



Basch is a 36-year-old man with a strong, muscular-though-emaciated build, a tall frame, and blue eyes. He has long blond slicked back hair, beard and goatee. Basch has a long scar across his left brow.

A disgraced knight, Basch had his name ruined throughout Ivalice when he was prosecuted for murdering his King, contributing to his Kingdom's downfall. Basch has a fierce sense of loyalty and a professional manner. He abides by a knight's code dedicating himself to restoring the country he serves. He is selfless, prioritizing others at the cost of his own reputation. Basch strives to fulfill promises and commands from his superiors, friends and family, regardless of the request or the circumstances.

Basch fon Rosenberg

CR 1

XP 400

Male Hume Knight 1

LG Medium Humanoid

Init +6; **Senses** Perception +5

Defense

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield)

HP 17 (1d12+5)

Fort +6, Reflex +2, Will +3

Offense

Speed 20 ft.

Melee Longsword +3 (1d8+2/19-20 x2)

Special Abilities [Defensive Stance](#) (8 rounds/day)

Limit Breaks [A Knight's Blessing](#) (Protect/Shell/Regen I), [A Knight's Protection](#)

Tactics

During Battle Basch prefers to stay close to his allies, protecting them with his Defend Ally ability, and preventing enemies from flanking. If Basch is surrounded or seriously hurt, he will go into his Defensive Stance to prevent as much damage as possible. Basch will only retreat if he knows his allies will escape as well and will do anything in his power to ensure they can, even sacrificing himself.

Statistics

Str 14, Dex 14, Con 18, Int 12, Wis 12, Cha 11

Base Atk +1; CMB +3; CMD 15

Feats Improved Initiative, Shield Focus

Skills Diplomacy +4, Knowledge (Nobility) +5, Perception +5, Sense Motive +5

Languages Common, and one more

SQ [Defend Ally](#) (+2)

Combat Gear Longsword, Banded Mail, Heavy Steel Shield; Other Gear Backpack, Bedroll, 1-pint Flask, Trail Rations x3, 15 gil.

*Basch puts his favored class bonus into bonus Hit Points.

**If playing in a game that allows traits, Basch gains the "Reactionary" and "Friends in High Places" traits.

Basch fon Rosenberg

CR 5

XP 1,600

Male Hume Knight 5

LG Medium Humanoid

Init +6; Senses Perception +9

Defense

AC 25, touch 13, flat-footed 23 (+8 armor, +2 Dex, +4 shield, +1 deflect)

HP 68 (5d12+30)

Fort +9, Reflex +3, Will +5

Defensive Abilities DR 3/- while in armor

Offense

Speed 20 ft.

Melee Masterwork Longsword +8 (1d8+2/19-20 x2)

Special Abilities [Defensive Stance](#) (17 rounds/day), [Shield Block](#) (+1),
Limit Breaks [A Knight's Blessing](#) (Protect/Shell/Regen II), [A Knight's Protection](#)

Tactics

During Battle Basch prefers to stay close to his allies, protecting them with his Defend Ally ability, and preventing enemies from flanking. If Basch is surrounded or seriously hurt, he will go into his Defensive Stance to prevent as much damage as possible. Basch will only retreat if he knows his allies will escape as well and will do anything in his power to ensure they can, even sacrificing himself.

Statistics

Str 14, **Dex** 14, **Con** 20, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 20 (+1 vs bull rush/overrun/trip)

Feats Bodyguard, Combat Reflexes, Improved Initiative, Shield Focus

Skills Diplomacy +9, Intimidate +8, Knowledge (Nobility) +7, Perception +9, Sense Motive +7

Languages Common, and one more

SQ [Defend Ally](#) (+3), [Knight Talent](#) (Renewed Defense [1/day], Shelter of Steel [5/day]), [Stand Firm](#), [Shield Training](#), [Armor Training](#) (+1), [Bulwark](#), [Active Defense](#) (+1), [Deft Shield](#), [Armored Defense](#)

Combat Gear Masterwork Longsword, +1 Banded Mail, +1 Heavy Steel Shield, Belt of Mighty Constitution +2, Ring of Protection +1, High Potion x2; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

Basch fon Rosenberg

CR 10

XP 9,600

Male Hume Knight 10

LG Medium Humanoid

Init +7; **Senses** Perception +14

Defense

AC 32, touch 16, flat-footed 28 (+10 armor, +3 Dex, +6 shield, +1 dodge, +2 deflect)

HP 130 (10d12+60)

Fort +12, **Reflex** +6, **Will** +8

Defensive Abilities Stalwart, DR 3/- while in armor

Offense

Speed 30 ft.

Melee +2 Longsword +15/+10 (1d8+5/19-20 x2)

Special Abilities [Defensive Stance](#) (27 rounds/day), [Shield Block](#) (+2), [Shield Ally](#) (1/round), [Shield Buffet](#)

Limit Breaks [A Knight's Blessing](#) (Protect/Shell/Regen III), [A Knight's Protection](#)

Tactics

During Battle Basch prefers to stay close to his allies, protecting them with his Defend Ally ability, and preventing enemies from flanking. If Basch is surrounded or seriously hurt, he will go into his Defensive Stance to prevent as much damage as possible. Basche will also call out enemies, attempting to force them into a duel to control the battlefield that much more. Basch will only retreat if he knows his allies will escape as well and will do anything in his power to ensure they can, even sacrificing himself.

Statistics

Str 16, **Dex** 17, **Con** 20, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +10/+5; **CMB** +13; **CMD** 29 (+3 vs bull rush/overrun/trip)

Feats Bodyguard, Call Out, Combat Reflexes, Dodge, Improved Initiative, Shield Focus

Skills Diplomacy +14, Intimidate +12, Knowledge (Nobility) +10, Perception +14, Sense Motive +10

Languages Common, and one more

SQ [Defend Ally](#) (+5), [Knight Talent](#) (Renewed Defense [1/day], Shelter of Steel [5/day], Uncanny Block, Roused Defense, Intercept [1/round]), [Stand Firm](#), [Shield Training](#), [Armor Training](#) (+2), [Bulwark](#), [Active Defense](#) (+2), [Deft Shield](#), [Armored Defense](#), [Fortress of Defense](#), [Fortification](#) (Light)

Combat Gear +2 Longsword, +3 Banded Mail, +3 Heavy Steel Shield, Belt of Physical Perfection +2, Ring of Protection +2, X-Potion x4, Hi-Potion x3, Phoenix Down x2, Baccus Wine x2, Remedy x2; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

Basch fon Rosenberg

CR 15

XP 51,200

Male Hume Knight 15

LG Medium Humanoid

Init +9; **Senses** Perception +21

Defense

AC 41, touch 19, flat-footed 35 (+14 armor, +5 Dex, +8 shield, +1 dodge, +3 deflect)

HP 208 (15d12+105)

Fort +15, **Reflex** +10, **Will** +12

Defensive Abilities Stalwart, DR 3/- while in armor; **Immune** Poison

Offense

Speed 30 ft.

Melee +4 Longsword +23/+18/+13 (1d8+8/19-20 x2)

Special Abilities [Defensive Stance](#) (38 rounds/day), [Shield Block](#) (+3), [Shield Ally](#) (1/round), [Shield Buffet](#)

Limit Breaks [A Knight's Blessing](#) (Protect/Shell/Regen III), [A Knight's Protection](#)

Tactics

During Battle Basch prefers to stay close to his allies, protecting them with his Defend Ally ability, and preventing enemies from flanking. If Basch is surrounded or seriously hurt, he will go into his Defensive Stance to prevent as much damage as possible. Basche will also Call Out enemies, either attempting to force them into a duel, or frighten them with his Daunting Challenge to control the battlefield that much more. Basch will only retreat if he knows his allies will escape as well and will do anything in his power to ensure they can, even sacrificing himself.

Statistics

Str 18, **Dex** 20, **Con** 22, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +15/+10/+5; **CMB** +19; **CMD** 45 (+4 vs bull rush/overrun/trip)

Feats Bodyguard, Call Out, Combat Reflexes, Covering Defense, Dodge, Mobility, Improved Initiative, Shield Focus, Shield Specialization

Skills Diplomacy +19, Intimidate +19, Knowledge (Nobility) +11, Perception +21, Sense Motive +13

Languages Common, and one more

SQ [Defend Ally](#) (+6), [Knight Talent](#) (Renewed Defense [1/day], Shelter of Steel [6/day], Uncanny Block, Roused Defense, Intercept [1/round]), [Stand Firm](#), [Shield Training](#), [Armor Training](#) (+4), [Bulwark](#), [Active Defense](#) (+3), [Deft Shield](#), [Armored Defense](#), [Fortress of Defense](#), [Fortification](#) (Medium), [Mobile Defense](#), [Advanced Knight Talent](#) (Daunting Challenge, Protect the Meek), [Counterattack](#), [Improved Shield Ally](#), [Steel Defense](#)

Combat Gear +4 Longsword, +5 Full Plate, +5 Heavy Steel Shield, Agile Bracer, Black Belt, Ring of Protection +3, X-Potion x6, Phoenix Down x3, Baccus Wine x2, Tincture, Remedy x2; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.