/trip with elven curve blade); **CMD** 22 (24 vs. sunder for elven curve blade)

Feats Acrobatic, Combat Reflexes (7 AoO's per round), Risky Striker, Skill Focus (Acrobatics), Weapon Finesse

Traits Adopted (Warrior of Old (Elf, +2 trait bonus to initiative)), Crowd Dodger (+2 trait bonus to Acrobatics to move through creature's space or avoid AoOs from leaving a threatened space)

Racial Traits Halfling Luck (+1 racial bonus to Saves), Keen Senses (+2 racial bonus to Perception), Weapon Familiarity (Elf)

Alternate Racial Traits Fleet of Foot (30 ft. move speed, replaces Slow Speed and Sure-Footed), Underfoot Dodge (+5 untyped bonus to Acrobatics to move through the spaces of larger foes, replaces Fearless and Weapon Familiarity)

Skills Acrobatics +27 (+29 to leave threatened space, +31 to tumble through square, +36 to tumble through square if foe is larger), Diplomacy +11 (+15 in social identity), Disable Device +19, Disguise +4 (+8 in social identity, +24 to hide social identity, +28 to hide vigilante identity), Escape Artist +17, Fly +10, Perception +12, Sleight of Hand +17, Stealth +21; **Racial Modifiers** +2 Perception

Languages Common, Elven, Halfling

SQ dual identity (1 minute to change), seamless guise (+20 circumstance bonus to disguise when hiding dual identity), social talents (mockingbird (can produce *ghost sound*, *ventriloquism*, and *vocal alteration* all at once), renown (able to become famous in a town, works up to a number of miles away from town equal to vigilante level), safe house, social grace (+4 circumstance bonus to diplomacy and disguise while in social identity)), startling appearance (when catch a foe unaware of vigilante's presence (invisibility or stealth common), when he attacks the foe is flat footed until the end of the vigilante's turn and gets -4 on attack rolls against the

vigilante until the start of the vigilante's next turn), unshakable (add vigilante level to DC of any attempts to intimidate the vigilante), vigilante specialization (stalker), vigilante talents (leave an opening (after using hidden strike on a foe, at the beginning of that foe's next turn if the foe is next to the vigilante, the vigilante can make an AoO on that foe), lethal grace (weapon finesse feat, and +½ vigilante level to damage when using dex for attack and str for damage for melee attacks), stalker sense (always act in surprise round, uncanny dodge), up close and personal (when tumble through a square, can make attack as a swift action that uses d8 hidden strike if the tumble is successful and d4 hidden strike is not successful))

Combat Gear bottled lightning, *oil of bless weapon*, *oil of daylight*, *wand of cure light wounds* **Other Gear** artisan's outfit, *belt of incredible dexterity* +2, *cloak of resistance* +2, *cracked dusty rose prism ioun stone*, *cracked magenta prism ioun stone*, masterwork backpack, +1 *silver ghost touch elven curve blade*, masterwork elven branched spear, masterwork cold iron light mace, masterwork darkwood composite longbow (20 durable cold iron arrows & 20 durable silver arrows), masterwork sap, masterwork thieves' tools, masterwork tool (tumbler's padding (for Acrobatics when tumbling through square), *corsair mithral shirt* +2, *ring of protection* +1, waterskin

Equipment Weight 28.25 lbs; **Carrying Capacities** Light: 28.5 lbs, Medium: 57 lbs, Heavy: 86.25 lbs

Skill Points (Total: 56):

Acrobatics: 8
Diplomacy: 8
Disable Device: 8
Disguise: 1
Escape Artist: 8
Perception: 7
Sleight of Hand: 8
Stealth: 8

One Time Boons:

Explore, Report, Cooperate: Cross this boon off to ask the GM whether the current course of action would have a positive (contributes to meeting a secondary success condition for the scenario), negative (opposes the secondary success condition for the scenario), or negligible (neither contribute to nor opposes the secondary success condition). (*Chronicle #1*)

Prized Find: If you fail to earn a prestige point, at the end of the adventure you can cross this boon off to get +1 prestige point. (*Chronicle #1*)

Impressive Find: When 12 fame is earned, gain a prestige point back. (*Chronicle #3*)

Dragonkiller: +1d6 damage against a dragon. (*Chronicle #*)

Pathfinder's Excellence (Combat): Before making an attack, check off one box to roll twice and take the better. If it's against Aspis, double the threat range. (*Chronicle #8*)

Pathfinder's Excellence (Resilience): As a swift action, check off one box to gain temporary hit points equal to 1d8 + twice character level. Lasts 10 minutes and does not stack with any other temporary hit points. As long as have these hit points, gain DR 2/- against Aspis. Alternatively, can check off a box and use a standard action to heal 1d2 ability damage to one ability score. (*Chronicle #8*)

Cartographer Unburied: You can take Jerem, the cartographer, for one adventure. While with you, he gives you +2 on all Knowledge (Geography) and Survival checks to avoid getting lost. He gives a +4 bonus on any skill or ability check to draw a map and you can do so untrained (does not stack with the +2 bonuses earlier). (*Chronicle #9*)

Cursebreaker: Can cross off this boon when getting a spell that removes a curse cast on you to treat the result as if a natural 20 was rolled. Alternatively, can cross off to reroll a saving throw against a curse before the results of the roll are revealed. (*Chronicle #10*)

Linno's Alchemical Mine: You a trap you can set up with Craft (Traps). Read the boon for more info. (*Chronicle #10*)

Devil Slayer: Can grant your weapon *Bane* against devils for 1 minute. (*Chronicle #11*)

Yvogga Redeemed: Can call upon Yvogga to help you with a task using her skill modifiers instead of your own. Can do one of the following: Disable Device +8, Bluff +10, Use Magic Device +8, *bull's strength* (CL 4, concentration +6), or *invisibility* (CL 4, concentration +4). (*Chronicle #11*)

Vegazi's Ally: Same as the boon above, but the following: Handle Animal +11, Heal +11, Survival +10, *animal messenger* (CL 6, concentration +8), or assist in combat for one round, making a full attack at your initiative at the target of your choice. +1 *composite longbow* +10/+5 (1d8+2/x3). She has Deadly Aim (-2 to hit, +4 damage), Point-Blank Shot, and Precise Shot, and gains a +2 bonus on attack and damage rolls against orcs. (*Chronicle #12*)

Righteous Redemption: Can check this between adventures or in Lastwall, can check off to get some stuff. (*Chronicle #13*)

Worthy Foe: Swift action, can gain +2 against magical beasts and humanoids with the orc subtype. Check boon for bonuses. (*Chronicle #13*)

Hurricane-Tempered: Can roll off to reduce the effects of wind. (*Chronicle #14*)

Once Per Day:

Power of the Giants: Cast enlarge person (self only), CL 1. (*Chronicle #4*)

Always On:

Adopted Weapon Training: Gain Weapon Familiarity (Elf). -1 penalty on all weapons that aren't elven weapons. (*Chronicle #A*)

Devil Slayer: +2 competence bonus on all Perception and Sense motive checks against devils, as well as Knowledge (Planes) to identify them. (*Chronicle #11*)

Honorary Arwyll: When using the retraining rules, it takes 1 fewer day for every 5 days it would normally take. (*Chronicle #11*)

Backstory:

Balric was raised as a halfling in the city of Westcrown in Cheliah by an elven family. He doesn't know anything about his life as an infant, but knows that his parents will always and forever be with his elven family, his mother (Aedryn) and father (Ryone). Being a halfling raised in Cheliah had presented many problems for Balric. He would often be mistaken for a slave, and oftentimes his mother or father would have to vouch for him as their own slave. He was very used to the way things were in his home town.

He was always an energetic kid, which presented problems where he lived. He would often get into trouble trying to sneak around into places he found interesting. He often was excused because he was just a kid, but there were times where his parents had to bail him out of trouble. One incident he remembers clearly is when he happened to cross with a slave trader and almost got sold on the market! His parents bought him back, but were furious at him.

As he grew older and time went on, he began to question why it had to be this way. "Why did the halflings have to be persecuted all the time? And why should this exist at all?" He didn't like what was happening, and started to try to disrupt slave traders and try to sabotage their business. Eventually he realized that he couldn't do this for long without getting caught, so he developed an alter ego in town, getting some fame in Westcrown due to the popularity of his ideas among some of the other sympathizers. That alter ego would be known as "The Tumbler."

Balric eventually realized that he couldn't stay in this town forever and that karma was going to catch up to him, but didn't want to give up his goals of disrupting slavery where he could, so he eventually moved on to Andoran, hoping to find a larger cause he could be a part of. He eventually learned of the Liberty's Edge faction of the Pathfinder Society and joined as a member of their faction.