

Amiri

Female human (Shoanti) barbarian 8 - CR 7

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**;
Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	= +6	+3		+1		
REFLEX (DEXTERITY)	+4	= +2	+2				
Trap Sense: +2 bonus vs. traps							
WILL (WISDOM)	+3	= +2	+1				

Damage Reduction (1/-)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	= 10	+4		+2				
Touch AC	12								
Flat-Footed AC	14								

Trap Sense: +2 bonus vs. traps

		BAB	Strength	Size	Misc
CM Bonus	+12	= +8	+4	-	-

		BAB	Strength	Dexterity	Size
CM Defense	24	= 10	+8	+4	+2

See the AC section (above) for situational modifiers that may also apply to CMD

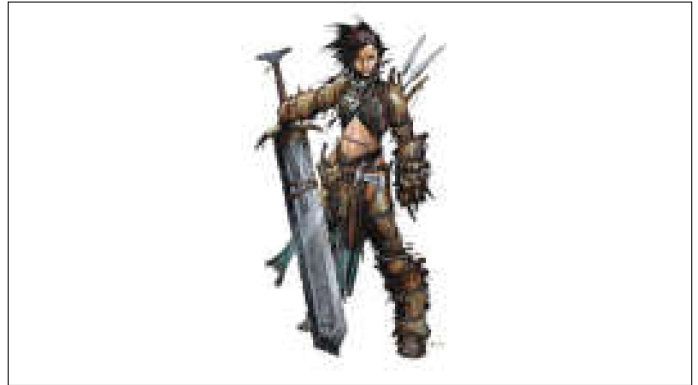
Base Attack	+8	HP	107
Initiative	+2	Damage / Current HP	
Speed	40 / 30 ft		

Bastard sword

Both hands: **+11/+6, 2d8+6** Crit: 19-20/x2
2-hand, S

Hide armor

+4 Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	8	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+11	STR (4)	7	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (-1)	8	
Perception	+12	WIS (1)	8	
Ride	+3	DEX (2)	1	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (2)	-	
Survival	+11	WIS (1)	7	
Swim	+5	STR (4)	1	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Exotic Weapon Proficiency (Bastard sword)

You make attack rolls with the weapon normally.

Great Cleave

You can use Cleave an unlimited number of times per round.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Bastard sword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Monster Hunter

+1 attack & damage against aberrations & magical beasts.

Resilient

+1 Fort saves.

Javelin

Main hand: **+8/+3, 1d6+4**

Crit: x2

Main w/ offhand: **+2/-3, 1d6+4**

Rng: 30'

Main w/ light off: **+4/-1, 1d6+4**

Light, P

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

Ranged: **+10, 1d6+4**

Ranged w/ offhand: **+4, 1d6+4**

Ranged w/ light off: **+6, 1d6+4**

Ranged offhand: **+2, 1d6+2**

Masterwork longbow

Ranged, both hands: **+11/+6, 1d8**

Crit: x3

Rng: 100'

2-hand, P

Spiked gauntlet

Main hand: **+12/+7, 1d4+4**

Crit: x2

Main w/ offhand: **+6/+1, 1d4+4**

Light, P

Main w/ light off: **+8/+3, 1d4+4**

Offhand: **+4, 1d4+2**

Throwing axe

Main hand: **+12/+7, 1d6+4**

Crit: x2

Main w/ offhand: **+6/+1, 1d6+4**

Rng: 10'

Main w/ light off: **+8/+3, 1d6+4**

Light, S

Offhand: **+4, 1d6+2**

Ranged: **+10, 1d6+4**

Ranged w/ offhand: **+4, 1d6+4**

Ranged w/ light off: **+6, 1d6+4**

Ranged offhand: **+2, 1d6+2**

Unarmed strike

Main hand: **+12/+7, 1d3+4**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+6/+1, 1d3+4**

nonlethal

Main w/ light off: **+8/+3, 1d3+4**

nonlethal

Offhand: **+4, 1d3+2 nonlethal**

Gear

Total Weight Carried: 56.5/300 lbs, Light Load

(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Arrows x20 0.15 lbs

Artisan's outfit (Free) -

Bastard sword 12 lbs

Hide armor 25 lbs

Javelin x2 2 lbs

Masterwork longbow 3 lbs

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **325 gp**

Gear

Total Weight Carried: 56.5/300 lbs, Light Load

(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Money 6.5 lbs

Spiked gauntlet 1 lb

Throwing axe 2 lbs

Special Abilities

Fast Movement +10 (Ex)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's

Improved Uncanny Dodge (Lv >= 12) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Rage (21 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Renewed Vigor 2d8+3 Hp (1/day) (Ex)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th

Strength Surge +8 (1/rage) (Ex)

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action.

Swift Foot (+10 ft) (Ex)

The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Tracked Resources

Arrows

Javelin

Rage (21 rounds/day) (Ex)

Renewed Vigor 2d8+3 Hp (1/day) (Ex)

Strength Surge +8 (1/rage) (Ex)

Throwing axe

Languages

Common

Shoanti

Ezren

Male human (Keleshite) wizard 8 - CR 7

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	19	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+2	+2		+2	

History of Heresy: +1 trait bonus vs. divine spells

REFLEX (DEXTERITY)	+4	=	+2	+2			
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History of Heresy: +1 trait bonus vs. divine spells

WILL (WISDOM)	+7	=	+6	+1			
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History of Heresy: +1 trait bonus vs. divine spells

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=	10			+2			

Touch AC	12		Flat-Footed AC	10
			BAB	Strength
			Size	Misc

CM Bonus	+4	=	+4	+0	-	-
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CM Defense	16	=	10	+4	+0	+2	-
			BAB	Strength	Dexterity	Size	

Base Attack	+4		HP	62
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		Damage / Current HP
Initiative	+6	
Speed	30 ft	

Cane

Main hand: **+5, 1d6** Crit: $\times 2$
 Both hands: **+5, 1d6** Rng: 10'
 Main w/ offhand: **-1, 1d6** 1-hand, B
 Main w/ light off: **+1, 1d6**

Offhand: **-5, 1d6**

Ranged: **+7, 1d6**

Ranged, both hands: **+7, 1d6**

Ranged w/ offhand: **+1, 1d6**

Ranged w/ light off: **+3, 1d6**

Ranged offhand: **-3, 1d6**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+11	INT (4)	4	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+16	INT (4)	8	
Knowledge (dungeoneering)	+8	INT (4)	1	
Knowledge (engineering)	+8	INT (4)	1	
Knowledge (geography)	+10	INT (4)	3	
Knowledge (history)	+16	INT (4)	8	
Knowledge (local)	+13	INT (4)	6	
Knowledge (nature)	+13	INT (4)	6	
Knowledge (nobility)	+9	INT (4)	2	
Knowledge (planes)	+15	INT (4)	8	
Knowledge (religion)	+9	INT (4)	2	
Linguistics	+11	INT (4)	4	
Perception	+3	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+15	INT (4)	8	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (0)	-	

Activated Abilities & Adjustments

Age Effects: Middle Age

Feats

Brew Potion

You can create magic potions.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Feats

Fast Learner

Choose two benefits when you gain a class level.

Great Fortitude

You get a +2 bonus on all Fortitude saving throws.

Improved Initiative

You get a +4 bonus on initiative checks.

Scribe Scroll

You can create magic scrolls.

Spell Penetration

+2 to caster levels checks to overcome spell resistance.

Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Traits

History of Heresy

+1 save vs. divine spells

Scholar of the Ancients

+1 to Knowledge (arcana) and Knowledge (History)

Dagger

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

Crit: 19-20/x2

Main w/ offhand: **-2, 1d4**

Rng: 10'

Main w/ light off: **+0, 1d4**

Light, P/S

Offhand: **-4, 1d4**

Ranged: **+6, 1d4**

Ranged w/ offhand: **+0, 1d4**

Ranged w/ light off: **+2, 1d4**

Ranged offhand: **-2, 1d4**

Light crossbow

Ranged: **+4, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+6, 1d8**

Rng: 80'

Ranged w/ offhand: **-2, 1d8**

2-hand, P

Ranged w/ light off: **+0, 1d8**

Ranged offhand: **-4, 1d8**

Unarmed strike

Main hand: **+4, 1d3 nonlethal**

Crit: x2

Main w/ offhand: **-2, 1d3**

Light, B, Nonlethal

nonlethal

Main w/ light off: **+0, 1d3**

nonlethal

Offhand: **-4, 1d3 nonlethal**

Gear

**Total Weight Carried: 19.8/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Artisan's outfit (Free) -

Cane 3 lbs

Crossbow bolts x10 0.1 lbs

Dagger 1 lb

Light crossbow 4 lbs

Money 1.3 lbs

Scroll case (empty) 0.5 lbs

Spell component pouch 2 lbs

Spellbook 3 lbs

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **65 gp**

Gear

**Total Weight Carried: 19.8/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Tanglefoot bag 4 lbs

Special Abilities

Arcane Bond (Cane) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork

Hand of the Apprentice (7/day) (Su)

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged

Metamagic Mastery (1/day) (Su)

At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time.

You can use this ability once per day at 8th level and one additional time per day

Tracked Resources

Arcane Bond (Cane) (1/day) (Sp)

Cane

Crossbow bolts

Dagger

Hand of the Apprentice (7/day) (Su)

Metamagic Mastery (1/day) (Su)

Tanglefoot bag

Languages

Abyssal

Infernal

Common

Kelish

Draconic

Osiriani

Giant

Terran

Goblin

Thassilonian

Spells & Powers

Wizard spells memorized (CL 8th; concentration +12)

Melee Touch +4 Ranged Touch +6

Harsk

Male dwarf ranger 8 - CR 7

Lawful Neutral Humanoid (Dwarf); Deity: **Torag**; Age: **60**;
Height: **3' 11"**; Weight: **164 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	15	+2	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Hardy +2:** +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+11 =	+6	+4		+1	
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Hardy +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+4 =	+2	+2			
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Hardy +2: +2 vs. poison, spells, and spell-like abilities

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15 =	10	+2	+3					

Touch AC	13	Flat-Footed AC	12
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Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus	+10 =	+8	+2	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense	24 =	10	+8	+2

28 vs. Bull Rush; 28 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+8	HP	82
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Favored Enemy (Goblinoids +2): +2 vs. goblinoids, **Favored Enemy (Undead +4):** +4 vs. undead, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer:** +1 trait bonus vs. giant subtype creatures

Initiative	+4
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Favored Terrain (Forest +4): +4 while in forest terrain, **Favored Terrain (Mountain +2):** +2 while in mountainous terrain

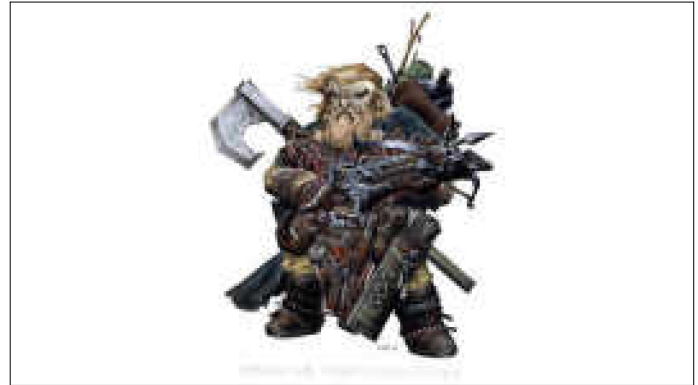
Speed	20 ft
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Damage / Current HP

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (4)	-	
Speed greater/less than 30 ft.: -4 to jump, Grounded: +2 trait bonus on balance-related checks				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-1	CHA (-1)	-	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead, Giant Slayer: +1 trait bonus vs. giant subtype creatures				
Climb	+3	STR (2)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (4)	-	
Fly	+1	DEX (4)	-	
Handle Animal	+8	CHA (-1)	6	
Heal	+9	WIS (2)	4	
Intimidate	-1	CHA (-1)	-	
Knowledge (dungeoneering)	+4	INT (0)	1	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead				
Knowledge (engineering)	+1	INT (0)	1	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead				
Knowledge (geography)	+7	INT (0)	4	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead, Favored Terrain (Forest +4): +4 while in forest terrain, Favored Terrain (Mountain +2): +2 while in mountainous terrain				
Knowledge (local)	+1	INT (0)	1	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead				
Knowledge (nature)	+10	INT (0)	7	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead				
Linguistics	+3	INT (0)	3	
Perception	+13	WIS (2)	8	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead, Favored Terrain (Forest +4): +4 while in forest terrain, Favored Terrain (Mountain +2): +2 while in mountainous terrain, Stonecunning: +2 racial bonus to notice unusual stonework, Giant Slayer: +1 trait bonus vs. giant subtype creatures				
Ride	+5	DEX (4)	1	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Enemy (Undead +4): +4 vs. undead, Giant Slayer: +1 trait bonus vs. giant subtype creatures				

Skills

Skill Name	Total	Ability	Ranks	Temp
Spellcraft	+4	INT (0)	1	
Stealth	+10	DEX (4)	6	

Favored Terrain (Forest +4): +4 while in forest terrain, **Favored Terrain (Mountain +2):** +2 while in mountainous terrain

Survival	+12	WIS (2)	7	
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Favored Enemy (Goblinoids +2): +2 vs. goblinoids, **Favored Enemy (Undead +4):** +4 vs. undead, **Favored Terrain (Forest +4):** +4 while in forest terrain, **Favored Terrain (Mountain +2):** +2 while in mountainous terrain, **Track:** +4 to track

Swim	+4	STR (2)	2	
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Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Crossbow Mastery (Heavy crossbow)

You can reload any crossbow as a free action. With your chosen crossbow type, this does not provoke attacks of opportunity.

Deadly Aim -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

Endurance

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

Rapid Reload (Heavy crossbow)

You can reload fast with one type of Crossbow or Firearm.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Heavy crossbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Giant Slayer

+1 Bluff, Perception, Sense Motive, attack and damage against giants.

Grounded

+2 trait bonus on balance-related Acrobatics checks.

Heavy crossbow

Ranged: **+9/+4, 1d10**

Crit: 19-20/x2

Ranged, both hands: **+13/+8, 1d10**

Rng: 120'

Ranged w/ offhand: **+3/-2, 1d10**

2-hand, P

Ranged w/ light off: **+5/+0, 1d10**

Ranged offhand: **-1, 1d10**

Favored Enemy (Goblinoids +2): +2 vs. goblinoids, **Favored Enemy (Undead +4):** +4 vs. undead, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer:** +1 trait bonus vs. giant subtype creatures

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **515 gp**

Masterwork greataxe

Both hands: **+11/+6, 1d12+3**

Crit: x3

2-hand, S

Favored Enemy (Goblinoids +2): +2 vs. goblinoids, **Favored Enemy (Undead +4):** +4 vs. undead, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer:** +1 trait bonus vs. giant subtype creatures

Unarmed strike

Main hand: **+10/+5, 1d3+2**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+4/-1, 1d3+2**

nonlethal

Main w/ light off: **+6/+1, 1d3+2**

nonlethal

Offhand: **+2, 1d3+1 nonlethal**

Favored Enemy (Goblinoids +2): +2 vs. goblinoids, **Favored Enemy (Undead +4):** +4 vs. undead, **Hatred +1:** +1 vs. humanoids with the orc and goblinoid subtype, **Giant Slayer:** +1 trait bonus vs. giant subtype creatures

Gear

Total Weight Carried: 59.8/175 lbs, Medium Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Antitoxin	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Crossbow bolts x30	0.1 lbs
Heavy crossbow	8 lbs
Leather armor	15 lbs
Masterwork greataxe	12 lbs
Money	10.3 lbs
Signal whistle	-
Smokestick	0.5 lbs
Tanglefoot bag	4 lbs
Tea Pot	1 lb
Trail rations x4	1 lb

Special Abilities

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Favored Enemy (Goblinoids +2) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2

Favored Enemy (Undead +4) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2

Favored Terrain (Forest +4) (Ex)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this

Favored Terrain (Mountain +2) (Ex)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this

Special Abilities

Greed

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Hunter's Bond (Companions) (2 rounds) (Ex)

This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom

Slow and Steady

Your base speed is never modified by armor or encumbrance.

Stability +4

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning +2

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are

Swift Tracker (Ex)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10 penalty instead of the

Track +4

A ranger or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +7 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Tracked Resources

Antitoxin	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Goblin
Dwarven	Orc
Giant	

Spells & Powers

Ranger spells memorized (CL 5th; concentration +7)

Melee Touch +10 **Ranged Touch** +12

Kyra

Female human (Garundi) cleric of Sarenrae 8 - CR 7
 Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**;
 Height: **5' 9"**; Weight: **175 lb.**



Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	19	+4	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+2 =	+2					
WILL (WISDOM)	+12 =	+6	+4		+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 = 10	+6	+2						

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	18				

CM Bonus	+	=	+6	+1	-	-
+7						

CM Defense	17 = 10	BAB	Strength	Dexterity	Size
		+6	+1	+0	-

Base Attack	HP
+6	70

Initiative	Damage / Current HP
+0	

Speed
30 / 20 ft

Gauntlet (from armor)

Main hand: **+7/+2, 1d3+1** Crit: **x2**
 Main w/ offhand: **+1/-4, 1d3+1** Light, B
 Main w/ light off: **+3/-2, 1d3+1**
 Offhand: **-1, 1d3**

Heavy shield bash

Main hand: **+3/-2, 1d4+1** Crit: **x2**
 Both hands: **+3/-2, 1d4+1** 1-hand, B
 Main w/ offhand: **-3/-8, 1d4+1**
 Main w/ light off: **-1/-6, 1d4+1**
 Offhand: **-7, 1d4**

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-6	STR (1)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	-7	DEX (0)	-	
Fly	-7	DEX (0)	-	
Heal	+11	WIS (4)	4	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+11	INT (0)	8	
Perception	+10	WIS (4)	6	
Ride	-7	DEX (0)	-	
Sense Motive	+4	WIS (4)	-	
Spellcraft	+8	INT (0)	5	
Stealth	-7	DEX (0)	-	
Survival	+4	WIS (4)	-	
Swim	-6	STR (1)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Channel Smite

Channel energy can be delivered through a Smite attack.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Feats

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

Iron Will

You get a +2 bonus on all Will saving throws.

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely

Student of Faith

+1 caster level of cure spells. +1 to DC of channeled energy.

Light crossbow

Ranged: **+4, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+6, 1d8**

Rng: 80'

Ranged w/ offhand: **-2, 1d8**

2-hand, P

Ranged w/ light off: **+0, 1d8**

Ranged offhand: **-4, 1d8**

Scimitar

Main hand: **+7/+2, 1d6+1**

Crit: 18-20/x2

Both hands: **+7/+2, 1d6+1**

1-hand, S

Main w/ offhand: **+1/-4, 1d6+1**

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

Offhand: **-3, 1d6**

Unarmed strike

Main hand: **+7/+2, 1d3+1**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+1/-4, 1d3+1**

nonlethal

Main w/ light off: **+3/-2, 1d3+1**

nonlethal

Offhand: **-1, 1d3 nonlethal**

Chainmail

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 70.5/150 lbs, Medium Load (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **75 gp**

Gear

Total Weight Carried: 70.5/150 lbs, Medium Load (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Backpack (7 @ 7.5 lbs) 2 lbs

Chainmail 40 lbs

Crossbow bolts x20 0.1 lbs

Heavy shield bash -

Heavy wooden shield 10 lbs

Holy symbol, silver (Sarenrae) 1 lb

Light crossbow 4 lbs

Money <In: Backpack (7 @ 7.5 lbs)> 1.5 lbs

Scimitar 4 lbs

Trail rations x6 <In: Backpack (7 @ 7.5 lbs)> 1 lb

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Cleric Channel Positive Energy 4d6 (7/day, DC 17) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Cleric Domain (Healing)

Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Sun)

Granted Powers: You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

Healer's Blessing (Su)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower

Nimbus of Light (30 ft., 8 rounds/day) (Su)

At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

Sun's Blessing (Su)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Spell-Like Abilities

Rebuke Death (7/day) (Sp)

Tracked Resources

Cleric Channel Positive Energy 4d6 (7/day, DC 17) (Su)

Crossbow bolts

Nimbus of Light (30 ft., 8 rounds/day) (Su)

Trail rations

Languages

Common

Osiriani

Spells & Powers

Cleric spells memorized (CL 8th; concentration +12)

Melee Touch +7 **Ranged Touch** +6

[D] Domain spell; **Domains** Healing, Sun

Lem

Male halfling bard 8 - CR 7

Chaotic Good Humanoid (Halfling); Deity: **Shelyn**; Age: **25**;
Height: **3' 1"**; Weight: **35 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+2	+2		+1	

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

REFLEX (DEXTERITY)	+10	=	+6	+3		+1	
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

WILL (WISDOM)	+7	=	+6			+1	
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Fearless:** +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	10	+4	+1	+3	+1	

Touch AC	15		Flat-Footed AC	16		
			BAB	Strength	Size	Misc

CM Bonus	+4	=	+6	-1	-1	-
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CM Defense	18	=	10	+6	-1	+3	-1
			BAB	Strength	Dexterity	Size	

Base Attack	+6		HP	69
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Initiative	+3		Damage / Current HP	
Speed	20 / 15 ft			

Dagger

Main hand: **+6/+1, 1d3-1**

Main w/ offhand: **+0/-5, 1d3-1**

Main w/ light off: **+2/-3, 1d3-1**

Offhand: **-2, 1d3-1**

Ranged: **+10, 1d3-1**

Ranged w/ offhand: **+4, 1d3-1**

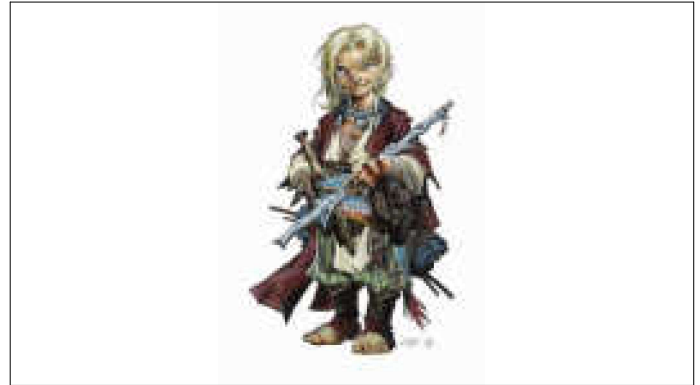
Ranged w/ light off: **+6, 1d3-1**

Ranged offhand: **+2, 1d3-1**

Crit: 19-20/×2

Rng: 10'

Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	5	
Speed greater/less than 30 ft.: -8 to jump				
Appraise	+2	INT (2)	-	
Bluff	+14	CHA (4)	7	
Climb	-2	STR (-1)	-	
Diplomacy	+18	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	+18	CHA (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+10	INT (2)	1	
Knowledge (dungeoneering)	+10	INT (2)	1	
Knowledge (engineering)	+10	INT (2)	1	
Knowledge (geography)	+15	INT (2)	6	
Knowledge (history)	+10	INT (2)	1	
Knowledge (local)	+16	INT (2)	7	
Knowledge (nature)	+10	INT (2)	1	
Knowledge (nobility)	+6	INT (2)	-	
Knowledge (planes)	+10	INT (2)	1	
Knowledge (religion)	+6	INT (2)	-	
Perception	+13	WIS (0)	8	
Perform (wind instruments)	+18	CHA (4)	8	
Ride	+0	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+12	INT (2)	7	
Stealth	+14	DEX (3)	7	
Survival	+0	WIS (0)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+15	CHA (4)	8	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Feats

Bard Weapon Proficiencies

You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.

Dodge

+1 AC.

Extra Performance

+6 rounds/day of Bardic Performance.

Intimidating Performance

When start a perf as mv or swift act, use Perform to demoralize or Dazzling Display.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spellsong

Combine spellcasting and bardic performance

Traits

Eager Performer (Perform [wind instruments], Hold Person)

+1 to one Perform skill, +1 to DC of one enchantment spell.

Helpful

Aid another grants allies a +4 bonus (instead of usual +2).

Masterwork cold iron short sword

Main hand: **+7/+2, 1d4-1**

Crit: 19-20/x2

Main w/ offhand: **+1/-4, 1d4-1**

Light, P

Main w/ light off: **+3/-2, 1d4-1**

Offhand: **-1, 1d4-1**

Masterwork sling

Ranged: **+11, 1d3-1**

Crit: x2

Ranged, both hands: **+11, 1d3-1**

Rng: 50'

Ranged w/ offhand: **+5, 1d3-1**

1-hand, B

Ranged w/ light off: **+7, 1d3-1**

Ranged offhand: **+1, 1d3-1**

Unarmed strike

Main hand: **+6/+1, 1d2-1**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+0/-5, 1d2-1**

nonlethal

Main w/ light off: **+2/-3, 1d2-1**

nonlethal

Offhand: **-2, 1d2-1 nonlethal**

Chain shirt

+4

Max Dex: +4, Armor Check: -2

Spell Fail: 20%, Light

Masterwork buckler

+1

Max Dex: -, Armor Check: -

Spell Fail: 5%, Shield

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **16 gp**

Gear

Total Weight Carried: 28.1/60 lbs, Medium Load (Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Artisan's outfit (Free) -

Backpack (11 @ 5.57 lbs) 0.5 lbs

Chain shirt 12.5 lbs

Dagger x4 0.5 lbs

Masterwork buckler 2.5 lbs

Masterwork cold iron short sword 1 lb

Masterwork sling -

Money <In: Backpack (11 @ 5.57 lbs)> 0.32 lbs

Musical instrument, masterwork: Flute <In: 0.75 lbs

Spell component pouch 2 lbs

Sunrod x3 <In: Backpack (11 @ 5.57 lbs)> 1 lb

Thieves' tools, masterwork 2 lbs

Trail rations x6 <In: Backpack (11 @ 5.57 lbs)> 0.25 lbs

Special Abilities

Bardic Knowledge +4 (Ex)

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Bardic Performance (move action, 28 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard

Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature

Bardic Performance: Dirge of Doom (30 ft.) (Su)

At bard of 8th level or skald of 10th level can create a sense of growing dread in his enemies, causing them to become shaken. This only affects enemies that are within 30 feet and able to hear the character's performance. The effect persists

Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard

Bardic Performance: Fascinate (3 targets, DC 18) (Su)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The

Bardic Performance: Inspire Competence +3 (Su)

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she

Bardic Performance: Inspire Courage +2 (Su)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance.

Bardic Performance: Suggestion (DC 18) (Sp)

A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action

Fearless

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Lore Master (1/day) (Ex)

A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the character can take 20 on any Knowledge skill check as a

Special Abilities

Versatile Performance (Oratory) (Ex)

You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

Versatile Performance (Wind Instruments) +18 (Ex)

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

Well Versed (Ex)

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

Tracked Resources

Bardic Performance (move action, 28 rounds/day)

Dagger

Lore Master (1/day) (Ex)

Sunrod

Trail rations

Languages

Common	Goblin
Elven	Halfling

Spells & Powers

Bard spells known (CL 8th; concentration +12)

Melee Touch +6 **Ranged Touch** +10

Lini

Female gnome druid 8 - CR 7

True Neutral Humanoid (Gnome); Deity: **The Green Faith**;
Age: **69**; Height: **3' 5"**; Weight: **37 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+6	+3		+1	

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+4	=	+2	+2			

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+9	=	+6	+3			

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15	=	10	+2		+2	+1	

Touch AC	13	Flat-Footed AC	13
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Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	Total	Base	Strength	Size	Misc
CM Bonus	+4	=	+6	-1	-1

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	Base	Strength	Dexterity	Size
CM Defense	16	=	10	+6	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+6	HP	74
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	Speed	Damage / Current HP
+2	20 ft	

Masterwork sickle

Main hand: **+7/+2, 1d4-1**

Crit: **x2**

Main w/ offhand: **+1/-4, 1d4-1**

Light, S, Trip

Main w/ light off: **+3/-2, 1d4-1**

Offhand: **-1, 1d4-1**

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (-1)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Handle Animal	+13	CHA (3)	7	
Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion				
Heal	+14	WIS (3)	8	
Intimidate	+3	CHA (3)	-	
Knowledge (nature)	+13	INT (0)	8	
Perception	+14	WIS (3)	8	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (3)	-	
Spellcraft	+11	INT (0)	8	
Stealth	+6	DEX (2)	-	
Survival	+9	WIS (3)	1	
Swim	-1	STR (-1)	-	

Activated Abilities & Adjustments

Wild Shape (Beast Shape III: Diminutive - Huge animal): Wild Shaped

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling and Spear.

Feats

Shield Proficiency

You can use a shield and take only the standard penalties.

Spell Focus (Conjuration)

Spells from one school of magic have +1 to their save DC.

Superior Summoning

When summoning more than one creature, summon an extra one

Traits

Resilient

+1 Fort saves.

Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely

Sling

Ranged: **+9, 1d3-1**

Crit: **x2**

Ranged, both hands: **+9, 1d3-1**

Rng: **50'**

Ranged w/ offhand: **+3, 1d3-1**

1-hand, B

Ranged w/ light off: **+5, 1d3-1**

Ranged offhand: **-1, 1d3-1**

Hated +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Unarmed strike

Main hand: **+6/+1, 1d2-1**

Crit: **x2**

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+0/-5, 1d2-1**

nonlethal

Main w/ light off: **+2/-3, 1d2-1**

nonlethal

Offhand: **-2, 1d2-1 nonlethal**

Hated +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 16.6/60 lbs, Light Load

(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Artisan's outfit (Free)	-
Belt pouch (empty)	0.125 lbs
Collection of special de-barked sticks	1 lb
Holly and mistletoe	-
Leather armor	7.5 lbs
Masterwork sickle	1 lb
Money <In: Bank>	2.44 lbs
Sling	-
Sling bullets x10	0.25 lbs
Spell component pouch	2 lbs
Sunrod x2	1 lb
Trail rations x2	0.25 lbs

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **122 gp**

Special Abilities

Animal Companion Link (Ex)

Masters can handle their animal companion as a free action, or push it as a move action, even if they doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Hated +1

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

Illusion Resistance

+2 racial bonus to saves against illusion spells or effects.

Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the

Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy +11 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

Wild Shape (8 hours, 3/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell,

Wild Shape (Beast Shape III: Diminutive - Huge animal)

You may use your Wild Shape ability to become an animal.

Wild Shape (Elemental Body II: Small - Medium)

You may use your Wild Shape ability to become an elemental.

Wild Shape (Plant Shape I: Small - Medium plant)

You may use your Wild Shape ability to become a plant creature.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>

Tracked Resources

Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>
Wild Shape (8 hours, 3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Gnome

Languages

Druidic

Sylvan

Spells & Powers

Druid spells memorized (CL 8th; concentration +11)

Melee Touch +6 **Ranged Touch** +9

Companions

Droogami

Female leopard

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +6

Defense

AC 21, touch 16, flat-footed 15 (+5 Dex, +1 dodge, +5 natural)

hp 42 (7d8+14)

Fort +7, **Ref** +10, **Will** +3 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 50 ft.; sprint

Melee unarmed strike +9 (1d3+4 nonlethal) or bite +9 (1d6+4), 2 claws +10 (1d3+4)

Statistics

Str 19, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 25 (29 vs. trip)

Feats Blind-fight, Dodge, Mobility, Weapon Focus (claw)

Tricks Attack, Combat Riding, Come, Defend, Down, Fetch, Guard, Heel, Stay, Track

Skills Acrobatics +10 (+18 to jump), Perception +6, Stealth +10 (+14 in undergrowth), Swim +8; **Racial Modifiers** +4 Stealth in undergrowth

SQ combat riding, devotion, fetch, stay, track

Tracked Resources

Sprint (1/hour) (Ex) - 0/1

Droogami

Female leopard - CL7 - CR 7

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			
REFLEX (DEXTERITY)	+10	=	+5	+5			
WILL (WISDOM)	+3	=	+2	+1			

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=	10			+5	+5	+1	

Touch AC 16 **Flat-Footed AC** 15

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	+9	=	BAB	Strength	Size	Misc
			+5	+4	-	-

CM Defense	25	=	BAB	Strength	Dexterity	Size
			+5	+4	+5	-

29 vs. Overrun; 29 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+5	HP	42
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Initiative	+5	Damage / Current HP
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Speed	50 ft
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Bite (Leopard)

Main hand: **+9, 1d6+4** Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: **+10/+10, 1d3+4** Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (5)	2	
Speed greater/less than 30 ft.: +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+4	STR (4)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+10	DEX (5)	2	
leopard: +4 in undergrowth				
Survival	+1	WIS (1)	-	
Swim	+8	STR (4)	1	

Feats

- Blind-Fight**
Re-roll misses because of concealment, other benefits.
- Dodge**
+1 AC.
- Mobility**
+4 to AC against some attacks of opportunity.
- Weapon Focus (Claw)**
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Animal Tricks

- Attack [Trick]**
The animal will attack on command.

Animal Tricks

Combat Riding [Trick]

The animal has been trained to bear a rider into combat.

Come [Trick]

The animal will come to you on command.

Defend [Trick]

The animal will defend you.

Down [Trick]

The animal will break off combat on command.

Fetch [Trick]

The animal will get a specific object.

Guard [Trick]

The animal stays in place and prevents others from approaching.

Heel [Trick]

The animal will follow you.

Stay [Trick]

The animal will stay where it is.

Track [Trick]

The animal will track a scent.

Experience & Wealth

Current Cash: **You have no money!**

Unarmed strike

Main hand: **+9, 1d3+4 nonlethal**

Crit: ×2

Main w/ offhand: **+3, 1d3+4**

Light, B, Nonlethal

nonlethal

Main w/ light off: **+5, 1d3+4**

nonlethal

Offhand: **+1, 1d3+2 nonlethal**

Gear

Total Weight Carried: 0/525 lbs, Light Load

(Light: 174 lbs, Medium: 349.5 lbs, Heavy: 525 lbs)

Money -

Special Abilities

+4 Stealth in undergrowth (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Sprint (1/hour) (Ex)

Once per hour, you can move at 10 times your normal speed (500 feet) when you make a charge.

Trip (Ex)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Tracked Resources

Sprint (1/hour) (Ex)



Merisel

Female elf rogue 8 - CR 7

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127 lb.**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	= +2	+1				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+10	= +6	+4				
	Trap Sense: +2 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+3	= +2	+1				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	17	= 10	+2		+4			+1	

Touch AC	15	Flat-Footed AC	12
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Trap Sense: +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+8	= +6	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
23	= 10	+6	+2	+4

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+6	HP	66
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Initiative	Speed	Damage / Current HP
+4	30 ft	

Dagger

Main hand: **+10/+5, 1d4+2** Crit: 19-20/x2
 Main w/ offhand: **+4/-1, 1d4+2** Rng: 10'
 Main w/ light off: **+6/+1, 1d4+2** Light, P/S
 Offhand: **+2, 1d4+1**
 Ranged: **+10, 1d4+2**
 Ranged w/ offhand: **+4, 1d4+2**
 Ranged w/ light off: **+6, 1d4+2**
 Ranged offhand: **+2, 1d4+1**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (4)	8	
Appraise	+3	INT (2)	-	
	Goblin Watcher: +5 trait bonus to identify the most valuable item in a treasure horde			
Bluff	+9	CHA (0)	6	
Climb	+13	STR (2)	8	
Diplomacy	+0	CHA (0)	-	
Disable Device	+19	DEX (4)	8	
Disguise	+0	CHA (0)	-	
Escape Artist	+9	DEX (4)	2	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+15	WIS (1)	8	
	Trapfinding: +4 to locate traps			
Ride	+4	DEX (4)	-	
Sense Motive	+12	WIS (1)	8	
Sleight of Hand	+15	DEX (4)	8	
Stealth	+15	DEX (4)	8	
Survival	+1	WIS (1)	-	
Swim	+13	STR (2)	8	
Use Magic Device	+11	CHA (0)	8	

Feats

- Armor Proficiency (Light)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Disorienting Maneuver**
After successful tumble through opponent's square, gain +2 on attack rolls vs. that opponent
- Dodge**
+1 AC.
- Elven Weapon Proficiencies**
You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).
- Rogue Weapon Proficiencies**
You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.
- Simple Weapon Proficiency - All**
Proficient with all simple weapons.

Feats

Twist Away

When in light or no armor, may make Ref save instead of Fort, if red eff, avoid entirely.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits

Dirty Fighter

+1 damage when flanking.

Goblin Watcher

+5 to Appraise checks to determine most valuable item in a hoard.

Rapier

Main hand: **+10/+5, 1d6+2**

Crit: 18-20/x2

Both hands: **+10/+5, 1d6+2**

1-hand, P

Main w/ offhand: **+4/-1, 1d6+2**

Main w/ light off: **+6/+1, 1d6+2**

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

Unarmed strike

Main hand: **+10/+5, 1d3+2**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+4/-1, 1d3+2**

nonlethal

Main w/ light off: **+6/+1, 1d3+2**

nonlethal

Offhand: **+2, 1d3+1 nonlethal**

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

**Total Weight Carried: 38.5/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Acid	1 lb
Alchemist's fire x2	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Dagger x12	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Leather armor	15 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Rapier	2 lbs
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Special Abilities

Bleeding Attack +4 (Ex)

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed).

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **25 gp**

Special Abilities

Elven Magic

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Expert Leaper (Ex)

When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Improved Uncanny Dodge (Lv >= 12) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Sneak Attack +4d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Trap Spotter (Ex)

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

Trapfinding +4

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Wall Scramble (Ex)

A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Elven

Gnoll
Goblin

Sajan

Male human monk 8 - CR 7

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **22**;
Height: **5' 10"**; Weight: **180 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
	Still Mind: +2 vs. enchantments						
REFLEX (DEXTERITY)	+9 =	+6	+3				
	Still Mind: +2 vs. enchantments						
WILL (WISDOM)	+7 =	+6	+1				
	Still Mind: +2 vs. enchantments						

Immunity to Disease

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17 = 10			+3				+1	+2

Touch AC **17** **Flat-Footed AC** **13**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
CM Bonus	+11 =	+6	+3	-	-

+13 Grappling

		BAB	Strength	Dexterity	Size
CM Defense	26 = 10	+6	+3	+3	-

28 vs. Grapple

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+6	HP	74
Initiative	+3	Damage / Current HP	
Speed	30 / 50 ft		

Temple sword

Main hand: **+9/+4, 1d8+3**

Both hands: **+9/+4, 1d8+4**

Main w/ offhand: **+3/-2, 1d8+3**

Main w/ light off: **+5/+0, 1d8+3**

Offhand: **-1, 1d8+1**

Flurry: **+9/+9/+4/+4, 1d8+3**

Crit: 19-20/x2
1-hand, S, Monk,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (3)	8	
Speed greater/less than 30 ft.: +16 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+14	STR (3)	8	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (3)	4	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+12	WIS (1)	8	
Ride	+3	DEX (3)	-	
Sense Motive	+8	WIS (1)	4	
Stealth	+13	DEX (3)	7	
Survival	+1	WIS (1)	-	
Swim	+7	STR (3)	1	

Feats

Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

Deflect Arrows (1/round)

While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon).

Dodge

+1 AC.

Improved Grapple

You don't provoke attacks of opportunity when grappling a foe.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Mobility

+4 to AC against some attacks of opportunity.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Pummeling Style

Total damage from all unarmed attacks before applying DR.

Scorpion Style (DC 15)

Standard action: Unarmed strike also reduces target's land speed to 5 ft.

Feats

Spider Step (20')

Walk half your slow fall distance across walls, ceilings, ropes, branches, water, etc. as a move action.

Stunning Fist (8/day, DC 15)

You can stun an opponent with an unarmed attack.

Traits

Bullied

+1 to hit with unarmed AoEs.

Merchant Family

Increase gp limit of settlement by 20% & +10% when selling off treasure.

Unarmed strike

Main hand: **+9/+4, 1d10+3**

Crit: **x2**

Main w/ offhand: **+3/-2, 1d10+3**

Light, B

Main w/ light off: **+5/+0, 1d10+3**

Offhand: **+1, 1d10+3**

Flurry: **+9/+9/+4/+4, 1d10+3**

Bullied: +1 trait bonus on Attacks of Opportunity

Gear

**Total Weight Carried: 11.2/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Artisan's outfit (Free) -

Belt pouch (empty) 0.5 lbs

Holy symbol, wooden (Irori) -

Money 7.7 lbs

Temple sword 3 lbs

Special Abilities

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Fast Movement (+20 ft.)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +6/+6/+1/+1 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any

High Jump (+8/+28 with ki point) (Ex)

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from

Ki Defense +4 (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su)

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Pool (5/day) (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Ki Speed (Su)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **385 gp**

Special Abilities

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Slow Fall 40 ft. (Ex)

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce

Stunning Fist (Stun, Fatigue, Sicken) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This

Unarmed Strike (1d10)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Wholeness of Body (8 hit points) (Su)

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Tracked Resources

Deflect Arrows (1/round)

Ki Pool (5/day) (Su)

Stunning Fist (8/day, DC 15)

Languages

Common

Seelah

Female human (Chelaxian) paladin 8 - CR 7

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;

Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	= +6	+2		+2		
REFLEX (DEXTERITY)	+5	= +2	+1		+2		
WILL (WISDOM)	+11	= +6	+2		+3		

Immunity to Charm	Immunity to Fear (Ex)
Immunity to Disease	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	= 10	+9	+3	+1			

Touch AC	11	Flat-Footed AC	22
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CM Bonus	Total	Base	Strength	Size	Misc
CM Bonus	+11	= +8	+3	-	-

CM Defense	Total	Base	Strength	Dexterity	Size
CM Defense	22	= 10	+8	+3	+1

Base Attack	+8	HP	87
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Initiative	+1	Damage / Current HP	
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Speed	30 / 20 ft
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Gauntlet (from armor)

Main hand: **+11/+6, 1d3+3** Crit: **x2**

Main w/ offhand: **+5/+0, 1d3+3** Light, B

Main w/ light off: **+7/+2, 1d3+3**

Offhand: **+3, 1d3+1**

Heavy shield bash

Main hand: **+11/+6, 1d4+3** Crit: **x2**

Both hands: **+11/+6, 1d4+4** 1-hand, B

Main w/ offhand: **+5/+0, 1d4+3**

Main w/ light off: **+7/+2, 1d4+3**

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (3)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-7	DEX (1)	-	
Fly	-7	DEX (1)	-	
Heal	+12	WIS (2)	7	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+10	INT (0)	7	
Perception	+3	WIS (2)	1	
Ride	-7	DEX (1)	-	
Sense Motive	+11	WIS (2)	6	
Spellcraft	+5	INT (0)	2	
Stealth	-7	DEX (1)	-	
Survival	+2	WIS (2)	-	
Swim	-5	STR (3)	-	

Feats

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Channeled Shield Wall

Enhance your shield and the shields of allies adjacent to you

Extra Lay on Hands

+2 Lay on Hands uses/day.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Shield Focus

+1 Shield AC

Feats

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Longsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Indomitable Faith

+1 Will saves.

Student of Faith

+1 caster level of cure spells. +1 to DC of channeled energy.

Longsword

Main hand: **+12/+7, 1d8+3**

Crit: 19-20/x2

Both hands: **+12/+7, 1d8+4**

1-hand, S

Main w/ offhand: **+6/+1, 1d8+3**

Main w/ light off: **+8/+3, 1d8+3**

Offhand: **+2, 1d8+1**

Masterwork longbow

Ranged, both hands: **+10/+5, 1d8**

Crit: x3

Rng: 100'

2-hand, P

Unarmed strike

Main hand: **+11/+6, 1d3+3**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+5/+0, 1d3+3**

nonlethal

Main w/ light off: **+7/+2, 1d3+3**

nonlethal

Offhand: **+3, 1d3+1 nonlethal**

Full plate

+9

Max Dex: +1, Armor Check: -6

Spell Fail: 35%, Heavy, Slows

Heavy steel shield

+3

Max Dex: -, Armor Check: -2

Spell Fail: 15%, Shield

Gear

Total Weight Carried: 85.4/230 lbs, Medium Load

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Antitoxin x2 <In: Backpack (7 @ 4.4 lbs)>

-

Arrows x20

0.15 lbs

Artisan's outfit (Free)

-

Backpack (7 @ 4.4 lbs)

2 lbs

Full plate

50 lbs

Heavy shield bash

-

Heavy steel shield

15 lbs

Holy symbol, silver (lomedae)

1 lb

Holy water x3

1 lb

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **20 gp**

Gear

**Total Weight Carried: 85.4/230 lbs, Medium Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Longsword

4 lbs

Masterwork longbow

3 lbs

Money <In: Backpack (7 @ 4.4 lbs)>

0.4 lbs

Trail rations x4 <In: Backpack (7 @ 4.4 lbs)>

1 lb

Special Abilities

Aura of Courage +4 (10 ft.) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions only while the paladin is conscious, not if she is unconscious

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Aura of Resolve +4 (10 ft.) (Su)

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

Divine Bond (Weapon +2, 8 mins, 1/day) (Sp)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this

Lay on Hands (4d6 hit points, 8/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Mercy (Diseased) (Su)

When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your Paladin level.

Mercy (Sickened) (Su)

When you use your lay on hands ability, it also removes the sickened condition.

Paladin Channel Positive Energy 4d6 (4/day, DC 17) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Smite Evil (3/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Antitoxin

Arrows

Divine Bond (Weapon +2, 8 mins, 1/day) (Sp)

Holy water

Lay on Hands (4d6 hit points, 8/day) (Su)

Paladin Channel Positive Energy 4d6 (4/day, DC 17) (Su)

Smite Evil (3/day) (Su)

Trail rations

Languages

Common

Spells & Powers

Paladin spells memorized (CL 5th; concentration +7)

Melee Touch +11 **Ranged Touch +9**

Valeros

Male human (Varisian) fighter 8 - CR 7

Neutral Good Humanoid (Human); Deity: **Cayden Cailean**;

Age: **18**; Height: **5' 9"**; Weight: **175 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar			
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+6	+2			
Hagfish Hopeful: +2 trait bonus vs. disease and poison							
REFLEX (DEXTERITY)	+6	=	+2	+3		+1	
WILL (WISDOM)	+1	=	+2	-1			
Bravery: +2 vs. fear							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	10	+6	+1	+3		

Touch AC	Flat-Footed AC
13	17

CM Bonus	BAB	Strength	Size	Misc
+12	=	+8	+4	-

CM Defense	BAB	Strength	Dexterity	Size
25	=	10	+8	+4
			+3	-

Base Attack	HP
+8	95

Initiative	Damage / Current HP
+7	

Speed
30 ft

Heavy mace

Main hand: **+12/+7, 1d8+4** Crit: **x2**
 Both hands: **+12/+7, 1d8+6** 1-hand, B
 Main w/ offhand: **+8/+3, 1d8+4**
 Main w/ light off: **+10/+5, 1d8+4**
 Offhand: **+8, 1d8+4**

Breastplate

+6 Max Dex: +5, Armor Check: -2
 Spell Fail: 25%, Medium



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+10	STR (4)	5	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+6	CHA (0)	3	
Knowledge (dungeoneering)	+5	INT (0)	2	
Knowledge (engineering)	+5	INT (0)	2	
Perception	+7	WIS (-1)	8	
Ride	+1	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+1	DEX (3)	-	
Survival	+3	WIS (-1)	1	
Swim	+8	STR (4)	3	

Feats

- Armor Proficiency (Heavy)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Armor Proficiency (Light)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Armor Proficiency (Medium)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Combat Reflexes (4 AoO/round)**
You can make extra attacks of opportunity.
- Double Slice**
Add your full STR bonus to off-hand attacks.
- Improved Initiative**
You get a +4 bonus on initiative checks.
- Martial Versatility (Weapon Focus)**
Selected feat now applies to all weapons in that group.
- Martial Weapon Proficiency - All**
You are proficient with all Martial weapons.
- Power Attack -3/+6**
You can subtract from your attack roll to add to your damage.

Feats

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-Weapon Defense

+1 to AC while wielding 2 weapons. +2 when doing so defensively.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Focus (Longsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Longsword)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Traits

Deft Dodger

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Hagfish Hopeful

+2 trait bonus on Fortitude saves against disease and poison.

Longsword

Main hand: **+14/+9, 1d8+7**

Crit: 19-20/x2
1-hand, S

Both hands: **+14/+9, 1d8+9**

Main w/ offhand: **+10/+5, 1d8+7**

Main w/ light off: **+12/+7, 1d8+7**

Offhand: **+10, 1d8+7**

Masterwork short sword

Main hand: **+13, 1d6+4**

Crit: 19-20/x2
Light, P

Main w/ offhand: **+9, 1d6+4**

Main w/ light off: **+11, 1d6+4**

Offhand: **+11, 1d6+4**

Shortbow

Ranged, both hands: **+11/+6, 1d6**

Crit: x3
Rng: 60'
2-hand, P

Unarmed strike

Main hand: **+12/+7, 1d3+4**

Crit: x2
Light, B, Nonlethal

nonlethal

Main w/ offhand: **+8/+3, 1d3+4**

nonlethal

Main w/ light off: **+10/+5, 1d3+4**

nonlethal

Offhand: **+10, 1d3+4 nonlethal**

Gear

Total Weight Carried: 84.8/350 lbs, Light Load

(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Acid <In: Backpack (17 @ 33.76 lbs)> 1 lb

Alchemist's fire x2 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Antitoxin <In: Backpack (17 @ 33.76 lbs)> -

Experience & Wealth

Experience Points: **51000/75,000**

Current Cash: **38 gp**

Gear

Total Weight Carried: 84.8/350 lbs, Light Load

(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Arrows x20 0.15 lbs

Artisan's outfit (Free) -

Backpack (17 @ 33.76 lbs) 2 lbs

Bedroll <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Breastplate 30 lbs

Crowbar <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Grappling hook <In: Backpack (17 @ 33.76 lbs)> 4 lbs

Heavy mace 8 lbs

Holy water <In: Backpack (17 @ 33.76 lbs)> 1 lb

Longsword 4 lbs

Masterwork short sword 2 lbs

Money <In: Backpack (17 @ 33.76 lbs)> 0.76 lbs

Mug/tankard <In: Backpack (17 @ 33.76 lbs)> 1 lb

Shortbow 2 lbs

Silk rope <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Torch x3 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Trail rations x2 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Waterskin <In: Backpack (17 @ 33.76 lbs)> 4 lbs

Special Abilities

Bravery +2 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Weapon Training (Blades, Heavy) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Tracked Resources

Acid

Alchemist's fire

Antitoxin

Arrows

Holy water

Torch

Trail rations

Languages

Common

Varisian