

Vendla

Character Name

Swashbuckler (Shackles Corsair) 3

CLASS

Vincent

Player Name

Human (Ulfen) / Humanoid

RACE

Cayden Cailean

Deity

Medium / 5 ft.

SIZE / FACE

Lands of the

Linnorm Kings

Region

5' 10" / 170 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

93504-17

CHARACTER ID

3 (2)

Character Level (CR)

6 / 9

EXP/NEXT LEVEL

19

AGE

Femelle

GENDER

Blue

EYES

Blonde, Braiden

hair

HAIR

Liberty's Edge

Faction

FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																																
STR Strength	10	+0	10	+0			28				Walk 30 ft.																																
DEX Dexterity	18	+4	18	+4			AC	18	14	14	10																																
CON Constitution	14	+2	14	+2			armor class	TOTAL	FLAT	TOUCH	BASE																																
INT Intelligence	10	+0	10	+0			INITIATIVE	+4	+4	+0	10																																
WIS Wisdom	10	+0	10	+0			modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE																																
CHA Charisma	14	+2	14	+2			Encumbrance	Light	ARMOR BONUS	SHIELD BONUS	STAT																																
<table border="1"> <thead> <tr> <th>SAVING THROWS</th> <th>TOTAL</th> <th>BASE SAVE</th> <th>ABILITY</th> <th>MAGIC</th> <th>MISC</th> <th>EPIC</th> <th>TEMP</th> </tr> </thead> <tbody> <tr> <td>FORTITUDE (constitution)</td> <td>+3</td> <td>+1</td> <td>+2</td> <td>+0</td> <td>+0</td> <td>+0</td> <td></td> </tr> <tr> <td>REFLEX (dexterity)</td> <td>+7</td> <td>+3</td> <td>+4</td> <td>+0</td> <td>+0</td> <td>+0</td> <td></td> </tr> <tr> <td>WILL (wisdom)</td> <td>+1</td> <td>+1</td> <td>+0</td> <td>+0</td> <td>+0</td> <td>+0</td> <td></td> </tr> </tbody> </table>												SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0		REFLEX (dexterity)	+7	+3	+4	+0	+0	+0		WILL (wisdom)	+1	+1	+0	+0	+0	+0	
SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP																																				
FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0																																					
REFLEX (dexterity)	+7	+3	+4	+0	+0	+0																																					
WILL (wisdom)	+1	+1	+0	+0	+0	+0																																					

TOTAL SKILLPOINTS: 15		SKILLS					MAX RANKS: 3/3
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Acrobatics	DEX	8	= 4	+ 1	+ 3		
✓ Appraise	INT	0	= 0				
✓ Bluff	CHA	2	= 2				
✓ Climb	STR	4	= 0	+ 1	+ 3		
✓ Craft (Untrained)	INT	0	= 0				
✓ Diplomacy	CHA	8	= 2	+ 3	+ 3		
✓ Disguise	CHA	2	= 2				
✓ Escape Artist	DEX	4	= 4				
✓ Fly	DEX	4	= 4				
✓ Heal	WIS	0	= 0				
✓ Intimidate	CHA	11	= 2	+ 1	+ 8		
Knowledge (Local)	INT	4	= 0	+ 1	+ 3		
✓ Perception	WIS	4	= 0	+ 1	+ 3		
✓ Perform (Untrained)	CHA	2	= 2				
Profession (Sailor)	WIS	10	= 0	+ 3	+ 7		
✓ Ride	DEX	4	= 4				
✓ Sense Motive	WIS	6	= 0	+ 3	+ 3		
✓ Stealth	DEX	4	= 4				
✓ Survival	WIS	0	= 0				
✓ Swim	STR	4	= 0	+ 1	+ 3		
= + +							
= + +							

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Combat Modifiers:
When wielding your Cutlass one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+3	+0	+0	+0	0	
RANGED attack bonus	+7	+3	+4	+0	+0	0	
CMB attack bonus	+3	+3	+0	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+3	+3	+3	+3	+3	+3
CMD	17	17	17	17	17	17

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3	20/x2	5 ft.

*Cutlass (Silversheen)		HAND	TYPE	SIZE	CRITICAL	REACH
	directrice	S	M	18-20/x2	5 ft.	
	To Hit	Dam	2W-P-(OH)	To Hit	Dam	
1H-P	+8	1d6+4		+2	1d6+4	
1H-O	+4	1d6+4	2W-P-(OL)	+4	1d6+4	
2H	+8	1d6+4	2W-OH	-2	1d6+4	

Special Properties: Count as an alchemical silver weapon, immune to all rust

Acid (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
	Équippé	A	M	20/x2	5 ft.	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
	Équippé	F	M	20/x2	5 ft.	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt	Light	+4	+6	+0	10
30 hp/inch, hardness 15					

Conditional Skill Modifiers:
+1 bonus to Diplomacy with members of the character's faction

Charmed Life	
Uses per Day	☐☐☐
Charmed Life (Ex): The swashbuckler gains a knack for getting out of trouble. 3 times per day as an immediate action before attempting a saving throw, she can add 2 to the result of the save. She must choose to do this before the roll is made. [Paizo Inc. - Advanced Class Guide, p.56]	

Panache	
Points	☐☐
[Paizo Inc. - Advanced Class Guide]	

Dagger (Cold Iron)				HAND	TYPE	SIZE	CRITICAL	REACH
				Porté	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+7	1d4	2W-P-(OH)	+1		1d4		
1H-O	+3	1d4	2W-P-(OL)	+3		1d4		
2H	+7	1d4	2W-OH	-1		1d4		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+11	+9	+7	+5		+3		
Dam	1d4	1d4	1d4	1d4		1d4		

Special Properties: 30 hp/inch, hardness 10

Dart				HAND	TYPE	SIZE	CRITICAL	REACH
				Porté	P	M	20/x2	5 ft.
Range: 20 ft.		To Hit: +7		Damage: 1d4				
30 ft.		40 ft.		60 ft.		80 ft.		100 ft.
TH	+5	+5	+3	+1		-1		
Dam	1d4	1d4	1d4	1d4		1d4		

Chakram				HAND	TYPE	SIZE	CRITICAL	REACH
				Porté	S	M	20/x2	5 ft.
30 ft.		60 ft.		90 ft.		120 ft.		150 ft.
TH	+7	+5	+3	+1		-1		
Dam	1d8	1d8	1d8	1d8		1d8		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Cutlass (Silversheen)	Equipped	1	4 / 765	
<small>Count as an alchemical silver weapon, immune to all rust</small>				
Mithral Shirt	Equipped	1	10 / 1,100	
<small>30 hp/inch, hardness 15</small>				
Outfit (Traveler's)	Equipped	1	5 / 0	
Sash, Adventurer's	Equipped	1	3 / 20	
<small>2 lbs., 1 Potion of Cure Light Wounds, 1 Acid (Flask), 1 Alchemist's Fire (Flask)</small>				
Potion of Cure Light Wounds	Sash,	1	0 / 50	
<small>Cures 1d8+1 points of damage</small>				
Acid (Flask)	Sash,	1	1 / 10	
<small>Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.</small>				
Alchemist's Fire (Flask)	Sash,	1	1 / 20	
<small>Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.</small>				
Mug or Tankard (Clay)	Equipped	1	1 / 0	
Dagger (Cold Iron)	Carried	1	1 / 4	
<small>30 hp/inch, hardness 10</small>				
Dart	Carried	2	NaN (NaN) / 0.5 (1)	
Chakram	Carried	1	1 / 1	
TOTAL WEIGHT CARRIED/VALUE		28 lbs.	1,971gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY
Total = 0 gp [Unspent Funds = 921.98 gp]

MAGIC
Shakles Corsair Archetype (missing in PCGen)
The character should not have buckler proficiency, it is traded for Caydan Caylean divine fighting technique from Weapon Master's Handbook.

Languages
Common, Skald

Other Companions

Archetypes
Shackles Corsair [Paizo Inc. - Advanced Class Origins, p.22]
While it doesn't take much more than a ship and a crew in the Shackles to become a pirate, Shackles corsairs are a finer breed of freebooter. A Shackles corsair's debonair charm and style make her a paradoxical celebrity even among the nations whose ships she plunders.

Traits
Call of the Longships [Paizo Inc. - People of the North, p.21]
You gain a +1 trait bonus on Profession (sailor) checks and a +1 trait bonus on attack rolls made onboard ships.
Glint-Tongued (Ulfen) [Paizo Inc. - People of the North, p.10]
You have a gift for poetic turns of phrase and vicious streams of insults. You gain a +1 trait bonus on Charisma-based skill checks made to impress or persuade other Ulfen (or, at the GM's option, other poetically-minded people), and a +2 trait bonus on Intimidate checks.

Special Qualities

Bonus Feat [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Panache (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat. At the start of each day, a swashbuckler gains a number of panache points equal to her Charisma modifier [2] (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than her Charisma modifier [2] (minimum 1), though feats and magic items can affect this maximum. A swashbuckler spends panache to accomplish deeds (see below), and regains panache in the following ways.

Swashbuckler Finesse (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

A swashbuckler gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

Charmed Life (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

The swashbuckler gains a knack for getting out of trouble. 3 times per day as an immediate action before attempting a saving throw, she can add 2 to the result of the save. She must choose to do this before the roll is made.

Deeds [Paizo Inc. - Advanced Class Guide, p.56]

Swashbucklers spend panache points to accomplish deeds. Most deeds grant the swashbuckler a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the swashbuckler has at least 1 panache point, but do not require expending panache to be maintained. A swashbuckler can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the swashbuckler has or spends the required number of panache points to perform the deed.

Derring-Do (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to 4 times.

Dodging Panache (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from the original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Opportune Parry and Riposte (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Eyes of Abendego (Ex) [Paizo Inc. - Advanced Class Origins, p.23]

Every true Shackles captain dreams of winning the Free Captain's Regatta, and the wise begin training for it early. Whenever she has at least 1 panache point, a Shackles corsair can see three times as far as normal in nonmagical fog. In magical fog, she can see normally for 10 feet; after that, creatures and objects have partial concealment for the next 10 feet and total concealment thereafter.

Kip-Up (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 3rd level, while the swashbuckler has at least 1 panache point, she can kip-up from prone as a move action without provoking an attack of opportunity. She can kip-up as a swift action instead by spending 1 panache point.

Menacing Swordplay (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 3rd level, while she has at least 1 panache point, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can choose to use Intimidate to demoralize that opponent as a swift action instead of a standard action.

Precise Strike (Ex) [Paizo Inc. - Advanced Class Guide, p.56]

At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding +3 damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit. As a swift action, a swashbuckler can spend 1 panache point to deal 6 additional damage instead. This benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the Signature Deed feat).

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Swagger (Ex) [Paizo Inc. - Advanced Class Origins, p.23]

A Shackles corsair's confident swagger unnerves her foes and inspires her crew. She gains a +3 bonus on Intimidate checks, and the DC of Intimidate checks made against her increases by 3. She and her allies gain a +3 morale bonus on Profession (sailor) checks.

Weapon and Armor Proficiency [Paizo Inc. - Advanced Class Guide]

Swashbucklers are proficient with simple and martial weapons, as well as light armor and bucklers.

Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhoka, Rhomphaia, Rock, Rope Gauntlet, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Sling Glove, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Switchblade Knife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Flute, War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Prestige Awards

Fame (10x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]

The character has accumulated 10 Fame. He has a +1 to Diplomacy with members of his faction. Maximum Item Cost: 15000 gp

Ship [Paizo Inc. - Pathfinder Society Field Guide, p.61]

Ship (10 PP): You own a maritime vessel that you use for trade, transport, or military purposes. This ship comes complete with a crew and earns enough money through normal operation to be self-sustaining, but isn't necessarily profitable on its own. Whenever you require passage at sea, you may choose to take your vessel instead of an unfamiliar ship hired by the Society to deploy you and your party. You gain a +2 circumstance bonus on Profession (sailor) checks and it becomes a class skill for you. You may use Profession (sailor) checks to make Day Job rolls.

Feats

Combat Reflexes [Paizo Inc. - Core Rulebook, p.119]

You can make additional attacks of opportunity.
You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Slashing Grace (Cutlass) [Paizo Inc. - Advanced Class Guide, p.156]

Choose one kind of slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied.

Weapon Focus (Cutlass) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Boarding), Axe (Throwing), Bardiche, Battle Aspergillum, Battle Poi, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Combat Scabbard, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Flambard, Garrote, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Hanbo, Handaxe, Hook Hand, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Khakkhara, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy),

Vendla

Human (Ulfen)

RACE

19

AGE

Femelle

GENDER

VISION

Chaotic Good

ALIGNMENT

Droite

DOMINANT HAND

5' 10"

HEIGHT

170 lbs.

WEIGHT

Blue

EYE COLOUR

Pale

SKIN COLOUR

Blonde, Braiden hair

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Lands of the Linnorm Kings

REGION

Cayden Cailean

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Keep PP for Ship prestige (10PP)

Prestige class: steel falcon

To get a monkey:

Shaman with the wave spirit, works with armor (WIS \geq 11)

Rogue with Carnivalist Archetype: no much benefit in having rogue levers (duplicate swashbuckler stuff)

Magus, but need 3 levels to get the familiar arcana (INT \geq 11)

Wizard but would need to not wear any armor, rely on mage armor eventually, either the water school, or the conjuration one to get familiar adept

witch (third character?) no armor (but mage armor) (INT \geq 11)

Pilferer familiar archetype

all except rogue can benefit from magical aptitude

other base class:

fighter with corsair archetype: problem, it has no skills (but can use heavy armor after some time)

Feats

3-Iron Will

4 (combat)- Weapon Specialization (+2 to hit) ? Advanced Weapon Training (to get versatile weapon training?)

5-Eagle's Resolve? (need Iron Will) Combat Reflexes?

7-

9-

Biography:

Born in island in Lands of the Linnord Kings, in a village near Frembrudd

2 sisters, both younger
Lower-Class Birth: parents were fisherman

Background: trained by tribe

Her older younger sister, had been abducted by raiders and sold as a slave. She joined a ship and managed to freed her with the help of a group of people. They were member of the Andoran/Liberty's Edge, She joined the Society after making sure her sister went home.

Influentaial Associate: The Boss

Conflict: Broke a promise, tradesperson, motivation: Justice. 2CP No guilt but still not Chaotic Good.

Religion : Desna for the moving around, Calean for the freedom and drinking

Notes:

:

Campaign	Adventure	Party	Date	Xp	Gm
1				1	
2				3	
3				0	
4	7-22 Bid for Alabastrine		2017-04-21	1	Philippe Lam