Second Edition

Pathfinder®

Head-Shot the Rot

Adventure

Pregenerated Characters

PATHFINDER

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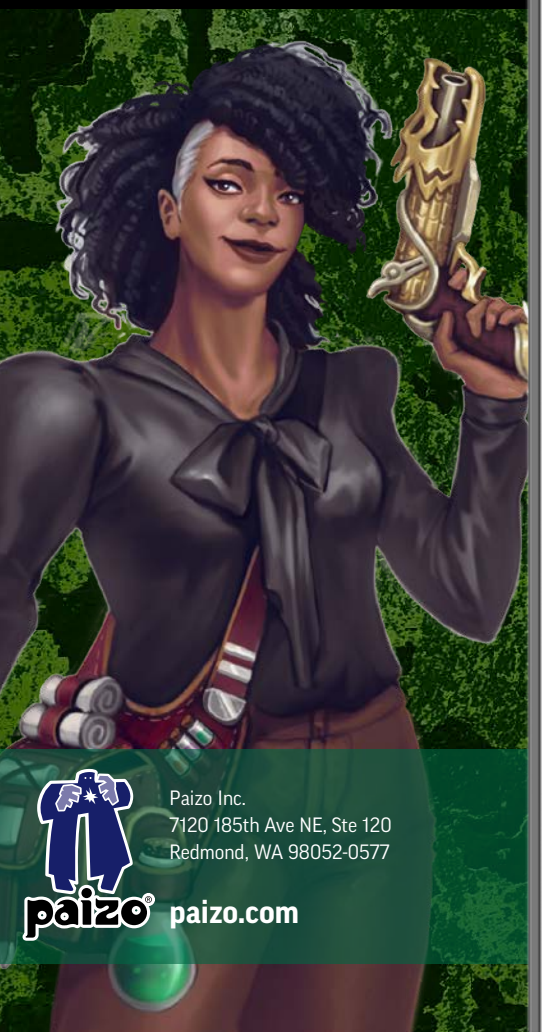

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HEAD-SHOT THE ROT

ADVENTURE

Pregenerated Characters

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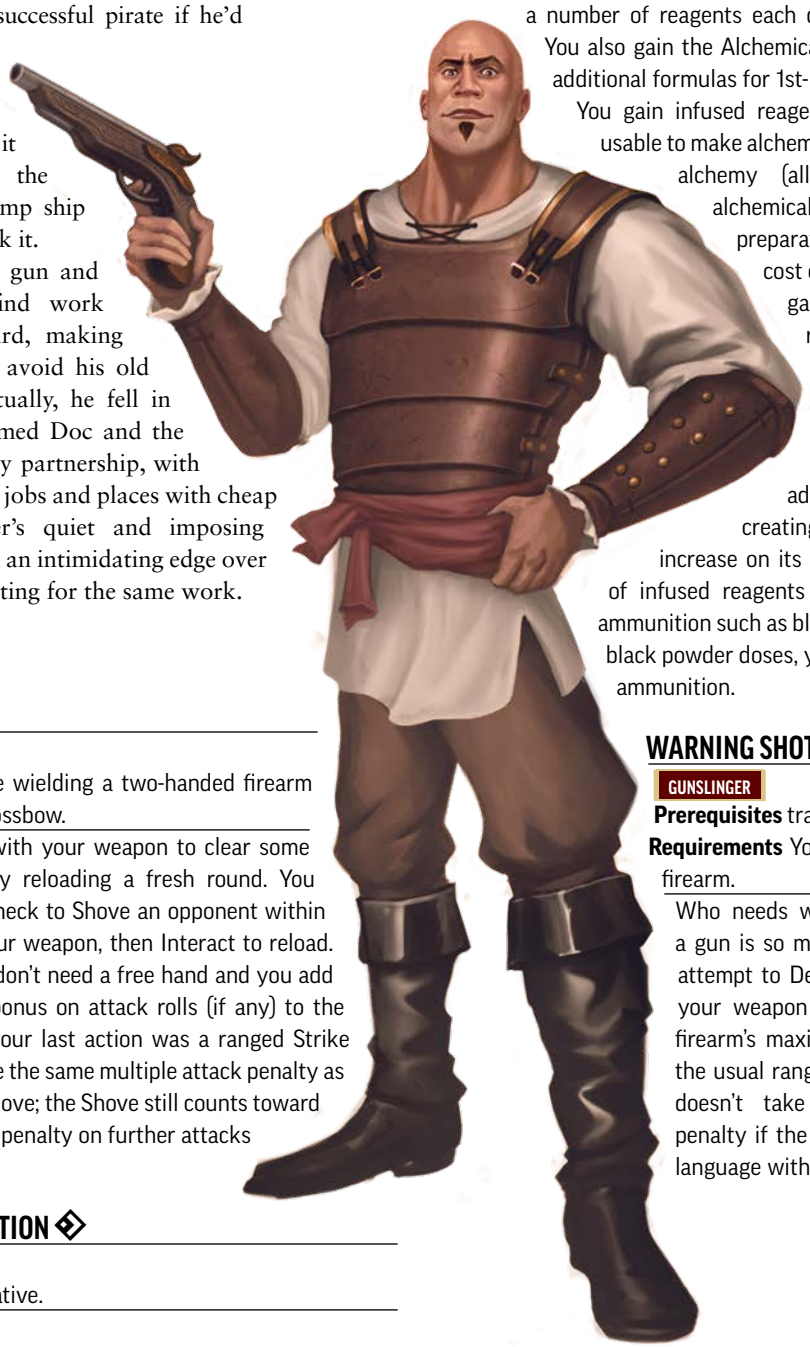
Pathfinder One-Shot: Head-Shot the Rot is designed to be played with the four pregenerated characters presented here. Each comes with ready-to-play game statistics and backstories tied to one another. These four gunslingers are looking to make a name for themselves in the deadly Mana Wastes that surround the gritty city of Alkenstar. Despite their shared talent with their unusual weapons, each of them plays a unique role in the group, lending their skills to help the party achieve its goals and protect each other's interests.

In addition to the standard abilities presented in the *Pathfinder Core Rulebook*, these characters utilize abilities found in *Pathfinder Guns & Gears*. Rules from this secondary source are presented here for your convenience in the Rules Index following each character entry. In addition, there is a quick reference for traits and common terms found on page 11.

BOOKER KAAR

Booker's been a lot of things over the course of his life. As a teen in the Jalmeri port of Niswan, he thought maybe his powerful muscles and quick reflexes could earn him a spot in one of the martial monasteries. That dream ended when he was taken by pirates during a raid and press-ganged into service pumping bilges. One day, in order to save his own life during a battle with a Chelaxian pirate hunter, he took control of a cannon and sank the enemy ship, earning himself a promotion to full crewmember. He worked the cannons for a time and discovered he had a penchant for big guns and close-quarters combat, using his impressive size to lug weapons others found unwieldy. Booker might have been a very successful pirate if he'd had a taste for it, but he never liked hurting people who didn't have it coming, so when the chance came to jump ship in Katapesh, he took it.

Booker used his gun and his muscles to find work as a caravan guard, making his way inland to avoid his old compatriots. Eventually, he fell in with a woman named Doc and the two formed an easy partnership, with Doc finding paying jobs and places with cheap rent while Booker's quiet and imposing presence gave them an intimidating edge over mercenaries competing for the same work.



RULES INDEX

CLEAR A PATH ❖

GUNSLINGER

Requirements You're wielding a two-handed firearm or two-handed crossbow.

You push outward with your weapon to clear some space before quickly reloading a fresh round. You make an Athletics check to Shove an opponent within your reach using your weapon, then Interact to reload. For this Shove, you don't need a free hand and you add the weapon's item bonus on attack rolls (if any) to the Athletics check. If your last action was a ranged Strike with the weapon, use the same multiple attack penalty as that Strike for the Shove; the Shove still counts toward your multiple attack penalty on further attacks as normal.

LIVING FORTIFICATION ◆

GUNSLINGER

Trigger You roll initiative.

You are the armored artillery, the unbreaking wall, the living fortification. You Interact to draw a firearm or crossbow. You then position that weapon defensively, gaining a +1 circumstance bonus to AC until the start of your first turn, or a +2 circumstance bonus if the chosen weapon has the parry trait.

MUNITIONS CRAFTER FEAT 1

GUNSLINGER

Bullets and bombs can be scarce in some parts, so you've learned to make your own. You become trained in Crafting and gain the alchemist's infused reagents class feature, gaining a number of reagents each day equal to your level. You also gain the Alchemical Crafting feat and four additional formulas for 1st-level alchemical items.

You gain infused reagents (a pool of reagents usable to make alchemical items) and advanced alchemy (allowing you to make alchemical items during your daily preparations without the normal cost or time expenditure). You gain batches of infused reagents per day equal to your level, which you can use to create only bombs or alchemical ammunition. Your advanced alchemy level for creating these is 1 and doesn't increase on its own. If you use a batch of infused reagents to create basic level-0 ammunition such as black powder cartridges or black powder doses, you produce 10 rounds of ammunition.

WARNING SHOT ❖ FEAT 2

GUNSLINGER

Prerequisites trained in Intimidation

Requirements You are wielding a loaded firearm.

Who needs words when the roar of a gun is so much more succinct? You attempt to Demoralize a foe by firing your weapon into the air, using the firearm's maximum range rather than the usual range of 30 feet. This check doesn't take the –4 circumstance penalty if the target does not share a language with you.

BOOKER KAAR

GUNSLINGER 3

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** CANNONEER

SPEED 25 FEET **PERCEPTION** +7 (EXPERT)

ALIGNMENT NG

LANGUAGES COMMON, VUDRANI

STRENGTH			DEXTERITY			CONSTITUTION		
STR	16	MODIFIER (+3)	DEX	16	MODIFIER (+3)	CON	12	MODIFIER (+1)
INTELLIGENCE			**WISDOM**			**CHARISMA**		
INT	10	MODIFIER (+0)	WIS	10	MODIFIER (+0)	CHA	14	MODIFIER (+2)

STRIKES

MELEE ❖ reinforced stock +8, **Damage** 1d4+3 bludgeoning

RANGED ❖ *dwarven scattergun* +11 (concussive, dwarf, kickback, reload 1, scatter 10 feet; range 50 feet), **Damage** 1d8+2 piercing

SKILLS

ACROBATICS [T] +8	ATHLETICS [T] +8	INTIMIDATION [E] +9
MEDICINE [T] +5	STEALTH [T] +8	WARFARE LORE [T] +5

FEATS AND ABILITIES

CLASS FEATURES	Clear a Path, Living Fortification, singular expertise, stubborn, way of the vanguard
ANCESTRY FEATS	Unconventional Weaponry (dwarven scattergun)
CLASS FEATS	Munitions Crafter, Warning Shot
GENERAL FEATS	Toughness
SKILL FEATS	Assurance (Athletics), Hefty Hauler, Titan Wrestler

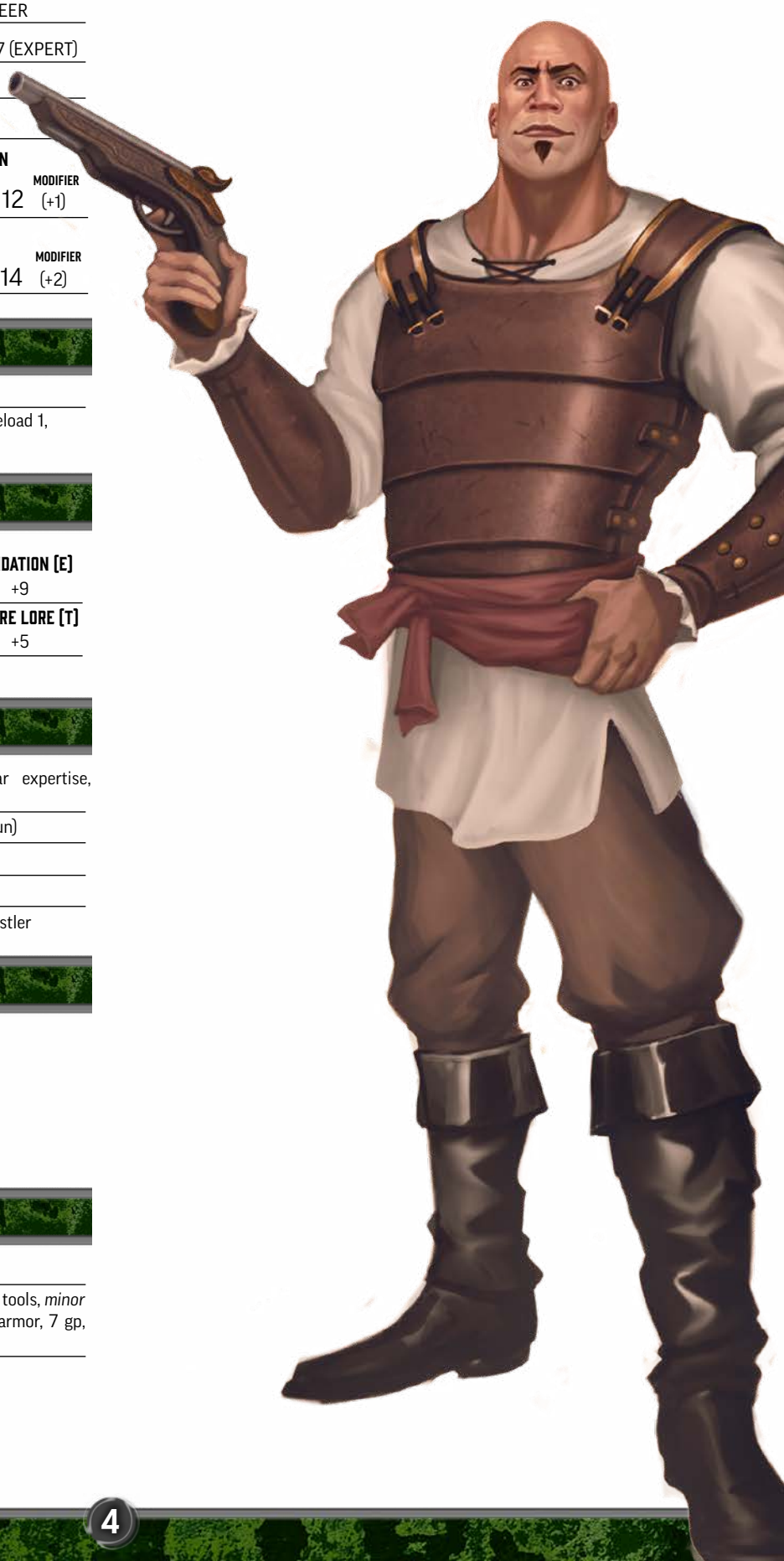
DEFENSES

HIT POINTS 38 **ARMOR CLASS** 20

FORTITUDE	REFLEX	WILL
+8	+10	+7

EQUIPMENT

READY	*+1 dwarven scattergun* with reinforced stock
WORN	crowbar, *everburning torch*, firearm cleaning kit, healer's tools, *minor healing potions* (2), rope, rounds (20), studded leather armor, 7 gp, 9 sp



DOC FEATHERTON

Amara "Doc" Featherton has quick wits, a keen eye, a ready laugh, and a carefree disregard for local laws and conventions. Doc was born in Absalom but has spent years traveling around the Inner Sea, using her skills as a medic and surgeon to pay her way. While Doc does have talent as a physician, she's also been known to overestimate that talent, leaving bereaved families and incensed sheriffs in her wake.

Doc's skills aren't just limited to treating wounds and performing surgeries with various degrees of success, however. Doc has a pair of pistols she's affectionately named "Problem" and "Solution"; when she's in a situation she can't outrun or talk her way out of, Problem's razor-sharp bayonet or a spray of pellets from Solution often turn the tides back in her favor.

Doc's guns have rested in their holsters for a few months now thanks to her intimidating new companion, Booker; she's spent the last few weeks playing cards and selling her services as a physician when the cards turn against her. Still, she's feeling that tingle in her feet telling her to run that usually means trouble is coming.

RULES INDEX

DUAL-WEAPON RELOAD ❖ FEAT 1

GUNSLINGER

Requirements You are wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon.

You carry your ammunition in a way that allows you to reload while holding two weapons. You Interact to reload a one-handed ranged weapon you're holding. You don't need a free hand to reload your ranged weapon in this way.

HIT THE DIRT! ↷ FEAT 1

GUNSLINGER

Trigger A creature you can see attempts a ranged Strike against you.

You fling yourself out of harm's way. You Leap out of the way, gaining a +2 circumstance bonus to AC against the triggering attack. Regardless of whether or not the triggering attack hits, you land prone after completing your Leap.

MEDIC DEDICATION FEAT 2

ARCHETYPE DEDICATION GUNSLINGER

Prerequisites Battle Medicine, trained in Medicine

You become an expert in Medicine. When you succeed with Battle Medicine or Treat Wounds, the target regains 5 additional HP at DC 20, 10 HP at DC 30, or 15 HP at DC 40. Once per day, you can use Battle Medicine on a creature that's temporarily immune.

RELOADING STRIKE ❖

GUNSLINGER

Requirements You are wielding a one-handed firearm or one-handed crossbow in one hand, and your other hand either wields a one-handed melee weapon or is empty.

You attack and then reload your gun in one fluid movement. Strike an opponent within reach with your one-handed melee weapon (or, if your other hand is empty, with an unarmed attack), and then Interact to reload. You don't need a free hand to reload in this way.

RISKY SURGERY FEAT 1

GENERAL SKILL

Prerequisites trained in Medicine

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

INTO THE FRAY ❖

GUNSLINGER

Trigger You roll initiative.

You know trouble can lurk around every corner, and your hands are never far from your holsters. You can Interact to draw a one-handed ranged weapon and can then Interact to draw a one-handed melee weapon. As your first action on your first turn, you can Stride as a free action toward an enemy you can perceive. If you can't perceive any enemies or can't end your movement closer to one, you can't take this Stride.

DOC FEATHERTON

GUNSLINGER 3

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** BACK-ALLEY DOCTOR

SPEED 25 FEET **PERCEPTION** +9 (EXPERT)

ALIGNMENT CN

LANGUAGES COMMON, KELISH, TIEN

STRENGTH			DEXTERITY			CONSTITUTION		
STR	10	MODIFIER (+0)	DEX	18	MODIFIER (+4)	CON	10	MODIFIER (+0)
INTELLIGENCE			**WISDOM**			**CHARISMA**		
INT	12	MODIFIER (+1)	WIS	14	MODIFIER (+2)	CHA	14	MODIFIER (+2)

STRIKES

MELEE ❖ bayonet +9 (agile, finesse), **Damage** 1d4 piercing

MELEE ❖ *reinforced stock* +5, **Damage** 1d4 bludgeoning

RANGED ❖ dragon mouth pistol +11 (concussive, reload 1, scatter 5 feet; range 20 feet), **Damage** 1d6+1 piercing

RANGED ❖ *dueling pistol* +12 (concealable, concussive, fatal d10, reload 1; range 60 feet), **Damage** 1d6+1 piercing

SKILLS

ACROBATICS [T] +9	ATHLETICS [T] +5	DECEPTION [T] +7
MEDICINE [E] +9	SOCIETY [T] +6	STEALTH [T] +6
THIEVERY [T] +9	UNDERWORLD LORE [T] +6	

FEATS AND ABILITIES

CLASS FEATURES	Into the Fray, Reloading Strike, singular expertise, stubborn, way of the drifter
ANCESTRY FEATS	Natural Ambition (Hit the Dirt!)
CLASS FEATS	Dual-Weapon Reload, Medic Dedication
GENERAL FEATS	Diehard
SKILL FEATS	Battle Medicine, Lengthy Diversion, Risky Surgery

DEFENSES

HIT POINTS 32 **ARMOR CLASS** 20

FORTITUDE +7 **REFLEX** +11 **WILL** +9

EQUIPMENT

READY dragon mouth pistol with reinforced stock, *+1 dueling pistol* with bayonet

WORN dragon mouth rounds (20), dueling pistol rounds (20), bull's eye lantern, firearm cleaning kit, flint and steel, healer's tools, *minor healing potions* (2), leather armor, rope, 13 gp, 5 sp, 5 cp

ZAKZAK

Growing up on the streets of Absalom, Zakzak was raised on stories of the heroic goblins of the Crookedtoes tribe. Zakzak relentlessly pestered anyone who might tell him more about those fabled goblins who bravely battled the undead hordes of the Whispering Tyrant. These goblins rescued the hapless humans of Lastwall and escorting them to Absalom, where the humans gratefully rewarded the goblins by giving them the glorious Puddles district, a region of the city already filled with sturdy houses and even a castle for the goblins and their newly proclaimed king. Surrounded by such stories of goblin glory, Zakzak pushed himself constantly, crafting a firearm of unparalleled might in the form of his spoon gun, forged from scraps he scrounged himself from Absalom's back alleys.

But even a mighty goblin with an even-mightier weapon needs an adventure before he can make his name. Hearing the stories of the gunslingers of Alkenstar, Zakzak boarded a ship for the port of Quantium, hoping to find passage from there on to Alkenstar. During the journey, Zakzak made an unlikely friend: an elven sniper named Zindarel. Despite the Jinin elf's best efforts to discourage the goblin, Zakzak knew a loner in need of a friend if ever he saw one. By the time their ship reached port the two had forged a bond that Zakzak knew was a lifelong friendship and that Zindarel found surprisingly tolerable. Together, the two traveled on to Alkenstar in search of adventure and opportunity.

RULES INDEX

BLAST LOCK ❖ FEAT 1

ATTACK GUNSLINGER

Requirements You are wielding a loaded firearm.

Sometimes taking the shortest distance between two points involves removing an obstacle or two. You shoot your firearm at a lock within 10 feet. Make an attack roll against the DC required to Pick the Lock.

Critical Success You open the lock, or you achieve two successes toward opening a complex lock.

Success You open the lock, or you achieve one success toward opening a complex lock.

Failure You fail to open the lock, and your shot makes it harder to open. Future attempts to Pick the Lock or Blast the Lock take a –2 circumstance penalty.

Critical Failure You fail to open the lock, and your shot makes it much harder to open. Future attempts to Pick the Lock or Blast the Lock take a –4 circumstance penalty.

CRAFTER'S APPRAISAL FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

Your knowledge of items' construction allows you to discern their magical effects as well. You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

RACONTEUR'S RELOAD ❖

GUNSLINGER

Your rapid or forceful words draw the enemy's attention away from your hands long enough to chamber another bullet. Interact to reload and then attempt a Deception check to Create a Diversion or an Intimidation check to Demoralize.

RISKY RELOAD ❖ FEAT 2

FLOURISH GUNSLINGER

Requirements You are wielding a firearm.

You've practiced a technique for rapidly reloading your firearm, but it's a dangerous gamble with your firearm's functionality. Interact to reload a firearm, then make a Strike with that firearm. If the Strike fails, the firearm misfires.

TEN PACES ❖

GUNSLINGER

Trigger You roll initiative.

You react to trouble with lightning speed, positioning yourself just right. You gain a +2 circumstance bonus to your initiative roll, and you can Interact to draw a one-handed firearm or one-handed crossbow. As your first action on your first turn, you can Step up to 10 feet as a free action.

ZAKZAK

GUNSLINGER 3

ANCESTRY GOBLIN (RAZORTOOTH GOBLIN) **BACKGROUND** JUNK COLLECTOR

SPEED 25 FEET **PERCEPTION** +7 (EXPERT)

ALIGNMENT CG **SENSES** DARKVISION

LANGUAGES COMMON, GOBLIN

STRENGTH		DEXTERITY		CONSTITUTION	
STR	12 (+1) MODIFIER	DEX	18 (+4) MODIFIER	CON	14 (+2) MODIFIER
INTELLIGENCE		**WISDOM**		**CHARISMA**	
INT	10 (+0) MODIFIER	WIS	10 (+0) MODIFIER	CHA	14 (+2) MODIFIER

STRIKES

MELEE ❖ jaws +9 (finesse, unarmed), **Damage** 1d6+1 piercing

RANGED ❖ *spoon gun* +12 (cobbled, goblin, modular B, P, or S , reload 1, scatter 5 feet; range 30 feet), **Damage** 1d6+1

SKILLS

ACROBATICS [T] +9	ATHLETICS [U] +1	CRAFTING [T] +5
DECEPTION [T] +7	ENGINEERING LORE [T] +5	INTIMIDATION [E] +9
STEALTH [T] +9		

FEATS AND ABILITIES

CLASS FEATURES	Raconteur's Reload, singular expertise, Ten Paces, stubborn, way of the pistolero
ANCESTRY FEATS	Goblin Weapon Familiarity
CLASS FEATS	Blast Lock, Risky Reload
GENERAL FEATS	Toughness
SKILL FEATS	Cat Fall, Crafter's Appraisal

DEFENSES

HIT POINTS	ARMOR CLASS
39	20

FORTITUDE	REFLEX	WILL
+9	+11	+7

EQUIPMENT

READY	*+1 spoon gun*
WORN	firearm cleaning kit, grappling hook, *minor healing potions* (2), *holly bush feather token* (2), leather armor, rope, rounds (20), thieves' tools, 9 gp, 9 sp

ZINDAREL

Born among Tian Xia's Jinin elves, Zindarel's culture adopted many societal cues from nearby Minkai. Zindarel was raised as a warrior and trained relentlessly in the ways of battle. Ultimately, her dedication to her craft and her steady hand earned her a rare gift from afar: a mithral tree, a firearm of exceeding beauty and craftsmanship, reinforced with polished metal bands across its length for deflecting spear thrusts and parrying sword strikes.

Why Zindarel left her home and responsibilities behind is something she rarely speaks of, though when prompted, she isn't shy about sharing her pride in her homeland and training. She also freely offers her counsel on matters of battle with calm confidence, always prioritizing tactical efficacy over personal glory. During her journey to Alkenstar, Zindarel formed an unlikely friendship with the goblin "hero" Zakzak. What, exactly, an elven warrior might enjoy from the company of a boisterous goblin with an excessive sense of self-worth is something that Zindarel herself might not even be sure about, but the friendship between the two is genuine.

RULES INDEX

COVER FIRE ❖ FEAT 1

GUNSLINGER

Frequency once per round

Requirements You are wielding a loaded firearm or crossbow and an enemy you can see within the weapon's maximum range has cover from you.

You lay down suppressive fire designed to protect allies by forcing foes behind cover. You make a firearm or crossbow Strike targeting the enemy who has cover, who must decide before you roll your attack whether it is going to duck out of the way. If the target ducks, it gains a +4 circumstance bonus to AC against your attack, but also takes a –2 circumstance penalty to ranged attack rolls until the end of its next turn. If the target chooses not to duck, you gain a +1 circumstance bonus to your attack roll for that Strike.

COVERED RELOAD ❖

GUNSLINGER

You duck into a safe position or otherwise minimize your profile while reloading to make your next attack. Either Take Cover or attempt to Hide, then Interact to reload. As normal, you must meet the requirements to Take Cover or Hide; you must be prone, benefiting from cover, or near a feature that allows you to take cover to Take Cover, and you need to be benefiting from cover or concealed to a creature to Hide from that creature.

DEFENSIVE ARMAMENTS FEAT 2

GUNSLINGER

You use bulky firearms or crossbows to shield your body from attack. Any two-handed firearms and two-handed crossbows you wield gain the parry trait. If an appropriate weapon already has the parry trait, increase the circumstance bonus to AC it grants when used to parry from +1 to +2.

ONE SHOT, ONE KILL ◆

GUNSLINGER

Trigger You roll Stealth for initiative.

Your first shot is the deadliest. You Interact to draw a firearm or crossbow. On your first turn, your first Strike with that weapon deals an additional 1d6 precision damage. This bonus damage increases to 2d6 at 9th level and 3d6 at 15th level.

ZINDAREL

GUNSLINGER 3

ANCESTRY ELF (SEER ELF) **BACKGROUND** SPOTTER

SPEED 35 FEET **PERCEPTION** +10 (EXPERT)

ALIGNMENT LG **SENSES** LOW-LIGHT VISION

LANGUAGES COMMON, ELVEN, SYLVAN, TIEN

STRENGTH		DEXTERITY		CONSTITUTION	
STR	10 (+0) MODIFIER	DEX	18 (+4) MODIFIER	CON	10 (+0) MODIFIER
INTELLIGENCE		**WISDOM**		**CHARISMA**	
INT	14 (+2) MODIFIER	WIS	16 (+3) MODIFIER	CHA	10 (+0) MODIFIER

STRIKES

MELEE ❖ bayonet +9 (agile, finesse), **Damage** 1d4 piercing

RANGED ❖ *mithral tree* +12 (concussive, elf, fatal d10, parry, reload 1, range 150 feet), **Damage** 1d6+1 piercing

SKILLS

ACROBATICS [T] +9	ATHLETICS [T] +5	CRAFTING [T] +7
OCCULTISM [T] +7	SCOUTING LORE [T] +7	SOCIETY [T] +7
STEALTH [E] +11	SURVIVAL [T] +8	

FEATS AND ABILITIES

CLASS FEATURES	Covered Reload; One Shot, One Kill; singular expertise; stubborn; way of the sniper
ANCESTRY FEATS	Elven Weapon Familiarity
CLASS FEATS	Cover Fire, Defensive Armaments
GENERAL FEATS	Fleet
SKILL FEATS	Steady Balance, Terrain Stalker (rubble)

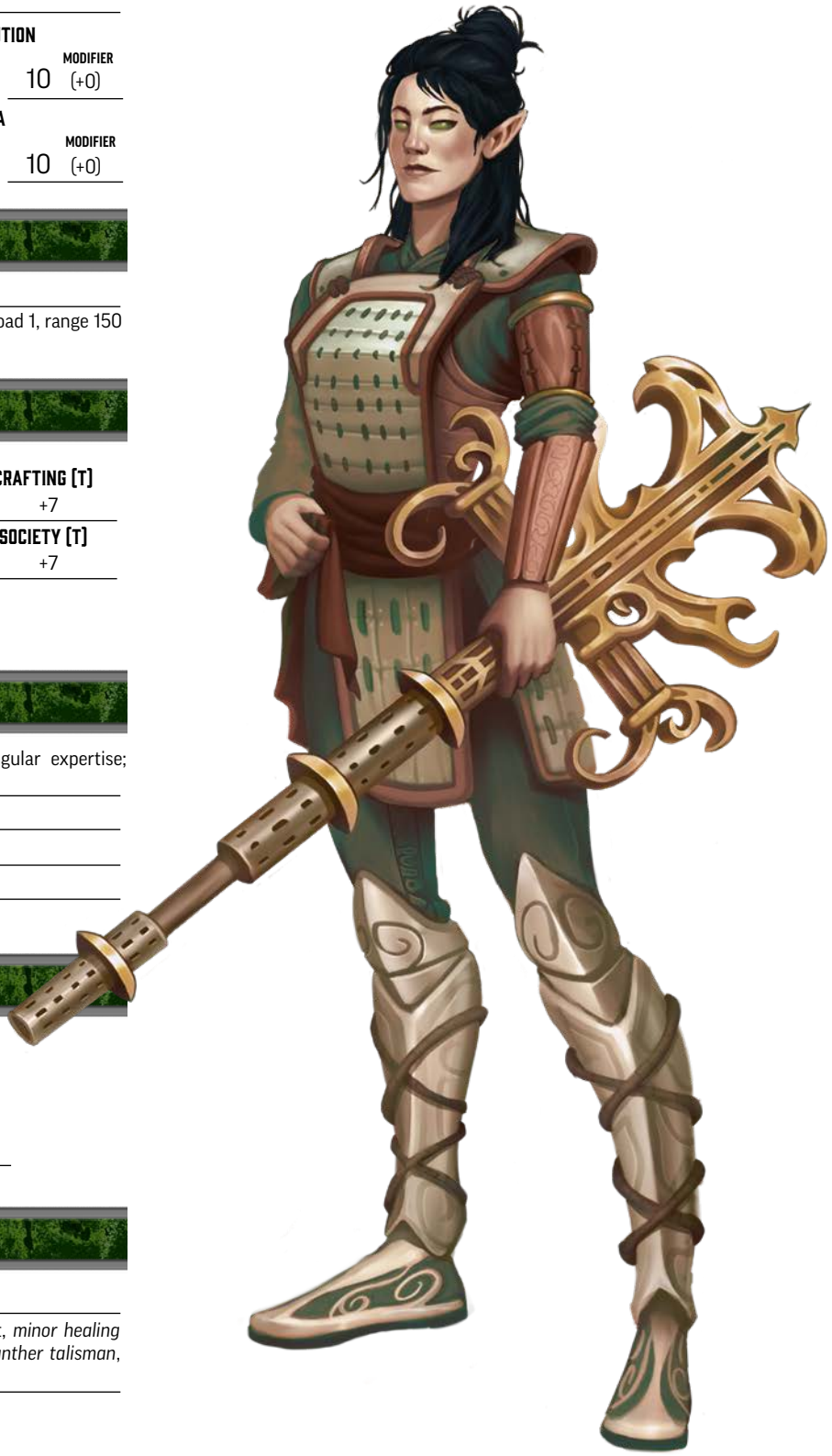
DEFENSES

HIT POINTS	ARMOR CLASS
30	20

FORTITUDE	REFLEX	WILL
+7	+11	+10

EQUIPMENT

READY	bayonet, *+1 mithral tree*
WORN	rounds (20), *everburning torch*, firearm cleaning kit, *minor healing potions* (2), hourglass, leather armor, rope, *onyx panther talisman*, 4 gp



WEAPON TRAITS AND COMMON TERMS

The following traits and terms are likely to come up for players during the course of this adventure. Provide a copy of this sheet for the table to reference, or send a copy to each of your players if playing online.

Agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Backstabber (weapon trait) When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a +3 weapon.

Concealable (weapon trait) This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Concussive (weapon trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Fatal (weapon trait) The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Kickback (weapon trait) A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with 14 or more Strength ignore the penalty. Attaching a kickback weapon to a deployed bipod or tripod can lower or negate this penalty.

Misfire Firearms that are improperly maintained or subjected to unusual strain can misfire. If you attempt to fire a firearm that was fired the previous day or earlier and hasn't been cleaned since then, roll a DC 5 flat check before making your attack roll. If you fail this misfire check, the weapon misfires and jams. The attack is an automatic critical failure, and you must use an Interact action to clear the jam before you can reload the weapon and fire again. Once you have spent at least an hour cleaning a weapon, you don't need to roll for a misfire until the next day unless an effect says otherwise. You can clean multiple firearms during this hour, up to a reasonable limit as determined by the GM (typically no more than five).

Some abilities cause a weapon to misfire as part of their effects. If such a misfire happens as a result of an attack (due to an action that causes a misfire on a failed attack, for example), it retroactively makes the attack a critical failure.

Reload While all weapons need some amount of time to get into position, many ranged weapons also need to be loaded and reloaded. This entry indicates how many Interact actions it takes to reload such weapons. This can be 0 if drawing ammunition and firing the weapon are part of the same action. If an item takes 2 or more actions to reload, the GM determines whether they must be performed together as an activity, or you can spend some of those actions during one turn and the rest during your next turn.

An item with an entry of "—" must be drawn to be thrown, which usually takes an Interact action just like drawing any other weapon. Reloading a ranged weapon and drawing a thrown weapon both require a free hand. Switching your grip to free a hand and then to place your hands in the grip necessary to wield the weapon are both included in the actions you spend to reload a weapon.

Scatter (weapon trait) This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon takes the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die.

Stubborn (class feature) When you fail, but don't critically fail, a Will save against an effect that would give you the controlled condition, you can attempt a second save against the effect at the start of your next turn. On a successful second save, the controlled condition ends, though any other effects remain. As normal, failing this second save doesn't allow you to attempt a third save on the subsequent turn.

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