

Pathfinder Society Pregenerated Characters

For the Pathfinder Roleplaying Game

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Welcome to my Pathfinder Society pregenerated characters for the Pathfinder Roleplaying Game. What follows is a set of campaign-legal first level characters, completely statted out (with a few small exceptions) and all but ready to play, including at least one character for every combination of race and class. In order to use these pregens as presented, all a new player needs is to choose an alignment, pick a faction and two traits, and settle on the languages the character speaks. (Oh, and come up with a personality, characterization, and so on. But those bits are just a little beyond the scope of this document.) This should allow a new player or late arrival at a PFS table to get into the action quickly, with enough variety to get close to nearly any desired character concept.

It is also possible – and, in fact, desirable – to use these pregens as springboards for customization. In many cases, if a player likes the idea of, say, a cleric of Asmodeus, but doesn't want to play a human, it should be fairly simple to remove the racial modifiers and swap in new ones. Skills and feats are equally open to modification, and I would encourage anyone using this document to do exactly that. Make these characters your own! All I am hoping for is to make getting started a little easier – the hard part of playing is still up to you.

Reading the Sheets

By and large, I have formatted these character sheets along the lines that Paizo uses for their NPC and monster statblocks. There is a bit more information here, but anyone with any experience with Paizo's formatting should have no trouble reading the sheets. I have also done everything I can to keep all the information to a single page – none of the characters spill onto two pages, though I had to fiddle some with the formatting to make that work. For those who wish to transfer the sheets to a more traditional presentation, you will want to know that I have made it my policy to do as much of the math as possible for the player, so that, for instance, all the listed skill modifiers include all the relevant bonuses and penalties (racial, equipment, feat, etc.). The listed skills only include the skills the character is actually trained in, as well; if it's under the Skills section, then the character has a rank in it.

When generating the ability scores, I have typically used a 16, 14, 14, 12, 10, 8 array, allowing for several good scores but also including a penalty to keep things interesting. In several cases, however, I have deviated from this – if you wish to modify the ability scores and want to determine what the starting point was, I would suggest subtracting out the racial modifications (with humans and half-elves coming from the highest ability score and half-orcs generally coming from Strength) and working from there. In my conversions, however, I've generally just found it easier to start fresh, especially since I sometimes use racial bonuses to cover “dump stats,” which might leave a converted character with an unacceptably low score at times.

Finally, I should note that all the characters have chosen their first level class as their favored class (though the half-elves have another one yet to choose), and the benefits are included in the stats already.

I hope you find these pregens useful in your games, either to help new players get started or just to inspire your own character ideas. And if you find any errors or have any questions, please email me at kakitashisumo@yahoo.com with your comments! I will update the PDF with errata as often as I can. Best of luck and happy gaming!

Adam Thomas-Brashier

Dwarf Barbarian 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft; Perception +2

DEFENSE

AC 17, touch 12, flat-footed 15

(armor +5, Dex +2)

hp 16 (1d12+4)

Fort +5 (+7 vs poison), **Ref** +2, **Will** +2; +2 against spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 30 ft.

Melee greataxe +4 (1d12+4, 20/x3)

Ranged throwing axe +3 (1d6+3, 20/x2) or
light hammer +3 (1d4+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, rage 7 rounds/day

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 16 (+3), **Int** 8 (-1), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. bull rush or trip)

Feats Power Attack

Skills Acrobatics +2, Intimidate +3, Knowledge (dungeoneering) +0; armor check penalty -4

Languages Common, Dwarf

SQ fast movement, stonecunning

Combat Gear none; **Other Gear** greataxe, scale mail, throwing axe (3), light hammer, backpack, belt pouch, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 53 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) When raging, the dwarf barbarian's stats change as follows:

AC 15, touch 10, flat-footed 13

hp 18

Fort +7 (+9 vs poison), **Will** +4

Melee greataxe +6 (1d12+7, 20/x3)

Ranged throwing axe +3 (1d6+5,
20/x2) or

light hammer +3 (1d4+5, 20/x2)

Str 20 (+5), **Con** 20 (+5)

CMB +6

Elf Barbarian 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13

(armor +3, Dex +3)

hp 14 (1d12+2)

Fort +3, **Ref** +3, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 40 ft.

Melee punching dagger +4 (1d4+3, 20/x3) or

punching dagger +2 (1d4+3, 20/x3) and punching dagger +2 (1d4+1, 20/x3)

Ranged shortbow +4 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks rage 5 rounds/day

STATISTICS

Str 16 (+3), **Dex** 16 (+3), **Con** 12 (+1), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 17

Feats Two-Weapon Fighting

Skills Acrobatics +6 (+10 jumping), Knowledge (nature) +5, Perception +7, Stealth +3, Survival +5; armor check penalty -1

Languages Common, Elf, plus 1 more

SQ elven magic, fast movement

Combat Gear sunrod (2); **Other Gear** punching dagger (2), shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, hemp rope (50 ft.), flint and steel, trail rations (10), waterskin, 74 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) When raging, the elf barbarian's stats change as follows:

AC 14, touch 11, flat-footed 11

hp 16

Fort +5, **Will** +3 (+5 vs enchantments)

Melee punching dagger +6 (1d4+5, 20/x3) or

punching dagger +4 (1d4+5, 20/x3)

and punching dagger +4 (1d4+2, 20/x3)

Str 20 (+5), **Con** 16 (+3)

CMB +6

Gnome Barbarian 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 15 (1d12+3)

Fort +5, **Ref** +2, **Will** +1 (+3 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 30 ft.

Melee greatclub +4 (1d8+3, 20/x2)

Ranged javelin +4 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, rage 7 rounds/day

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 16 (+3), **Int** 8 (-1), **Wis** 12 (+1), **Cha** 12 (+1)

Base Atk +1; **CMB** +2; **CMD** 14

Feats Power Attack

Skills Craft (woodworking) +5 (+3 for Day Job rolls), Perception +7, Stealth +6, Survival +5; armor check penalty -1

Languages Common, Gnome, Sylvan

SQ fast movement

Combat Gear sunrod (2); **Other Gear** greatclub, javelins (3), studded leather armor, backpack, belt pouch, bedroll, hemp rope (50 ft.), trail rations (10), waterskin, 106 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) While raging, the gnome barbarian's stats change as follows:

AC 14, touch 11, flat-footed 12

hp 17

Fort +7, **Will** +3

Melee greatclub +6 (1d8+6, 20/x2)

Ranged javelin +4 (1d4+4, 20/x2)

Str 18 (+4), **Con** 20 (+5)

CMB +4

Half-elf Barbarian 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14

(armor +3, Dex +2, shield +1)

hp 15 (1d12+3)

Fort +4, **Ref** +2, **Will** -1 (+1 vs enchantments)

Immune *sleep*

OFFENSE

Spd 40 ft.

Melee bastard sword +4 (1d10+3, 19-20/x2) or

dagger +4 (1d4+3, 19-20/x2)

Ranged shortbow +3 (1d6, 20/x3) or

thrown dagger +3 (1d4+3, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks rage 6 rounds/day

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 14 (+2), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +1; **CMB** +4; **CMD** 16

Feats Exotic Weapon Proficiency (bastard sword), Skill Focus (Intimidate)

Skills Acrobatics +4 (+8 jumping), Intimidate +9, Knowledge (local) +2, Perception +5, Survival +3; armor check penalty -2

Languages Common, Elf

SQ fast movement

Combat Gear sunrod (2); **Other Gear** bastard sword, dagger, shortbow with 20 arrows, studded leather armor, buckler, backpack, belt pouch, bedroll, hemp rope (50 ft.), flint and steel, rations (10), waterskin, 40 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) While raging, the half-elf barbarian's stats change as follows:

AC 14, touch 10, flat-footed 12

hp 17

Fort +6, **Will** +1 (+3 vs enchantments)

Melee bastard sword +6 (1d10+5, 19-20/x2) or

dagger +5 (1d4+5, 19-20/x2)

Ranged thrown dagger +3 (1d4+5, 19-20/x2)

Str 20 (+5), **Con** 18 (+4)

CMB +6

Half-orc Barbarian 1

Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 14 (1d12+2)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Spd 40 ft.

Melee falchion +6 (2d4+6, 18-20/x2)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks rage 6 rounds/day

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +5; **CMD** 17

Feats Weapon Focus (falchion)

Skills Acrobatics +5 (+9 jumping), Intimidate +5, Knowledge (nature) +4, Perception +5, Survival +5; armor check penalty -1

Languages Common, Orc

SQ fast movement, orc ferocity

Combat Gear none; **Other Gear** falchion, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 5 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) While raging, the half-orc barbarian's stats change as follows:

AC 13, touch 10, flat-footed 11

hp 16

Fort +6, **Will** +1

Melee falchion +8 (2d4+9, 18-20/x2)

Str 22 (+6), **Con** 18 (+4)

CMB +7

Halfling Barbarian 1

Small humanoid (halfling)

Init +3; **Senses** Perception +7

DEFENSE

AC 16, touch 14, flat-footed 13

(armor +2, Dex +3, size +1)

hp 15 (1d12+3)

Fort +5, **Ref** +4, **Will** +2 (+4 vs fear)

OFFENSE

Spd 30 ft.

Melee shortspear +4 (1d4+3, 20/x2)

Ranged thrown shortspear +5 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks rage 6 rounds/day

STATISTICS

Str 14 (+2), **Dex** 16 (+3), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 10 (+0)

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point Blank Shot

Skills Acrobatics +9, Climb +8, Perception +7, Stealth +8

Languages Common, Halfling

SQ fast movement

Combat Gear sunrod (2); **Other Gear** shortspear (6), leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 119 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) While raging, the halfling barbarian's stats change as follows:

AC 14, touch 12, flat-footed 11

hp 17

Fort +7, **Will** +4 (+6 vs fear)

Melee shortspear +6 (1d4+6, 20/x2)

Ranged thrown shortspear +5 (1d4+4, 20/x2)

Str 18 (+4), **Con** 18 (+4)

CMB +4

Skills Climb +10

Human Barbarian 1
Medium humanoid (human)
Init +2; **Senses** Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13
(armor +3, Dex +2)
hp 15 (1d12+3)
Fort +4, **Ref** +2, **Will** +1

OFFENSE

Spd 40 ft.
Melee greatsword +5 (2d6+6, 19-20/x2)
Ranged javelin +3 (1d6+4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks rage 6 rounds/day

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)
Base Atk +1; **CMB** +5; **CMD** 17
Feats Cleave, Power Attack
Skills Acrobatics +5 (+9 jumping), Climb +7, Knowledge (nature) +4, Survival +5, Swim +7;
armor check penalty -1
Languages Common
SQ fast movement
Combat Gear sunrod (2); **Other Gear** greatsword, javelin (2), studded leather armor, backpack,
belt pouch, bedroll, flint and steel, rations (10), waterskin, 58 gp, 9 sp

SPECIAL ABILITIES

Rage (Ex) While raging, the human barbarian's stats change as follows:
AC 13, touch 10, flat-footed 11
hp 17
Fort +6, **Will** +3
Melee greatsword +7 (2d6+9, 19-20/x2)
Ranged javelin +3 (1d6+6, 20/x2)
Str 22 (+6), **Con** 18 (+4)
CMB +7
Skills Climb +9, Swim +9

Dwarf Bard 1

Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15

(armor +3, shield +2)

hp 10 (1d8+2)

Fort +2 (+4 vs poisons), **Ref** +2, **Will** +2; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee battleaxe +2 (1d8+2, 20/x3)

Ranged shortbow +0 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 12 rounds/day (countersong, *fascinate*, inspire courage +1), hatred

Spells Known (CL 1st, touch +2, ranged touch +0, concentration +3):

1st (2/day) – *cure light wounds*, *remove fear*

0 – *daze* (DC 12), *detect magic*, *message*, *resistance*

STATISTICS

Str 14 (+2), **Dex** 10 (+0), **Con** 14 (+2), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

Feats Extra Performance

Skills Bluff +6, Diplomacy +6, Intimidate +3, Knowledge (dungeoneering) +7, Knowledge (history) +7, Perception +4, Perform (wind instruments) +6, Perform (sing) +6, Spellcraft +6; armor check penalty -3

Languages Common, Dwarven, plus 2 more

SQ bardic knowledge +3, stonecunning

Combat Gear none; **Other Gear** battleaxe, shortbow and 20 arrows, studded leather armor, heavy steel shield, backpack, belt pouch, spell component pouch, bedroll, flint and steel, trail rations (5), waterskin, 51 gp, 4 sp

Elf Bard 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12

(armor +2, Dex +3)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d6, 18-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 7 rounds/day (countersong, *fascinate*, inspire courage +1)

Spells Known (CL 1st, touch +3, ranged touch +3, concentration +4):

1st (2/day) – *cure light wounds*, *expeditious retreat*

0 – *daze* (DC 13), *detect magic*, *light*, *mage hand*

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 12 (+1), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +7, Diplomacy +7, Knowledge (arcana) +7, Knowledge (history) +7,

Perception +5, Perform (sing) +7, Perform (string instruments) +7, Sleight of Hand +7, Spellcraft

+6 (+8 identifying magic items)

Languages Common, Elf, plus 2 more

SQ bardic knowledge +3, elven magic

Combat Gear none; **Other Gear** rapier, longbow and 20 arrows, leather armor, backpack, spell component pouch, lute, bedroll, flint and steel, 32 gp, 9 sp

Gnome Bard 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 16, touch 14, flat-footed 13

(armor +2, Dex +2, dodge +1, size +1)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** +1 (+3 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee rapier +1 (1d4, 18-20/x2) or

dagger +1 (1d3, 19-20/x2)

Ranged shortbow +3 (1d4, 20/x3) or

thrown dagger +3 (1d3, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, bardic performance 8 rounds/day (countersong, distraction, *fascinate*, inspire courage +1)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 14), *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL 1st, touch +1, ranged touch +3, concentration +5):

1st (2/day) – *cure light wounds*, *disguise self* (DC 16)

0 – *daze* (DC 14), *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** -1; **CMD** 12

Feats Dodge

Skills Bluff +8, Diplomacy +8, Disguise +8, Knowledge (geography) +7, Knowledge (history) +7, Perform (comedy) +8, Perform (stringed instruments) +8, Sleight of Hand +6

Languages Common, Gnome, Sylvan, plus 2 more

SQ bardic knowledge +3

Combat Gear sunrod (2); **Other Gear** rapier, dagger, shortbow and 20 arrows, leather armor, backpack, belt pouch, lute, spell component pouch, bedroll, flint and steel, rations (4), waterskin, 80 gp, 9 sp

Half-elf Bard 1

Medium humanoid (human, elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12

(armor +2, Dex +2, dodge +1)

hp 9 (1d8+1)

Fort +0, **Ref** +4, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +1 (1d8+1, 19-20/x2)

Ranged shortbow +2 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 8 rounds/day (distraction, *fascinate*, inspire courage +1)

Spells Known (CL 1st, touch +1, ranged touch +2, concentration +5):

1st (2/day) – *charm person* (DC 15), *cure light wounds*

0 – *daze* (DC 13), *detect magic*, *ghost sound*, *read magic*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 10 (+0), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +1; **CMD** 14

Feats Dodge, Skill Focus (Diplomacy)

Skills Bluff +8, Diplomacy +11, Disguise +8, Knowledge (local) +7, Perception +5, Perform (acting) +8, Perform (oratory) +8

Languages Common, Elf, plus 2 more

SQ bardic knowledge +3

Combat Gear sunrod (2); **Other Gear** longsword, shortbow with 20 arrows, leather armor, backpack, belt pouch, spell component pouch, bedroll, flint and steel, rations (2), waterskin, 82 gp, 9 sp

Half-orc Bard 1

Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 12, flat-footed 12

(armor +2, Dex +2)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** +1

OFFENSE

Spd 30 ft.

Melee greataxe +3 (1d12+4, 20/x3)

spear +3 (1d8+4, 20/x3)

Ranged shortbow +2 (1d6, 20/x3) or

thrown spear +2 (1d8+3, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 6 rounds/day (countersong, *fascinate*, inspire courage +1)

Spells Known (CL 1st, touch +3, ranged touch +2, concentration +3):

1st (2/day) – *cause fear* (DC 13), *cure light wounds*

0 – *daze* (DC 12), *flare* (DC 12), *read magic*, *summon instrument*

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 12 (+1), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +0; **CMB** +3; **CMD** 15

Feats Arcane Strike

Skills Acrobatics +6, Bluff +6, Intimidate +5, Knowledge (local) +7, Perform (percussion instruments) +6, Perform (sing) +6, Spellcraft +6, Stealth +6

Languages Common, Orc, plus 2 more

SQ bardic knowledge +3, orc ferocity

Combat Gear none; **Other Gear** greataxe, spear, shortbow and 20 arrows, leather armor, backpack, belt pouch, spell component pouch, drum, bedroll, flint and steel, rations (10), waterskin, 64 gp, 9 sp

Halfling Bard 1

Small humanoid (halfling)

Init +3; **Senses** Perception +5

DEFENSE

AC 17, touch 15, flat-footed 13

(armor +2, Dex +3, dodge +1, size +1)

hp 9 (1d8+1)

Fort +1, **Ref** +6, **Will** +2 (+4 vs fear)

OFFENSE

Spd 20 ft.

Melee rapier +1 (1d4, 18-20/x2) or

dagger +1 (1d3, 19-20/x2)

Ranged shortbow +4 (1d4, 20/x3) or

thrown dagger +5 (1d3, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 8 rounds/day (distraction, *fascinate*, inspire courage +1)

Spells Known (CL 1st, touch +1, ranged touch +4, concentration +5):

1st (2/day) – *cure light wounds*, *silent image* (DC 15)

0 – *daze* (DC 14), *detect magic*, *flare* (DC 14), *prestidigitation*

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 10 (+0), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** -1; **CMD** 13

Feats Dodge

Skills Acrobatics +9, Climb +6, Knowledge (local) +7, Knowledge (nobility) +7, Perception +5,

Perform (comedy) +7, Perform (oratory) +7, Stealth +11

Languages Common, Halfling, plus 2 more

SQ bardic knowledge +3

Combat Gear sunrod (2); **Other Gear** rapier, dagger (4), shortbow and 20 arrows, leather armor, backpack, belt pouch, spell component pouch, bedroll, flint and steel, rations (10), waterskin, 66 gp, 9 sp

Human Bard 1

Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12

(armor +2, Dex +2)

hp 9 (1d8+1)

Fort +0, **Ref** +4, **Will** +1

OFFENSE

Spd 30 ft.

Melee rapier +1 (1d6+1, 18-20/x2)

Ranged shortbow +2 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 8 rounds/day (countersong, *fascinate*, inspire courage +1)

Spells Known (CL 1st, touch +1, ranged touch +2, concentration +5):

1st (2/day) – *cure light wounds*, *hideous laughter* (DC 17)

0 – *daze* (DC 16), *detect magic*, *lullaby* (DC 16), *read magic*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 10 (+0), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Greater Spell Focus (enchantment), Spell Focus (enchantment)

Skills Acrobatics +6, Bluff +8, Diplomacy +8, Knowledge (local) +7, Knowledge (history) +7, Perception +3, Perform (sing) +8, Perform (string instruments) +8, Spellcraft +6

Languages Common, plus 2 more

SQ bardic knowledge +3

Combat Gear sunrod (2); **Other Gear** rapier, shortbow and 20 arrows, leather armor, backpack, belt pouch, spell component pouch, lute, bedroll, flint and steel, rations (2), waterskin, 58 gp, 9 sp

Dwarf Cleric of Abadar 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 12, flat-footed 15

(armor +5, Dex +2)

hp 8 (1d8)

Fort +2 (+4 vs poison), **Ref** +2, **Will** +6; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee light mace +0 (1d8, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 4/day (1d6, DC 11), hatred, inspiring word 7/day, touch of law 7/day

Typical Spells Prepared (CL 1st, touch +0, ranged touch +2, concentration +5):

1st – *bless*, *divine favor*^D, *doom* (DC 15)

0 – *detect magic*, *guidance*, *virtue*

Domains Law, Nobility

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 10 (+0), **Int** 12 (+1), **Wis** 18 (+4), **Cha** 12 (+1)

Base Atk +0; **CMB** +0; **CMD** 12 (16 vs. bull rush or trip)

Feats Rapid Reload (light crossbow)

Skills Appraise +5 (+7 for items of stone or metal), Knowledge (local) +2, Knowledge (nobility) +5, Knowledge (religion) +5; armor check penalty -4

Languages Common, Dwarven, plus 1 more

SQ aura, spontaneous casting, stonecunning

Combat Gear none; **Other Gear** light crossbow and 10 bolts, light mace, scale mail, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, merchant's scale, 39 gp, 9 sp

Dwarf Cleric of Torag 1

Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16

(armor +5, Dex -1, shield +2)

hp 11 (1d8+3)

Fort +5 (+7 vs poison), **Ref** +0, **Will** +7; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee warhammer +2 (1d8+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks artificer's touch 7/day (1d6), channel positive energy 4/day (1d6, DC 11), hatred, resistant touch 7/day

Spell-Like Abilities (CL 1st)

At will – *mending*

Typical Spells Prepared (CL 1st, touch +2, ranged touch -1, concentration +5):

1st – *bles*, *protection from evil*, *sanctuary*^D (DC 15)

0 – *detect magic*, *guidance*, *virtue*

Domains Artifice, Protection

STATISTICS

Str 14 (+2), **Dex** 8 (-1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 18 (+4), **Cha** 12 (+1)

Base Atk +0; **CMB** +2; **CMD** 11 (15 vs. bull rush or trip)

Feats Improved Initiative

Skills Craft (weaponsmithing) +4, Knowledge (religion) +4; armor check penalty -6

Languages Common, Dwarven

SQ aura, spontaneous casting, stonecunning

Combat Gear none; **Other Gear** warhammer, scale mail, heavy steel shield, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 25 gp, 9 sp

Elf Cleric of Calistria 1

Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11

(Dex +2, shield +1)

hp 10 (1d8+2)

Fort +3, **Ref** +2, **Will** +5 (+7 vs enchantments)

Defensive Abilities copycat 6/day; **Immune** *sleep*

OFFENSE

Spd 20 ft.

Melee rapier -1 (1d6-1, 18-20/x2) or

whip -1 (1d3-1, 20/x2)

Ranged longbow +2 (1d8-1, 20/x3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks channel positive energy 5/day (1d6, DC 12), dazing touch 6/day

Typical Spells Prepared (CL 1st, touch -1, ranged touch +2, concentration +4):

1st – *charm person*^D (DC 15), *command* (DC 15), *shield of faith*

0 – *detect magic*, *guidance*, *resistance*

Domains Charm, Trickery

STATISTICS

Str 8 (-1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 12 (+1), **Wis** 16 (+3), **Cha** 14 (+2)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Spell Focus (enchantment)

Skills Bluff +6, Diplomacy +6, Knowledge (religion) +5; armor check penalty -1

Languages Common, Elf, plus 1 more

SQ aura, elven magic, spontaneous casting

Combat Gear none; **Other Gear** rapier, whip, longbow and 20 arrows, buckler, wooden holy symbol, backpack, spell component pouch, bedroll, flint and steel, waterskin, 27 gp, 9 sp

Elf Cleric of Erastil 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12

(armor +2, Dex +3)

hp 10 (1d8+2)

Fort +3, **Ref** +3, **Will** +5 (+7 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +1 (1d8+1, 19-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 2/day (1d6, DC 9), touch of good 6/day (+1)

Spell-Like Abilities (CL 1st)

At will – *speak with animals* (6 rounds/day)

Typical Spells Prepared (CL 1st, touch +1, ranged touch +3, concentration +4):

1st – *bless*, *magic weapon*, *protection from evil*^D

0 – *detect magic*, *guidance*, *resistance*

Domains Animal, Good

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 12 (+1), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Skills Knowledge (nature) +2, Knowledge (religion) +5, Survival +4

Languages Common, Elf, plus 1 more

SQ aura, elven magic, spontaneous casting

Combat Gear none; **Other Gear** longsword, longbow and 20 arrows, leather armor, wooden holy symbol, backpack, spell component pouch, bedroll, flint and steel, waterskin, 38 gp, 9 sp

Gnome Cleric of Cayden Cailean 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 9 (1d8+1)

Fort +2, **Ref** +2, **Will** +5 (+7 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d4+1, 18-20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 5/day (1d6, DC 12), dazing touch 6/day, hatred

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 12), *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +3, ranged touch +3, concentration +4):

1st – *bless*, *longstrider*^D, *shield of faith*

0 – *detect magic*, *guidance*, *resistance*

Domains Charm, Travel

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 10 (+0), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 14 (+2)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Weapon Finesse

Skills Craft (brewing) +6 (+4 for Day Job rolls), Knowledge (religion) +4; armor check penalty -

1

Languages Common, Gnome, Sylvan

SQ agile feet 6/day, aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** rapier, light crossbow and 10 bolts, studded leather armor, backpack, belt pouch, wooden holy symbol, spell component pouch, bedroll, flint and steel, rations (10), waterskin, 59 gp, 9 sp

Gnome Cleric of Nethys 1

Small humanoid (gnome)

Init -1; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15

(armor +5, Dex -1, size +1)

hp 9 (1d8+1)

Fort +3, **Ref** -1, **Will** +5 (+7 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 15 ft.

Melee quarterstaff +1 (1d4, 20/x2)

Ranged light crossbow +0 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 6/day (1d6, DC 13), hand of the acolyte 6/day (quarterstaff +4 [1d4, 20/x2]), hatred, lore keeper

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +1, ranged touch +0, concentration +4):

1st – *doom* (DC 14), *identify*^D, *summon monster I*

0 – *detect magic*, *detect poison*, *read magic*

Domains Knowledge, Magic

STATISTICS

Str 10 (+0), **Dex** 8 (-1), **Con** 12 (+1), **Int** 14 (+2), **Wis** 16 (+3), **Cha** 16 (+3)

Base Atk +0; **CMB** -1; **CMD** 8

Feats Magical Aptitude

Skills Craft (alchemy) +8 (+6 for Day Job rolls), Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +8, Use Magic Device +6

Languages Common, Gnome, Sylvan, plus 2 more

SQ aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, scale mail, backpack, belt pouch, wooden holy symbol, spell component pouch, bedroll, flint and steel, rations (10), waterskin, 54 gp, 9 sp

Half-elf Cleric of Irori 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 10 (1d8+2)

Fort +4, **Ref** +2, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee quarterstaff +2 (1d6+3, 20/x2) or

unarmed strike +2 (1d3+2, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 4/day (1d6, DC 9), rebuke death 5/day (1d4), strength surge 5/day (+1)

Typical Spells Prepared (CL 1st, touch +2, ranged touch +2, concentration +3):

1st – *bless*, *cure light wounds*^D, *divine favor*

0 – *detect magic*, *guidance*, *virtue*

Domains Healing, Strength

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 14

Feats Extra Channeling, Improved Unarmed Strike, Skill Focus (Acrobatics)

Skills Acrobatics +5, Heal +6, Knowledge (history) +6, Knowledge (religion) +6, Spellcraft +6; armor check penalty -1

Languages Common, Elf, plus 2 more

SQ alignment aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, studded leather armor, backpack, belt pouch, wooden holy symbol, spell component pouch, bedroll, flint and steel, rations (10), waterskin, 35 gp, 9 sp

Half-elf Cleric of Shelyn 1

Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 11, flat-footed 16

(armor +5, Dex +1)

hp 9 (1d8+1)

Fort +3, **Ref** +2, **Will** +6 (+8 vs enchantments)

Immune *sleep*

OFFENSE

Spd 20 ft.

Melee glaive +2 (1d10+3, 20/x3)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks bit of luck 6/day, channel positive energy 5/day (1d6, DC 12), resistant touch 6/day

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +4):

1st – *bless*, *protection from evil*, *sanctuary*^D (DC 14)

0 – *detect magic*, *guidance*, *virtue*

Domains Luck, Protection

STATISTICS

Str 14 (+2), **Dex** 13 (+1), **Con** 10 (+0), **Int** 12 (+1), **Wis** 16 (+3), **Cha** 14 (+2)

Base Atk +0; **CMB** +2; **CMD** 12

Feats Skill Focus (Craft [painting]), Combat Reflexes

Skills Craft (painting) +8, Knowledge (religion) +5, Spellcraft +5; armor check penalty -4

Languages Common, Elf, plus 1 more

SQ alignment aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** glaive, light crossbow and 10 bolts, scale armor, backpack, belt pouch, wooden holy symbol, spell component pouch, bedroll, flint and steel, rations (10), waterskin, painting kit, 30 gp, 9 sp

Half-orc Cleric of Gorum 1

Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 10, flat-footed 15

(armor +5)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5

OFFENSE

Spd 20 ft.

Melee greatsword +3 (2d6+4, 19-20/x2)

Ranged javelin +0 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks battle rage 6/day (+1), channel negative energy 4/day (1d6, DC 11), destructive smite 6/day (+1)

Typical Spells Prepared (CL 1st, touch +3, ranged touch +0, concentration +4):

1st – *cure light wounds*, *divine favor*, *true strike*^D

0 – *detect magic*, *guidance*, *stabilize*

Domains Destruction, War

STATISTICS

Str 16 (+3), **Dex** 10 (+0), **Con** 14 (+2), **Int** 8 (-1), **Wis** 16 (+3), **Cha** 12 (+1)

Base Atk +0; **CMB** +3; **CMD** 13

Feats Channel Smite

Skills Knowledge (religion) +3; armor check penalty -4

Languages Common, Orc

SQ aura, orc ferocity, spontaneous casting

Combat Gear none; **Other Gear** greatsword, javelin (2), scale mail, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 18 gp, 9 sp

Half-orc Cleric of Iomedae 1

Medium humanoid (human, orc)

Init -1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 16, touch 9, flat-footed 16

(armor +5, Dex -1, shield +2)

hp 12 (1d8+4)

Fort +3, **Ref** -1, **Will** +5

OFFENSE

Spd 20 ft.

Melee longsword +3 (1d8+3, 19-20/x2)

Ranged javelin -1 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks battle rage 6/day (+1), channel positive energy 5/day (1d6, DC 12), touch of good 6/day (+1)

Typical Spells Prepared (CL 1st, touch +3, ranged touch -1, concentration +4):

1st – *bles*, *divine favor*, *protection from evil*^D

0 – *detect magic*, *guidance*, *virtue*

Domains Good, War

STATISTICS

Str 16 (+3), **Dex** 8 (-1), **Con** 12 (+1), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 14 (+2)

Base Atk +0; **CMB** +3; **CMD** 12

Feats Toughness

Skills Diplomacy +6, Knowledge (planes) +4, Knowledge (religion) +4; armor check penalty -6

Languages Common, Orc

SQ aura, orc ferocity, spontaneous casting

Combat Gear none; **Other Gear** longsword, javelin (2), scale mail, heavy steel shield, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 33 gp, 9 sp

Halfling Cleric of Desna 1

Small humanoid (halfling)

Init +3; **Senses** Perception +5

DEFENSE

AC 17, touch 14, flat-footed 14

(armor +3, Dex +3, size +1)

hp 8 (1d8)

Fort +3, **Ref** +4, **Will** +6 (+8 vs fear)

Defensive Abilities liberation 1 round/day

OFFENSE

Spd 30 ft.

Melee starknife +1 (1d3, 20/x3) or

quarterstaff +1 (1d4, 20/x2)

Ranged thrown starknife +4 (1d3, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 6/day (1d6, DC 13)

Typical Spells Prepared (CL 1st, touch +1, ranged touch +4, concentration +4):

1st – *bless*, *longstrider*^D, *protection from evil*

0 – *detect magic*, *guidance*, *purify food and drink*

Domains Liberation, Travel

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 10 (+0), **Int** 8 (-1), **Wis** 16 (+3), **Cha** 16 (+3)

Base Atk +0; **CMB** -1; **CMD** 12

Feats Point Blank Shot

Skills Knowledge (geography) +0, Knowledge (religion) +3; armor check penalty -1

Languages Common, Halfling

SQ agile feet 6/day, aura

Combat Gear sunrod (2); **Other Gear** starknife (4), quarterstaff, studded leather armor, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 8 gp, 9 sp

Halfling Cleric of Pharasma 1

Small humanoid (halfling)

Init +0; **Senses** Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14

(armor +3, size +1)

hp 8 (1d8)

Fort +3, **Ref** +1, **Will** +6 (+8 vs fear)

OFFENSE

Spd 20 ft.

Melee dagger +2 (1d3+1, 19-20/x2) or
quarterstaff +2 (1d4+1, 20/x2)

Ranged thrown dagger +1 (1d3+1, 19-20/x2) or
light crossbow +1 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bleeding touch 6/day (1 round), channel negative energy 6/day (1d6, DC 13),
rebuke death 6/day (1d4)

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +4):

1st – *bane* (DC 14), *cure light wounds*^D, *doom* (DC 14)

0 – *detect magic*, *stabilize*, *virtue*

Domains Death, Healing

STATISTICS

Str 12 (+1), **Dex** 10 (+0), **Con** 10 (+0), **Int** 12 (+1), **Wis** 16 (+3), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 10

Feats Selective Channeling

Skills Heal +7 (+9 with kit), Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +5;
armor check penalty -1

Languages Common, Halfling

SQ aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** dagger (4), quarterstaff, light crossbow and 10 bolts,
studded leather armor, backpack, belt pouch, spell component pouch, wooden holy symbol,
healer's kit (10 uses), bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Human Cleric of Asmodeus 1

Medium humanoid (human)

Init -1; **Senses** Perception +3

DEFENSE

AC 16, touch 9, flat-footed 16

(armor +5, Dex -1, shield +2)

hp 8 (1d8)

Fort +2, **Ref** -1, **Will** +5

Defensive Abilities copycat 6/day

OFFENSE

Spd 20 ft.

Melee heavy mace +1 (1d8+1, 20/x2)

Ranged light crossbow -1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 6/day (1d6, DC 13), fire bolt 6/day (-1 ranged touch [1d6 fire, 20/x2])

Typical Spells Prepared (CL 1st, touch +1, ranged touch -1, concentration +4):

1st – *burning hands*^D (DC 14), *command* (DC 14), *cure light wounds*

0 – *detect magic*, *stabilize*, *virtue*

Domains Fire, Trickery

STATISTICS

Str 12 (+1), **Dex** 8 (-1), **Con** 10 (+0), **Int** 14 (+2), **Wis** 16 (+3), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 10

Feats Deceitful, Selective Channeling

Skills Diplomacy +7, Disguise +9, Bluff +9, Intimidate +4, Knowledge (religion) +6,

Knowledge (the planes) +6; armor check penalty -6

Languages Common, plus 2 more

SQ aura, spontaneous casting

Combat Gear sunrod (2); **Other Gear** heavy mace, light crossbow with 10 bolts, scale mail, heavy wooden shield, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, rations (5), waterskin, 27 gp, 4 sp

Human Cleric of Sarenrae 1

Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16

(armor +5, Dex -1, shield +2)

hp 14 (1d8+6)

Fort +4, **Ref** -1, **Will** +6

OFFENSE

Spd 20 ft.

Melee scimitar +2 (1d6+2, 18-20/x2)

Ranged sling -1 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 6/day (1d6 or 1d6+1 vs undead, DC 11), rebuke death 7/day (1d4)

Typical Spells Prepared (CL 1st, touch +2, ranged touch -1, concentration +5):

1st – *bles*, *cure light wounds*^D, *divine favor*

0 – *detect magic*, *guidance*, *virtue*

Domains Healing, Sun

STATISTICS

Str 14 (+2), **Dex** 8 (-1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 18 (+4), **Cha** 12 (+1)

Base Atk +0; **CMB** +2; **CMD** 11

Feats Extra Channeling, Toughness

Skills Diplomacy +5, Heal +8, Knowledge (religion) +4; armor check penalty -6

Languages Common

SQ aura, spontaneous casting, sun's blessing

Combat Gear sunrod (2); **Other Gear** scimitar, sling with 10 bullets, scale mail, heavy steel shield, backpack, belt pouch, spell component pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 44 gp, 8 sp

Dwarf Druid 1

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16

(armor +4, Dex +1, shield +2)

hp 11 (1d8+3)

Fort +5 (+7 vs poison), **Ref** +1, **Will** +6; +2 vs spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee club +2 (1d6+2, 20/x2)

Ranged sling +1 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks acid dart 7/day (ranged touch +1 [1d6 acid, 20/x2]), hatred

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +5):

1st – *cure light wounds*, *magic stone*^D, *shillelagh*

0 – *guidance*, *mending*, *stabilize*

Domain Earth

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 16 (+3), **Int** 8 (-1), **Wis** 18 (+4), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 13 (17 vs. bull rush or trip)

Feats Skill Focus (Knowledge [dungeoneering])

Skills Handle Animal +3, Knowledge (dungeoneering) +3, Knowledge (nature) +5, Survival +10; armor check penalty -3

Languages Common, Druidic, Dwarven

SQ nature bond (domain), nature sense, stonecunning, wild empathy +0 (-4 magical beasts)

Combat Gear none; **Other Gear** club, sling and 10 bullets, hide armor, heavy wooden shield, backpack, belt pouch, spell component pouch, holly and mistletoe, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 111 gp, 8 sp

Elf Druid 1

Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 12

(armor +2, Dex +2)

hp 9 (1d8+1)

Fort +3, **Ref** +2, **Will** +5 (+7 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee sickle +0 (1d6, 20/x2)

Ranged longbow +2 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Typical Spells Prepared (CL 1st, touch +1, ranged touch +1, concentration +4):

1st – *cure light wounds*, *faerie fire*

0 – *detect magic*, *guidance*, *light*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 16 (+3), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Alertness

Skills Handle Animal +3 (+7 animal companion), Knowledge (arcana) +4, Knowledge (nature) +9, Perception +11, Sense Motive +6, Spellcraft +8 (+10 identifying magic items), Survival +9; armor check penalty -1

Languages Common, Elf, Druidic, plus 3 more

SQ elven magic, nature bond (animal companion), nature sense, wild empathy +0 (-4 magical beasts)

Combat Gear none; **Other Gear** sickle, longbow and 20 arrows, leather armor, backpack, bedroll, spell component pouch, holly and mistletoe, waterskin, 29 gp, 9 sp

Owl Animal Companion

N Small animal

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 14, touch 13, flat-footed 12

(Dex +2, natural +1, size +1)

hp 12 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Spd 10 ft., fly 80 ft. (average)

Melee bite +2 (1d4, 20/x2) and 2 talons +2 (1d4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** -1; **CMD** 11

Feats Skill Focus (Perception)

Skills Fly +8, Perception +9

SQ link, share spells

SPECIAL ABILITIES

Tricks The owl animal companion knows 1 trick, and can learn up to 6 more.

Gnome Druid 1

Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 15

(armor +2, Dex +1, shield +2, size +1)

hp 11 (1d8+3)

Fort +5, **Ref** +1, **Will** +5 (+7 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee shortspear +2 (1d4+1, 20/x2)

Ranged shortspear +2 (1d4+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +2, ranged touch +2, concentration +4):

1st – *goodberry*, *magic fang*

0 – *detect magic*, *flare* (DC 13), *light*

STATISTICS

Str 12 (+1), **Dex** 12 (+1), **Con** 16 (+3), **Int** 8 (-1), **Wis** 16 (+3), **Cha** 12 (+1)

Base Atk +0; **CMB** +0; **CMD** 11

Feats Self-Sufficient

Skills Handle Animal +5 (+9 with animal companion), Heal +9 (+11 with kit), Knowledge (nature) +5, Survival +11; armor check penalty -2

Languages Common, Druidic, Gnome, Sylvan

SQ nature bond (animal companion), nature sense, wild empathy +2 (-2 magical beasts)

Combat Gear sunrod (2); **Other Gear** shortspear (3), leather armor, heavy wooden shield, backpack, belt pouch, holly and mistletoe, spell component pouch, healer's kit (10 uses), bedroll, flint and steel, rations (10), waterskin, 15 gp, 9 sp

Badger Animal Companion

N Small animal

Init +3; **Senses** low-light, scent; Perception +1

DEFENSE

AC 16, touch 14, flat-footed 13

(Dex +3, natural +2, size +1)

hp 14 (2d8+4)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

Spd 30 ft., burrow 10 ft., climb 10 ft.

Melee Bite +5 (1d4, 20/x2) and 2 claws +5 (1d3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks rage 6 rounds/day

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 2,

Wis 12, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +7, Escape

Artist +4

SQ link, share spells

SPECIAL ABILITIES

Rage (Ex) The badger animal companion rages like a barbarian.

Its statistics change as follows:

AC 14, t 12, ff 11

hp 18

Fort +7, **Will** +3

Melee Bite +5 (1d4+2, 20/x2)

and 2 claws +5 (1d3+2, 20/x2)

Str 14, **Con** 19

CMB +1

Tricks The badger animal companion knows 1 trick, and can learn up to 6 more.

Half-elf Druid 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +2, Dex +2, shield +1)

hp 9 (1d8+1)

Fort +2, **Ref** +2, **Will** +6 (+8 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee scimitar +2 (1d6+2, 18-20/x2)

Ranged shortspear +2 (1d6+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Typical Spells Prepared (CL 1st, touch +2, ranged touch +2, concentration +5):

1st – *jump*, *longstrider*

0 – *guidance*, *light*, *stabilize*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 10 (+0), **Int** 12 (+1), **Wis** 18 (+4), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 14

Feats Mounted Combat, Skill Focus (Ride)

Skills Handle Animal +3 (+7 with animal companion), Knowledge (nature) +7, Perception +10, Ride +8, Survival +9; armor check penalty -1

Languages Common, Druidic, Elf, plus 1 more

SQ nature bond (animal companion), nature sense, wild empathy +0 (-4 magical beasts)

Combat Gear sunrod (2); **Other Gear** scimitar, shortspear (2), leather armor, light wooden shield, backpack, belt pouch, bedroll, holly and mistletoe, spell component pouch, flint and steel, rations (10), waterskin, 72 gp, 9 sp

Horse Animal Companion

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14

(Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2 hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12,

Cha 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Run

Skills Acrobatics +5 (+13 jumping while unriden), Perception +5

SQ link, share spells

Other Gear hemp rope (50 ft), saddlebags, military saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The horse animal companion knows one additional trick, and can learn up to 6 more.

Half-orc Druid 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14

(armor +4, Dex +1)

hp 11 (1d8+3)

Fort +4, **Ref** +1, **Will** +5

OFFENSE

Spd 20 ft.

Melee scythe +3 (2d4+4, 20/x4)

Ranged sling +1 (1d4+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks storm burst 6/day (+1 ranged touch [1d6 nonlethal, 20/x2, plus buffeting])

Typical Spells Prepared (CL 1st, touch +3, ranged touch +1, concentration +4):

1st – *cure light wounds*, *obscuring mist*^D, *produce flame*

0 – *detect magic*, *detect poison*, *stabilize*

Domain Weather

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +3; **CMD** 14

Feats Skill Focus (Survival)

Skills Heal +7 (+9 with kit), Knowledge (nature) +6, Perception +7, Survival +12; armor check penalty -5

Languages Common, Druidic, Orc

SQ nature bond (domain), nature sense, orc ferocity, wild empathy +0 (-4 magical beasts)

Combat Gear none; **Other Gear** scythe, sling and 10 bullets, hide armor, heavy wooden shield, backpack, belt pouch, spell component pouch, holly and mistletoe, healer's kit (10 uses), bedroll, hemp rope (50 ft.), flint and steel, rations (10), waterskin, 48 gp, 8 sp

Halfling Druid 1

Small humanoid (halfling)

Init +2; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 13

(armor +2, Dex +2, size +1)

hp 11 (1d8+3)

Fort +5, **Ref** +3, **Will** +6 (+8 vs fear)

OFFENSE

Spd 20 ft.

Melee scimitar +2 (1d4+1, 18-20/x2)

Ranged sling +3 (1d3+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks lightning arc 6/day (+3 ranged touch [1d6 electricity, 20/x2])

Typical Spells Prepared (CL 1st, touch +2, ranged touch +3, concentration +4):

1st – *magic stone* (x2), *obscuring mist*^D

0 – *detect magic*, *guidance*, *stabilize*

Domain Air

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Point Blank Shot

Skills Handle Animal +4, Heal +7 (+9 with kit), Knowledge (nature) +6, Survival +9; armor check penalty

Languages Common, Druidic, Halfling

SQ nature bond (domain), nature sense, wild empathy +1 (-3 magical beasts)

Combat Gear sunrod (2); **Other Gear** scimitar, sling with 10 bullets, leather armor, backpack, belt pouch, holly and mistletoe, healer's kit (10 uses), spell component pouch, bedroll, flint and steel, rations (10), waterskin, 29 gp, 6 sp

Human Druid 1

Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 13, touch 11, flat-footed +12

(armor +2, Dex +1)

hp 10 (1d8+2)

Fort +4, **Ref** +1, **Will** +6

OFFENSE

Spd 30 ft.

Melee quarterstaff +2 (1d6+3, 20/x2)

Ranged sling +1 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +5):

1st – *entangle* (DC 15), *shillelagh*

0 – *detect magic*, *guidance*, *virtue*

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 18 (+4), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 13

Feats Augment Summoning, Spell Focus (conjunction)

Skills Handle Animal +3 (+7 with animal companion), Heal +8 (+10 with kit), Knowledge (geography) +4, Knowledge (nature) +6, Perception +8, Survival +10

Languages Common, Druidic

SQ nature bond (animal companion), nature sense, wild empathy +0 (-4 magical beasts)

Combat Gear sunrod (2); **Other Gear** quarterstaff, sling with 10 bullets, leather armor, backpack, belt pouch, holly and mistletoe, spell component pouch, healer's kit (10 uses), bedroll, flint and steel, rations (4), waterskin, 73 gp, 8 sp

Wolf Animal Companion

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12

(Dex +2, natural +2)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 50 ft.

Melee bite +2 (1d6+1, 20/x2, plus trip)

Space 5 ft.; **Reach** 5 ft.

Special Attacks trip

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Survival)

Skills Stealth +6, Survival +5

SQ link, share spells

SPECIAL ABILITIES

Tricks (Ex) The wolf animal companion knows 1 trick, and can learn up to 6 more.

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, the wolf cannot be tripped in return.

Dwarf Fighter 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17

(armor +5, Dex +2, shield +2)

hp 14 (1d10+4)

Fort +5 (+7 vs poisons), **Ref** +2, **Will** +0; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee dwarven waraxe +5 (1d10+3, 20/x3) or

warhammer +4 (1d8+3, 20/x3)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 16 (+3), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. bull rush or trip)

Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills Acrobatics -3 (-7 jumping), Climb +1, Intimidate +3; armor check penalty -6

Languages Common, Dwarven, plus 1 more

SQ stonecunning

Combat Gear none; **Other Gear** dwarven waraxe, warhammer, shortbow with 20 arrows, scale mail, heavy wooden shield, backpack, belt pouch, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 2 gp, 9 sp

Elf Fighter 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 12

(armor +2, Dex +4)

hp 12 (1d10+2)

Fort +3, **Ref** +4, **Will** -1 (+1 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee elven curve blade +6 (1d10+3, 18-20/x2) or

dagger +5 (1d4+2, 19-20/x2)

Ranged shortbow +5 (1d6, 20/x3) or

thrown dagger +5 (1d4+2, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 12 (+1), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 10 (+0)

Base Atk +1; **CMB** +3; **CMD** 17

Feats Weapon Finesse, Weapon Focus (elven curve blade)

Skills Acrobatics +5, Perception +4

Languages Common, Elf

SQ elven magic

Combat Gear sunrod (2); **Other Gear** elven curve blade, dagger (2), quarterstaff, shortbow and 20 arrows, leather armor, backpack, belt pouch, bedroll, flint and steel, trail rations (10), waterskin, 12 gp, 9 sp

Gnome Fighter 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 13 (1d10+3)

Fort +4, **Ref** +2, **Will** -1 (+1 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee gnome hooked hammer +5 (1d6+3, 20/x3) or

gnome hooked hammer +3 (1d6+2, 20/x3) and gnome hooked hammer +3 (1d4+1, 20/x4)

Ranged shortbow +4 (1d4, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 15 (+2), **Con** 15 (+2), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 12 (+1)

Base Atk +1; **CMB** +2; **CMD** 14

Feats Two-Weapon Fighting, Weapon Focus (gnome hooked hammer)

Skills Acrobatics +2 (-2 jumping), Climb +5, Craft (weaponsmithing) +7 (+5 for Day Job rolls); armor check penalty -1

Languages Common, Gnome, Sylvan, plus 1 more

Combat Gear sunrod (2); **Other Gear** gnome hooked hammer, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 59 gp, 9 sp

Half-elf Fighter 1

Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +3

DEFENSE

AC 18, touch 14, flat-footed 14

(armor +3, Dex +4, shield +1)

hp 12 (1d10+2)

Fort +3, **Ref** +4, **Will** +0 (+2 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3, 19-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 16 (+3), **Dex** 18 (+4), **Con** 12 (+1), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 18

Feats Point Blank Shot, Precise Shot, Skill Focus (Acrobatics)

Skills Acrobatics +7, Perception +3; armor check penalty -1

Languages Common, Elf

Combat Gear sunrod (2); **Other Gear** longsword, quarterstaff, longbow with 20 arrows, studded leather armor, buckler, backpack, belt pouch, bedroll, hemp rope (50 ft), flint and steel, rations (10), waterskin, 2 gp, 9 sp

Half-orc Fighter 1

Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 12 (1d10+2)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.

Melee orc double axe +6 (1d8+6, 20/x3) or

orc double axe +4 (1d8+4, 20/x3) and orc double axe +4 (1d8+2, 20/x3)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 18 (+4), **Dex** 15 (+2), **Con** 13 (+1), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +5; **CMD** 17

Feats Two-Weapon Fighting, Weapon Focus (orc double axe)

Skills Intimidate +5, Survival +5; armor check penalty -1

Languages Common, Orc

SQ orc ferocity

Combat Gear none; **Other Gear** orc double axe, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 21 gp, 9 sp

Halfling Fighter 1

Small humanoid (halfling)

Init +4; **Senses** Perception +2

DEFENSE

AC 18, touch 15, flat-footed 14

(armor +3, Dex +4, size +1)

hp 13 (1d10+3)

Fort +5, **Ref** +5, **Will** +1 (+3 vs fear)

OFFENSE

Spd 20 ft.

Melee longsword +3 (1d6+1, 19-20) or

dagger +3 (1d3+1, 19-20/x2)

Ranged halfling sling staff +6 (1d6+1, 20/x3)

thrown dagger +6 (1d3+1, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 12 (+1), **Dex** 18 (+4), **Con** 14 (+2), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +1; **CMB** +1; **CMD** 15

Feats Point Blank Shot, Precise Shot

Skills Acrobatics +6 (+2 jumping), Climb +6, Swim +3; armor check penalty -1

Languages Common, Halfling, plus 1 more

Combat Gear sunrod (2); **Other Gear** longsword, dagger (2), halfling sling staff and 20 bullets, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 70 gp, 7 sp

Human Fighter 1

Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 19, touch 12, flat-footed 17

(armor +5, Dex +2, shield +2)

hp 13 (1d10+3)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Spd 20 ft.

Melee bastard sword +6 (1d10+4, 19-20/x2)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +5; **CMD** 17

Feats Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills Climb +2, Perception +2, Swim +2; armor check penalty -6

Languages Common

Combat Gear sunrod (2); **Other Gear** bastard sword, shortbow and 20 arrows, scale mail, heavy steel shield, backpack, belt pouch, bedroll, flint and steel, rations (8), waterskin, 9 sp

Dwarf Monk 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 13

(Dex +2, monk +3)

hp 11 (1d8+3)

Fort +4 (+6 vs poison), **Ref** +4, **Will** +5; +2 vs spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee unarmed strike +3 (1d6+3, 20/x2) or

flurry of blows +2/+2 (1d6+3, 20/x2)

Ranged sling +2 (1d4+3, 20/x2) or

splash weapon +2 ranged touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, flurry of blows, stunning fist 1/day (DC 13)

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 6 (-2)

Base Atk +0; **CMB** +3 (+5 grapple); **CMD** 18 (20 vs. grapple, 22 vs. bull rush or trip)

Feats Improved Grapple, Improved Unarmed Strike, Scorpion Style, Stunning Fist

Skills Acrobatics +6 (+2 jumping), Climb +7, Knowledge (history) +4, Perception +7

Languages Common, Dwarven, plus 1 more

SQ stonecunning

Combat Gear flask of acid, flask of alchemist's fire, tanglefoot bag (2); **Other Gear** sling and 10 bullets, backpack, belt pouch, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 8 gp, 8 sp

Elf Monk 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 16, flat-footed 12

(Dex +4, monk +2)

hp 9 (1d8+1)

Fort +2, **Ref** +6, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +2 (1d8+3, 19-20/x2) or

unarmed strike +4 (1d6+2, 20/x2) or

flurry of blows +3/+3 (1d6+2, 20/x2)

Ranged longbow +4 (1d8, 20/x3) or

splash weapon +4 touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flurry of blows, stunning fist 1/day (DC 12)

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 10 (+0), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 18

Feats Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +8, Climb +6, Escape Artist +8, Perception +8, Stealth +8

Languages Common, Elf, plus 1 more

SQ elven magic

Combat Gear flask of acid, flask of alchemist's fire, sunrod (2); **Other Gear** longsword, longbow with 20 arrows, backpack, belt pouch, bedroll, hemp rope (50 ft.), flint and steel, rations (10), waterskin, 13 gp, 9 sp

Gnome Monk 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 16, touch 16, flat-footed 13

(Dex +2, dodge +1, monk +2, size +1)

hp 11 (1d8+3)

Fort +4, **Ref** +4, **Will** +4 (+6 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee unarmed strike +3 (1d4+2, 20/x2) or

flurry of blows +2/+2 (1d4+2, 20/x2)

Ranged javelin +3 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, flurry of blows, stunning fist 1/day (DC 12)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 8 (-1), **Wis** 14 (+2), **Cha** 12 (+1)

Base Atk +0; **CMB** +1; **CMD** 16

Feats Dodge, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist

Skills Acrobatics +9 (+5 jumping), Perform (dance) +5, Stealth +10

Languages Common, Gnome, Sylvan

Combat Gear none; **Other Gear** javelin (2), backpack, belt pouch, bedroll, flint and steel, silk rope (50 ft), rations (10), waterskin, *everburning torch*, 17 gp, 9 sp

Half-elf Monk 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 16, flat-footed 13

(Dex +2, dodge +1, monk +3)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +5 (+7 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee unarmed strike +3 (1d6+3, 20/x2) or

flurry of blows +2/+2 (1d6+3, 20/x2)

Ranged sling +2 (1d4+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flurry of blows, stunning fist 1/day (DC 13)

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +3; **CMD** 19

Feats Deflect Arrows, Dodge, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist

Skills Acrobatics +9, Climb +7, Perception +9, Sense Motive +7

Languages Common, Elf

Combat Gear none; **Other Gear** sling and 10 bullets, backpack, belt pouch, bedroll, silk rope (50 ft), flint and steel, rations (10), waterskin, *everburning torch*, 19 gp, 8 sp

Half-orc Monk 1

Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 14, touch 14, flat-footed 12

(Dex +2, monk +2)

hp 13 (1d8+5)

Fort +3, **Ref** +4, **Will** +4

OFFENSE

Spd 30 ft.

Melee quarterstaff +4 (1d6+6, 20/x2) or

unarmed strike +4 (1d6+4, 20/x2) or

flurry of blows +3/+3 (1d6+4, 20/x2)

Ranged sling +2 (1d4+4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flurry of blows, stunning fist 1/day (DC 12)

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +4 (+6 grapple); **CMD** 18 (20 vs. grapple)

Feats Improved Grapple, Improved Unarmed Strike, Stunning Fist, Toughness

Skills Acrobatics +6, Intimidate +5, Stealth +6, Survival +3

Languages Common, Orc

SQ orc ferocity

Combat Gear none; **Other Gear** quarterstaff, sling and 10 bullets, backpack, belt pouch, bedroll, silk rope (50 ft.), flint and steel, rations (10), waterskin, 127 gp, 8 sp

Halfling Monk 1

Small humanoid (halfling)

Init +4; **Senses** Perception +4

DEFENSE

AC 17, touch 17, flat-footed 13

(Dex +4, monk +2, size +1)

hp 9 (1d8+1)

Fort +3, **Ref** +7, **Will** +5 (+7 vs fear)

OFFENSE

Spd 20 ft.

Melee unarmed strike +2 (1d4+1, 20/x2) or

flurry of blows +1/+1 (1d4+1, 20/x2)

Ranged shuriken +5 (2, 20/x2) or

flurry of blows +4/+4 (2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flurry of blows, stunning fist 1/day (DC 12)

STATISTICS

Str 12 (+1), **Dex** 18 (+4), **Con** 10 (+0), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 16

Feats Improved Unarmed Strike, Point Blank Shot, Stunning Fist, Throw Anything

Skills Acrobatics +10, Climb +7, Escape Artist +8, Stealth +12, Swim +5

Languages Common, Halfling, plus 1 more

Combat Gear flask of acid, sunrod (2), tanglefoot bag (2); **Other Gear** shuriken (20), backpack, belt pouch, silk rope (50 ft.), grappling hook, bedroll, flint and steel, rations (10), waterskin, 10 gp, 9 sp

Human Monk 1

Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 16, touch 16, flat-footed 13

(Dex +2, dodge +1, monk +3)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Spd 30 ft.

Melee quarterstaff +3 (1d6+4, 20/x2) or

unarmed strike +3 (1d6+3, 20/x2) or

flurry of blows +2/+2 (1d6+3, 20/x2)

Ranged sling +2 (1d4+3, 20/x2) or

splash weapon +2 touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flurry of blows, stunning fist 1/day (DC 13)

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +3 (+5 grapple); **CMD** 19 (21 vs. grapple)

Feats Dodge, Improved Grapple, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist

Skills Acrobatics +9, Climb +7, Knowledge (history) +4, Perception +7, Stealth +6

Languages Common

Combat Gear flask of acid (2), flask of alchemist's fire (3), sunrod (2); **Other Gear** quarterstaff, sling and 10 bullets, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 55 gp, 8 sp

Dwarf Paladin 1

Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +1

Aura weak good

DEFENSE

AC 16, touch 9, flat-footed 16

(armor +5, Dex -1, shield +2)

hp 14 (1d10+4)

Fort +5 (+7 vs poison), **Ref** -1, **Will** +3; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee warhammer +4 (1d8+2, 20/x3) or

battleaxe +3 (1d8+2, 20/x3)

Ranged shortbow +0 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, smite evil 1/day (+2 attack, +1 damage, +2 AC)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 14 (+2), **Dex** 8 (-1), **Con** 16 (+3), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 14 (+2)

Base Atk +1; **CMB** +3; **CMD** 12 (16 vs. bull rush or trip)

Feats Weapon Focus (warhammer)

Skills Craft (armorsmithing) +5, Heal +5, Knowledge (religion) +5; armor check penalty -6

Languages Common, Dwarven, plus 1 more

SQ paladin code, stonecunning

Combat Gear flask of holy water; **Other Gear** warhammer, battleaxe, shortbow with 20 arrows, scale mail, heavy wooden shield, backpack, belt pouch, wooden holy symbol, bedroll, flint and steel, hemp rope (50 ft.), trail rations (10), waterskin, 2 gp, 9 sp

Elf Paladin 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1

Aura weak good

DEFENSE

AC 17, touch 13, flat-footed 14

(armor +3, Dex +3, shield +1)

hp 14 (1d10+4)

Fort +2, **Ref** +3, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 20 ft.

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

Ranged shortbow +4 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (+3 attack, +1 damage, +3 AC)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 14 (+2), **Dex** 16 (+3), **Con** 10 (+0), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +1; **CMB** +3; **CMD** 16

Feats Toughness

Skills Diplomacy +7, Knowledge (religion) +5, Spellcraft +5 (+7 identifying magic items);
armor check penalty -2

Languages Common, Elf, plus 1 more

SQ elven magic, paladin code

Combat Gear flask of holy water, sunrod (2); **Other Gear** longsword, shortbow with 20 arrows, studded leather armor, buckler, backpack, belt pouch, wooden holy symbol, bedroll, flint and steel, rations (5), waterskin, 25 gp, 4 sp

Gnome Paladin 1

Small humanoid (gnome)

Init -1; **Senses** low-light vision; Perception +2

Aura weak good

DEFENSE

AC 15, touch 10, flat-footed 15

(armor +5, Dex -1, size +1)

hp 13 (1d10+3)

Fort +4, **Ref** -1, **Will** +2 (+4 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 15 ft.

Melee halberd +5 (1d8+3, 20/x3)

Ranged shortbow +1 (1d4, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, smite evil 1/day (+3 attack, +1 damage, AC +3)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

1/day – *dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 8 (-1), **Con** 14 (+2), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 16 (+3)

Base Atk +1; **CMB** +2; **CMD** 11

Feats Weapon Focus (halberd)

Skills Diplomacy +7, Heal +4, Knowledge (religion) +6, Sense Motive +4; armor check penalty -4

Languages Common, Gnome, Sylvan plus 2 more

SQ paladin code

Combat Gear flask of holy water, sunrod (2); **Other Gear** halberd, shortbow plus 20 arrows, scale mail, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 19 gp, 9 sp

Half-elf Paladin 1

Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +2

Aura weak good

DEFENSE

AC 18, touch 11, flat-footed 17

(armor +5, Dex +1, shield +2)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 20 ft.

Melee flail +5 (1d8+3, 20/x2)

Ranged shortbow +0 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (attack +2, damage +1, AC +2)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 13 (+1), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +1; **CMB** +4; **CMD** 15

Feats Skill Focus (Diplomacy), Weapon Focus (flail)

Skills Diplomacy +9, Heal +4, Knowledge (nobility and royalty) +5, Knowledge (religion) +5; armor check penalty -6

Languages Common, Elf, plus 1 more

SQ paladin code

Combat Gear flask of holy water, sunrod (2); **Other Gear** flail, shortbow and 20 arrows, scale mail, heavy steel shield, backpack, belt pouch, wooden holy symbol, bedroll, hemp rope (50 ft), flint and steel, rations (10), waterskin, 14 gp, 9 sp

Half-orc Paladin 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1

Aura weak good

DEFENSE

AC 18, touch 11, flat-footed 17

(armor +5, Dex +1, shield +2)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Spd 20 ft.

Melee battleaxe +5 (1d8+4, 20/x3)

Ranged shortbow +0 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (+2 attack, +1 damage, +2 AC)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +1; **CMB** +5; **CMD** 16

Feats Skill Focus (Knowledge [religion])

Skills Knowledge (religion) +7, Survival +0; armor check penalty -6

Languages Common, Orc

SQ orc ferocity, paladin code

Combat Gear flask of holy water; **Other Gear** battleaxe, shortbow and 20 arrows, scale mail, heavy steel shield, backpack, belt pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 9 sp

Halfling Paladin 1

Small humanoid (halfling)

Init +2; **Senses** Perception +1

Aura weak good

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 13 (1d10+3)

Fort +5, **Ref** +3, **Will** +2 (+4 vs fear)

OFFENSE

Spd 20 ft.

Melee greatsword +4 (1d10+3, 19-20/x2)

Ranged shortbow +4 (1d4, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (attack +3, damage +1, AC +3)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +1; **CMB** +2; **CMD** 14

Feats Power Attack

Skills Diplomacy +7, Knowledge (religion) +4

Languages Common, Halfling

SQ paladin code

Combat Gear sunrod (2); **Other Gear** greatsword, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 19 gp, 9 sp

Human Paladin 1

Medium humanoid (human)

Init +2; **Senses** Perception -1

Aura weak good

DEFENSE

AC 19, touch 12, flat-footed 17

(armor +5, Dex +2, shield +2)

hp 12 (1d10+2)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Spd 20 ft.

Melee longsword +5 (1d8+3, 19-20/x2)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (+3 attack, +1 damage, +3 AC)

Spell-Like Abilities (CL 1st):

At will – *detect evil*

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +1; **CMB** +4; **CMD** 16

Feats Power Attack, Weapon Focus (longsword)

Skills Diplomacy +7, Knowledge (religion) +4, Ride +0; armor check penalty -6

Languages Common

SQ paladin code

Combat Gear sunrod (2); **Other Gear** longsword, shortbow and 20 arrows, scale mail, heavy steel shield, backpack, belt pouch, wooden holy symbol, bedroll, flint and steel, rations (10), waterskin, 18 gp, 9 sp

Dwarf Ranger 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +10 (+12 against goblins)

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 13 (1d10+3)

Fort +4 (+6 vs poisons), **Ref** +4, **Will** +3; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee dwarven waraxe +4 (1d10+4, 20/x3) or

throwing axe +4 (1d6+3, 20/x2)

Ranged shortbow +3 (1d6, 20/x3) or

throwing axe +3 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, favored enemy (humanoid [goblinoid] +2)

STATISTICS

Str 16 (+3), **Dex** 14 (+2), **Con** 14 (+2), **Int** 8 (-1), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. bull rush or trip)

Feats Skill Focus (Perception)

Skills Knowledge (dungeoneering) +3, Knowledge (nature) +3, Perception +10 (+12 against goblins), Stealth +5, Survival +7 (+8 tracking, +10 tracking goblins); armor check penalty -1

Languages Common, Dwarven

SQ stonecunning, track +1, wild empathy +0 (magical beasts -4)

Combat Gear flask of alchemist's fire; **Other Gear** dwarven waraxe, throwing axe, light hammer, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, hemp rope (50 ft.), flint and steel, trail rations (10), waterskin, 18 gp, 9 sp

Elf Ranger 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +8 (+10 against orcs)

DEFENSE

AC 17, touch 14, flat-footed 13

(armor +3, Dex +4)

hp 11 (1d10+1)

Fort +2, **Ref** +6, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +3 (1d8+3, 19-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks favored enemy (humanoid [orc] +2)

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 10 (+0), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +1; **CMB** +3; **CMD** 17

Feats Point Blank Shot

Skills Handle Animal +3, Knowledge (geography) +5, Knowledge (nature) +5, Perception +8 (+10 against orcs), Stealth +7, Survival +6 (+7 tracking, +9 tracking orcs), Swim +5; armor check penalty -1

Languages Common, Elf, plus 1 more

SQ elven magic, track +1, wild empathy +0 (magical beasts -4)

Combat Gear sunrod (2); **Other Gear** longsword, longbow with 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (5), waterskin, 11 gp, 4 sp

Gnome Ranger 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +7 (+9 against reptilian humanoids)

DEFENSE

AC 18, touch 13, flat-footed 16

(armor +3, Dex +2, shield +2, size +1)

hp 11 (1d10+1)

Fort +2, **Ref** +4, **Will** +1 (+3 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee longsword +4 (1d6+2, 19-20/x2) or

spiked light steel shield +4 (1d3+2, 20/x2)

Ranged longbow +4 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, favored enemy (humanoid [reptilian] +2)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 10 (+0), **Int** 14 (+2), **Wis** 12 (+1), **Cha** 12 (+1)

Base Atk +1; **CMB** +2; **CMD** 14

Feats Shield Focus

Skills Craft (woodworking) +8 (+6 for Day Job rolls), Knowledge (dungeoneering) +6, Knowledge (local) +3 (+5 reptilian humanoids), Knowledge (nature) +6, Perception +7 (+9 against reptilian humanoids), Spellcraft +6, Stealth +9, Survival +5 (+6 tracking, +8 tracking reptilian humanoids); armor check penalty -1

Languages Common, Gnome, Sylvan, plus 2 more

SQ track +1, wild empathy +2 (magical beasts -2)

Combat Gear sunrod (2); **Other Gear** longsword, longbow with 20 arrows, studded leather armor, spiked light steel shield, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 9 sp

Half-elf Ranger 1

Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +7 (+9 against elves)

DEFENSE

AC 17, touch 14, flat-footed 13

(armor +3, Dex +4)

hp 11 (1d10+1)

Fort +2, **Ref** +6, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +3 (1d8+3, 19-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks favored enemy +2 (humanoid [elf])

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 10 (+0), **Int** 8 (-1), **Wis** 12 (+1), **Cha** 14 (+2)

Base Atk +1; **CMB** +3; **CMD** 17

Feats Point Blank Shot, Skill Focus (Survival)

Skills Knowledge (local) +0 (+2 elves), Knowledge (nature) +3, Perception +7 (+9 against elves), Stealth +7, Survival +8 (+9 tracking, +11 tracking elves); armor check penalty -1

Languages Common, Elf

SQ track +1, wild empathy +3 (magical beasts -1)

Combat Gear sunrod (2); **Other Gear** longsword, longbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 19 gp, 9 sp

Half-orc Ranger 1

Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6 (+8 against humans)

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 15 (1d10+5)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Spd 30 ft.

Melee scimitar +5 (1d6+6, 18-20/x2) or
shortsword +5 (1d6+4, 19-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks favored enemy +2 (humanoid [human])

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +1; **CMB** +5; **CMD** 17

Feats Toughness

Skills Intimidate +5, Knowledge (local) +0 (+2 humans), Knowledge (nature) +6, Perception +6 (+8 against humans), Stealth +5, Survival +6 (+7 tracking, +9 tracking humans); armor check penalty -1

Languages Common, Orc

SQ orc ferocity, track +1, wild empathy +0 (magical beasts -4)

Combat Gear none; **Other Gear** scimitar, shortsword, longbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Halfling Ranger 1

Small humanoid (halfling)

Init +4; **Senses** Perception +7 (+9 against evil outsiders)

DEFENSE

AC 17, touch 15, flat-footed 13

(armor +2, Dex +4, size +1)

hp 13 (1d10+3)

Fort +5, **Ref** +7, **Will** +2 (+4 vs fear)

OFFENSE

Spd 20 ft.

Melee scimitar +3 (1d4+1, 18-20/x2)

Ranged light crossbow +6 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks favored enemy (outsiders [evil] +2)

STATISTICS

Str 12 (+1), **Dex** 18 (+4), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 10 (+0)

Base Atk +1; **CMB** +1; **CMD** 15

Feats Rapid Reload (light crossbow)

Skills Acrobatics +7, Knowledge (nature) +4, Knowledge (the planes) +1 (+3 evil outsiders), Perception +7 (+9 against evil outsiders), Stealth +12, Survival +5 (+6 tracking, +8 tracking evil outsiders)

Languages Common, Halfling

SQ track +1, wild empathy +0 (magical beasts -4)

Combat Gear sunrod (2), tanglefoot bag; **Other Gear** scimitar, light crossbow and 20 bolts, leather armor, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 23 gp, 9 sp

Human Ranger 1

Medium humanoid (human)

Init +3; **Senses** Perception +5 (+7 against animals)

DEFENSE

AC 16, touch 13, flat-footed 13

(armor +3, Dex +3)

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Spd 30 ft.

Melee battleaxe +4 (1d8+4, 20/x3) or
throwing axe +4 (1d6+3, 20/x2)

Ranged shortbow +4 (1d6, 20/x3) or
throwing axe +4 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks favored enemy (animal +2)

STATISTICS

Str 16 (+3), **Dex** 16 (+3), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 17

Feats Self-Sufficient, Skill Focus (Survival)

Skills Handle Animal +3, Heal +7 (+9 with kit), Knowledge (geography) +4, Knowledge (nature) +4 (+6 animals), Perception +5 (+7 against animals), Stealth +6, Survival +10 (+11 tracking, +13 tracking animals); armor check penalty -1

Languages Common

SQ track +1, wild empathy +0 (magical beasts -4)

Combat Gear sunrod (2); **Other Gear** battleaxe, throwing axe, shortbow and 20 arrows, studded leather armor, healer's kit (10 uses), backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Dwarf Rogue 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 10 (1d8+2)

Fort +1 (+3 vs poisons), **Ref** +4, **Will** +0; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee short sword +2 (1d6+2, 19-20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, sneak attack +1d6

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 12 (+1), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +0; **CMB** +2; **CMD** 14 (18 vs. bull rush or trip)

Feats Skill Focus (Disable Device)

Skills Acrobatics +5, Appraise +7 (+9 stones or gems), Climb +5, Craft (trapmaking) +7, Disable Device +9, Knowledge (dungeoneering) +7, Knowledge (engineering) +4, Linguistics +7, Perception +4 (+5 finding traps), Stealth +5, Swim +5; armor check penalty -1.

Languages Common, Dwarven, plus 4 more

SQ stonecunning, trapfinding +1

Combat Gear flask of acid; **Other Gear** short sword, light crossbow and 10 bolts, studded leather armor, backpack, belt pouch, thieves' tools, grappling hook, bedroll, silk rope (50 ft.), flint and steel, trail rations (5), waterskin, 10 gp, 4 sp

Elf Rogue 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 12

(armor +2, Dex +4)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** -1 (+1 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee rapier +4 (1d6, 18-20/x2)

Ranged longbow +4 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 10 (+0), **Dex** 18 (+4), **Con** 12 (+1), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +0; **CMB** +0; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +8, Appraise +6, Bluff +6, Climb +4, Diplomacy +6, Disable Device +9, Knowledge (local) +6, Knowledge (nobility) +3, Perception +5 (+6 finding traps), Stealth +8

Languages Common, Elf, plus 2 more

SQ elven magic, trapfinding +1

Combat Gear sunrod (2); **Other Gear** rapier, longbow and 20 arrows, leather armor, backpack, bedroll, thieves' tools, flint and steel, waterskin, 4 gp, 9 sp

Gnome Rogue 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 13

(armor +2, Dex +2, size +1)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** -1 (+1 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee rapier +1 (1d4, 18-20/x2) or

quarterstaff +1 (1d4, 20/x2) or

dagger +1 (1d3, 19-20/x2)

Ranged shortbow +3 (1d4, 20/x3) or

thrown dagger +3 (1d3, 19-20/x2) or

splash weapon +3 touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, sneak attack +1d6

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 14), *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Skill Focus (Use Magic Device)

Skills Bluff +8, Disable Device +7, Disguise +8, Linguistics +6, Perception +5 (+6 finding

traps), Profession (con artist) +5 (+3 for Day Job rolls), Sleight of Hand +6, Spellcraft +3,

Stealth +10, Use Magic Device +11

Languages Common, Gnome, Sylvan, plus 3 more

SQ trapfinding +1

Combat Gear flask of acid, flask of alchemist's fire, sunrod (2); **Other Gear** rapier, quarterstaff, dagger (2), leather armor, backpack, belt pouch, thieves' tools, bedroll, flint and steel, rations (10), waterskin, 10 gp, 9 sp

Half-elf Rogue 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee sap +1 (1d6+1 nonlethal, 20/x2) or

shortsword +1 (1d6+1, 19-20/x2)

Ranged shortbow +2 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 13 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Alertness, Skill Focus (Diplomacy)

Skills Appraise +4, Bluff +7, Diplomacy +10, Disable Device +6, Intimidate +7, Knowledge (local) +4, Perception +10 (+11 finding traps), Sense Motive +8, Stealth +5; armor check penalty -1

Languages Common, Elf

SQ trapfinding +1

Combat Gear sunrod (2); **Other Gear** sap, shortsword, shortbow and 20 arrows, studded leather armor, belt pouch, thieves' tools, manacles with average lock, 6 gp

Half-orc Rogue 1

Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12

(armor +2, Dex +2)

hp 11 (1d8+3)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Spd 30 ft.

Melee greataxe +4 (1d12+6, 20/x3) or

sap +4 (1d6+4 nonlethal, 20/x2)

Ranged javelin +2 (1d6+4, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 18 (+4), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +0; **CMB** +4; **CMD** 16

Feats Improved Initiative

Skills Acrobatics +6, Disable Device +7, Intimidate +5, Knowledge (local) +4, Perception +5 (+6 finding traps), Stealth +6, Swim +8

Languages Common, Orc

SQ orc ferocity, trapfinding +1

Combat Gear flask of acid, flask of alchemists' fire (2); **Other Gear** heavy mace, sap, javelin (4), leather armor, backpack, belt pouch, thieves' tools, bedroll, flint and steel, rations (10), waterskin, 21 gp, 9 sp

Halfling Rogue 1

Small humanoid (halfling)

Init +4; **Senses** Perception +7

DEFENSE

AC 17, touch 15, flat-footed 13

(armor +2, Dex +4, size +1)

hp 9 (1d8+1)

Fort +1, **Ref** +7, **Will** +2 (+4 vs fear)

OFFENSE

Spd 20 ft.

Melee shortsword +2 (1d4+1, 19-20/x2) or

dagger +2 (1d3+1, 19-20/x2)

Ranged light crossbow +5 (1d6, 19-20/x2) or

thrown dagger +5 (1d3+1, 19-20/x2) or

splash weapon +5 touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 12 (+1), **Dex** 18 (+4), **Con** 10 (+0), **Int** 14 (+2), **Wis** 12 (+1), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 14

Feats Stealthy

Skills Acrobatics +10, Climb +7, Disable Device +9, Disguise +4, Escape Artist +10, Knowledge (local) +6, Perception +7 (+8 finding traps), Sleight of Hand +8, Stealth +14, Swim +5

Languages Common, Halfling, plus 2 more

SQ trapfinding +1

Combat Gear flask of acid (2), sunrod (2); **Other Gear** shortsword, dagger (4), light crossbow and 10 bolts, leather armor, backpack, belt pouch, thieves' tools, silk rope (50 ft.), grappling hook, bedroll, flint and steel, rations (10), waterskin, 10 gp, 9 sp

Human Rogue 1

Medium humanoid (human)

Init +4; **Senses** Perception +4

DEFENSE

AC 16, touch 14, flat-footed 12

(armor +2, Dex +4)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** +0

OFFENSE

Spd 30 ft.

Melee shortsword +4 (1d6+2, 19-20/x2) or

shortsword +2 (1d6+2, 19-20/x2) and shortsword +2 (1d6+1, 19-20/x2)

Ranged shortbow +4 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 12 (+1), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 16

Feats Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +6, Diplomacy +3, Disable Device +9, Escape Artist +8, Knowledge (local) +6, Perception +4 (+5 finding traps), Sense Motive +4, Stealth +8, Swim +6

Languages Common plus 2 more

SQ trapfinding +1

Combat Gear sunrod (2); **Other Gear** shortsword (2), shortbow and 20 arrows, leather armor, backpack, belt pouch, thieves' tools, silk rope (50 ft.), grappling hook, bedroll, flint and steel, rations (10), waterskin, 25 gp, 9 sp

Dwarf Sorcerer (Elemental Bloodline) 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 12 (1d6+6)

Fort +2 (+4 vs poisons), **Ref** +2, **Will** +2; +2 vs spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee heavy mace +0 (1d8, 20/x2) or

dagger +0 (1d4, 19-20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks elemental ray 5/day (+2 ranged touch [1d6 acid, 20/x2]), hatred

Spells Known (CL 1st, touch +0, ranged touch +2, concentration +3):

1st (4/day) – *grease* (DC 13), *mage armor*

0 – *acid splash*, *daze* (DC 12), *detect magic*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 14 (+2), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +0; **CMD** 12 (16 vs. bull rush or trip)

Feats Eschew Materials, Toughness

Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +3, Knowledge (planes) +6,

Spellcraft +6

Languages Common, Dwarven, plus 2 more

SQ bloodline arcana, elemental bloodline (earth), stonecunning

Combat Gear none; **Other Gear** heavy mace, dagger, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, trail rations (5), waterskin, 89 gp, 4 sp

Elf Sorcerer (Infernal Bloodline) 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 13, touch 13, flat-footed 10

(Dex +3)

hp 8 (1d6+2)

Fort +1, **Ref** +3, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d6-1, 18-20/x2) or

dagger +3 (1d4-1, 19-20/x2)

Ranged light crossbow +3 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks corrupting touch 6/day

Spells Known (CL 1st, touch +3, ranged touch +3, concentration +4):

1st (4/day) – *charm person* (DC 16), *mage armor*

0 – *acid splash*, *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 8 (-1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 16 (+3)

Base Atk +0; **CMB** -1; **CMD** 12

Feats Eschew Materials, Weapon Finesse

Skills Diplomacy +7, Knowledge (arcana) +6, Knowledge (planes) +6, Spellcraft +6 (+8 identifying magic items)

Languages Common, Elf, plus 2 more

SQ bloodline arcana, elven magic, infernal bloodline

Combat Gear sunrod (2); **Other Gear** rapier, dagger, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, rations (5), waterskin, 95 gp, 4 sp

Gnome Sorcerer (Fey Bloodline) 1

Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +1, size +1)

hp 10 (1d6+4)

Fort +3, **Ref** +1, **Will** +1 (+3 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee shortspear +0 (1d4-1, 20/x2)

Ranged light crossbow +2 (1d6, 19-20/x2) or
thrown shortspear +2 (1d4-1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, laughing touch 7/day

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 14), *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL 1st, touch +0, ranged touch +2, concentration +5):

1st (4/day) – *color spray* (DC 16), *mage armor*

0 – *acid splash*, *daze* (DC 16), *detect magic*, *read magic*

STATISTICS

Str 8 (-1), **Dex** 12 (+1), **Con** 16 (+3), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** -2; **CMD** 9

Feats Eschew Materials, Skill Focus (Craft [alchemy])

Skills Craft (alchemy) +11 (+9 for Day Job rolls), Knowledge (arcana) +6, Knowledge (nature) +6, Spellcraft +6

Languages Common, Gnome, Sylvan, plus 2 more

SQ bloodline arcana, fey bloodline

Combat Gear flask of acid (2), flask of alchemists' fire (3), sunrod (2); **Other Gear** shortspear, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 18 gp, 9 sp

Half-elf Sorcerer (Abyssal Bloodline) 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longspear +1 (1d8+1, 20/x3) or

2 claws +1 (1d6+1, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks claws 6 rounds/day

Spells Known (CL 1st, touch +1, ranged touch +2, concentration +4):

1st (4/day) – *mage armor*, *summon monster I*

0 – *acid splash*, *daze* (DC 13), *detect magic*, *read magic*

STATISTICS

Str 13 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Eschew Materials, Skill Focus (Perception), Spell Focus (conjuration)

Skills Intimidate +7, Knowledge (arcana) +6, Knowledge (planes) +6, Spellcraft +6

Languages Common, Elf, plus 2 more

SQ abyssal bloodline, bloodline arcana

Combat Gear sunrod (2); **Other Gear** longspear, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, silk rope (50 ft.), rations (10), waterskin, 87 gp, 9 sp

Half-elf Sorcerer (Celestial Bloodline) 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee morningstar +0 (1d8, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks heavenly fire 6/day (ranged touch +2 [1d4, 20/x2])

Spells Known (CL 1st, touch +0, ranged touch +2, concentration +4):

1st (4/day) – *mage armor*, *summon monster I*

0 – *acid splash*, *detect magic*, *disrupt undead*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 13 (+1), **Wis** 14 (+2), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Eschew Materials, Point Blank Shot, Skill Focus (Heal)

Skills Heal +9 (+11 with kit), Knowledge (arcana) +6, Spellcraft +6

Languages Common, Elf, plus 1 more

SQ bloodline arcana, celestial bloodline

Combat Gear sunrod (2); **Other Gear** morningstar, light crossbow and 10 bolts, healer's kit (10 uses), backpack, belt pouch, bedroll, flint and steel, rations (7), waterskin, 46 gp, 4 sp

Half-orc Sorcerer (Aberrant Bloodline) 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 8 (1d6+2)

Fort +2, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.

Melee spear +1 (1d8+1, 20/x3)

Ranged thrown spear +2 (1d8+1, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks acidic ray 7/day (ranged touch +2 [1d6 acid, 20/x2])

Spells Known (CL 1st, touch +1, ranged touch +2, concentration +5):

1st (4/day) – *mage armor*, *reduce person* (DC 16)

0 – *detect magic*, *mage hand*, *ray of frost*, *read magic*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Eschew Materials, Spell Focus (transmutation)

Skills Knowledge (dungeoneering) +4, Knowledge (arcana) +4, Spellcraft +4

Languages Common, Orc

SQ aberrant bloodline, bloodline arcana, orc ferocity

Combat Gear none; **Other Gear** spear (2), backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 123 gp, 9 sp

Half-orc Sorcerer (Draconic Bloodline) 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 10 (1d6+4)

Fort +1, **Ref** +1, **Will** +1

OFFENSE

Spd 30 ft.

Melee 2 claws +3 (1d6+3, 20/x2)

Ranged javelin +1 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks claws 6 rounds/day

Spells Known (CL 1st, touch +3, ranged touch +1, concentration +4):

1st (4/day) – *burning hands* (DC 14), *enlarge person*

0 – *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 12)

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 13 (+1), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +3; **CMD** 14

Feats Eschew Materials, Toughness

Skills Intimidate +9, Knowledge (arcana) +4, Perception +3, Spellcraft +4

Languages Common, Orc, plus 1 more

SQ bloodline arcana, draconic bloodline (red), orc ferocity

Combat Gear none; **Other Gear** javelin (6), backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 131 gp, 9 sp

Halfling Sorcerer (Destined Bloodline) 1

Small humanoid (halfling)

Init +3; **Senses** Perception +1

DEFENSE

AC 14, touch 14, flat-footed 11

(Dex +3, size +1)

hp 8 (1d6+2)

Fort +3, **Ref** +4, **Will** +2 (+4 vs fear)

OFFENSE

Spd 20 ft.

Melee shortspear +1 (1d4, 20/x2)

Ranged sling +4 (1d3, 20/x2) or
thrown shortspear +4 (1d4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks touch of destiny 7/day (+1)

Spells Known (CL 1st, touch +1, ranged touch +4, concentration +5):

1st (4/day) – *ray of enfeeblement* (DC 15), *shield*

0 – *daze* (DC 14), *detect magic*, *ray of frost*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** -1; **CMD** 12

Feats Eschew Materials, Point Blank Shot

Skills Knowledge (arcana) +6, Knowledge (history) +4, Spellcraft +4

Languages Common, Halfling

SQ bloodline arcana, destined bloodline

Combat Gear sunrod (2); **Other Gear** shortspear, sling with 10 bullets, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 134 gp, 8 sp

Human Sorcerer (Arcane Bloodline) 1

Medium humanoid (human)

Init +2; **Senses** Perception -1 (+1 when familiar is within 5 feet)

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 12 (1d6+3 plus 3)

Fort +2, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.

Melee shortspear +1 (1d8+1, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2) or
thrown shortspear +2 (1d8+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Spells Known (CL 1st, touch +1, ranged touch +2, concentration +5):

1st (4/day) – *mage armor*, *magic missile*

0 – *acid splash*, *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Alertness (when familiar is within 5 feet), Eschew Materials, Point Blank Shot, Precise Shot

Skills Knowledge (arcana) +4, Knowledge (planes) +4, Spellcraft +4

Languages Common

SQ arcane bloodline, arcane bond (toad familiar), bloodline arcana

Combat Gear sunrod (2); **Other Gear** shortspear, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 73 gp, 9 sp

Toad Familiar

N Diminutive magical beast

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14

(Dex +1, size +4)

hp 6 (1 HD)

Fort +0, **Ref** +3, **Will** +4

Defensive Abilities improved evasion

OFFENSE

Spd 5 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 12, **Con** 6, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +0; **CMB** -3; **CMD** 2 (6 vs. trip)

Feats Skill Focus (Perception)

Skills Knowledge (arcana) -1, Knowledge (planes) -1, Perception +5, Spellcraft -1, Stealth +21

SQ empathic link, share spells

Human Sorcerer (Undead Bloodline) 1

Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 9 (1d6+3)

Fort +2, **Ref** +2, **Will** +2

OFFENSE

Spd 30 ft.

Melee sickle +2 (1d6-1, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks grave touch 7/day (1 round)

Spells Known (CL 1st, touch +2, ranged touch +2):

1st (4/day) – *cause fear* (DC 16), *ray of enfeeblement* (DC 16)

0 – *acid splash*, *daze* (DC 14), *detect magic*, *disrupt undead*

STATISTICS

Str 8 (-1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 18 (+4)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Eschew Materials, Spell Focus (necromancy), Weapon Finesse

Skills Intimidate +8, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +5

Languages Common plus 1 more

SQ bloodline arcana, undead bloodline

Combat Gear sunrod (2); **Other Gear** sickle, light crossbow and 10 bolts, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 73 gp, 9 sp

Dwarf Wizard (Transmuter) 1

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 10 (1d6+4)

Fort +3 (+5 vs poison), **Ref** +1, **Will** +2; +2 vs spells or spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee mw warhammer +3 (1d8+3, 20/x3) or

dagger +2 (1d4+2, 19-20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, telekinetic fist 6/day (ranged touch +1 [1d4, 20/x2])

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +4):

1st – *enlarge person*, *magic weapon*^B, *mage armor*

0 – *detect magic*, *mage hand*^B, *mending*, *read magic*

Prohibited Schools enchantment, necromancy

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 16 (+3), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 13 (17 vs. bull rush or trip)

Feats Skill Focus (Craft [weaponsmithing]), Spell Focus (transmutation)

Skills Appraise +7 (+9 stone or metal), Craft (weaponsmithing) +10, Knowledge (arcana) +7,

Knowledge (dungeoneering) +7, Spellcraft +7

Languages Common, Dwarven, plus 3 more

SQ arcane bond (warhammer), physical enhancement +1, stonecunning

Combat Gear none; **Other Gear** masterwork warhammer, dagger, light crossbow and 10 bolts,

backpack, belt pouch, spell component pouch, spellbook, bedroll, flint and steel, trail rations

(10), waterskin, 82 gp, 9 sp

Spellbook 0 – all except enchantment and necromancy; 1st – *enlarge person*, *expeditious*

retreat, *magic weapon*, *mage armor*, *shocking grasp*, *unseen servant*

Elf Wizard (Conjurer) 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10

(Dex +3)

hp 8 (1d6+2)

Fort +1, **Ref** +3, **Will** +3 (+5 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +0 (1d8, 19-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks acid dart 7/day (ranged touch +3 [1d6 acid, 20/x2])

Typical Spells Prepared (CL 1st, touch +0, ranged touch +3, concentration +5):

1st – *grease* (DC 16), *mage armor*, *summon monster I*^B

0 – *acid splash*^B, *detect magic*, *mage hand*, *read magic*

Prohibited Schools evocation, illusion

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 12 (+1), **Int** 18 (+4), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Augment Summoning, Spell Focus (conjuration)

Skills Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8, Spellcraft +8 (+10 identifying magic items)

Languages Common, Elf, plus 5 more

SQ arcane bond (wand), elven magic, summoner's charm

Combat Gear none; **Other Gear** longsword, longbow with 20 arrows, backpack, spell component pouch, spellbook, bonded wand, bedroll, flint and steel, waterskin, 34 gp, 9 sp

Spellbook 0 – all except evocation and illusion; 1st – *charm person*, *comprehend languages*, *grease*, *mage armor*, *mount*, *sleep*, *summon monster I*

Elf Wizard (Diviner) 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +8 (+10 when familiar is within 5 feet)

DEFENSE

AC 13, touch 13, flat-footed 10

(Dex +3)

hp 7 (1d6+1)

Fort +0, **Ref** +3, **Will** +4 (+6 vs enchantments)

Defensive Abilities forewarned +1; **Immune** *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +0 (1d8, 19-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks diviner's fortune 7/day (+1)

Typical Spells Prepared (CL 1st, touch +0, ranged touch +3, concentration +5):

1st – *identify*^B, *mage armor*, *sleep* (DC 15)

0 – *detect magic*^B, *flare* (DC 14), *prestidigitation*, *read magic*

Prohibited School illusion, transmutation

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 10 (+0), **Int** 18 (+4), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Alertness (when familiar is within 5 feet), Skill Focus (Perception), Spell Focus (divination)

Skills Knowledge (arcana) +8, Knowledge (history) +8, Linguistics +8, Perception +8 (+10 when familiar is within 5 feet), Sense Motive +3 (+5 when familiar is within 5 feet), Spellcraft +8 (+10 identifying magic items)

Languages Common, Elf, plus 5 more

SQ arcane bond (hawk familiar), elven magic

Combat Gear none; **Other Gear** longsword, longbow with 20 arrows, backpack, spell component pouch, spellbook, bedroll, flint and steel, waterskin, 34 gp, 9 sp

Spellbook 0 – all except illusion and transmutation; 1st – *comprehend languages*, *detect secret doors*, *identify*, *mage armor*, *magic missile*, *sleep*, *true strike*

Hawk Familiar

N Tiny magical beast

Init +3; **Senses** low-light vision; **Perception** +14

hp 3 (1 HD)

Fort +2, **Ref** +5, **Will** +4

Defensive Abilities improved evasion

Melee 2 talons +5 (1d4-2, 20/x2)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Knowledge (arcana) -1, Knowledge (history) -1, Linguistics -1, Perception +14, Sense Motive +3, Spellcraft -1

SQ empathic link, share spells

DEFENSE

AC 15, touch 15, flat-footed 12 (Dex +3, size +2)

OFFENSE

Spd 10 ft., fly 60 ft. (average)

Gnome Wizard (Illusionist) 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11

(Dex +2, size +1)

hp 9 (1d6+3)

Fort +3, **Ref** +2, **Will** +1 (+3 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee quarterstaff +1 (1d4, 20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks blinding ray 6/day (1 round), hatred

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +1, ranged touch +3, concentration +4):

1st – *color spray* (DC 17), *color spray*^B (DC 17), *shield*

0 – *detect magic*, *ghost sound*^B (DC 16), *message*, *read magic*

Prohibited Schools conjuration, evocation

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 16 (+3), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 12 (+1)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Greater Spell Focus (illusion), Spell Focus (illusion)

Skills Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (planes) +7, Linguistics +7, Spellcraft +7

Languages Common, Gnome, Sylvan, plus 4 more

SQ arcane bond (ring), extended illusions (1 round)

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bonded ring, bedroll, flint and steel, rations (10), waterskin, 94 gp, 9 sp

Spellbook 0 – all but conjuration and evocation; 1st – *charm person*, *color spray*, *disguise self*, *ray of enfeeblement*, *shield*, *silent image*

Half-elf Wizard (Enchanter) 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee quarterstaff -1 (1d6-1, 20/x2) or

dagger -1 (1d4-1, 19-20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks dazing touch 7/day

Typical Spells Prepared (CL 1st, touch -1, ranged touch +2, concentration +5):

1st – *mage armor*, *sleep* (DC 16), *sleep*^B (DC 16)

0 – *acid splash*, *daze*^B (DC 15), *detect magic*, *mage hand*

Prohibited Schools evocation, illusion

STATISTICS

Str 8 (-1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 18 (+4), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Persuasive, Skill Focus (Bluff), Spell Focus (enchantment)

Skills Bluff +8, Diplomacy +7, Intimidate +7, Knowledge (arcana) +8, Sense Motive +1,

Spellcraft +8

Languages Common, Elf, plus 4 more

SQ arcane bond (amulet), enchanting smile +2

Combat Gear flask of alchemist's fire, sunrod (2); **Other Gear** quarterstaff, dagger, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bonded amulet, bedroll, flint and steel, rations (4), waterskin, 85 gp, 9 sp

Spellbook 0 – all except evocation and illusion; 1st – *cause fear*, *charm person*, *grease*, *mage armor*, *shield*, *sleep*

Half-orc Wizard (Necromancer) 1

Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception -1 (+1 when familiar is within 5 feet)

DEFENSE

AC 10, touch 10, flat-footed 10

(Dex +0)

hp 11 (1d6+2 plus 3)

Fort +1, **Ref** +0, **Will** +1

OFFENSE

Spd 30 ft.

Melee quarterstaff +3 (1d6+4, 20/x2) or

unarmed strike +3 (1d3+3, 20/x2)

Ranged light crossbow +0 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel energy 6/day (DC 12), grave touch 6/day

Typical Spells Prepared (CL 1st, touch +3, ranged touch +0, concentration +4):

1st – *cause fear* (DC 15), *chill touch*^B (DC 15), *mage armor*

0 – *detect magic*, *disrupt undead*, *read magic*, *touch of fatigue*^B (DC 14)

Prohibited Schools enchantment, illusion

STATISTICS

Str 16 (+3), **Dex** 10 (+0), **Con** 12 (+1), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +0; **CMB** +3; **CMD** 13

Feats Alertness (when familiar is within 5 feet), Improved Unarmed Strike, Spell Focus (necromancy), Turn Undead *or* Command Undead

Skills Intimidate +5, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7

Languages Common, Orc, plus 3 more

SQ arcane bond (toad familiar), power over undead

Combat Gear none; **Other Gear** quarterstaff, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bedroll, flint and steel, rations (10), waterskin, 86 gp, 9 sp

Spellbook 0 – all except enchantment and illusion; 1st – *cause fear*, *chill touch*, *enlarge person*, *mage armor*, *magic missile*, *ray of enfeeblement*

Toad Familiar

N Diminutive magical beast

Init +1; **Senses** low-light vision, scent; Perception +5

(Dex +1, size +4)

hp 5 (1 HD)

Fort +0, **Ref** +3, **Will** +4

Defensive Abilities improved evasion

Spd 5 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 12, **Con** 6, **Int** 6, **Wis** 12, **Cha** 4

OFFENSE

DEFENSE

AC 15, touch 15, flat-footed 14

Base Atk +0; **CMB** -3; **CMD** 2 (6 vs. trip)

Feats Skill Focus (Perception)

Skills Intimidate -2, Knowledge (arcana) -1, Knowledge (planes) -1, Knowledge (religion) -1, Perception +5, Spellcraft -1, Stealth +21

SQ empathic link, share spells

Halfling Wizard (Abjurer) 1

Small humanoid (halfling)

Init +3; **Senses** Perception +2 (+4 when familiar is within 5 feet)

DEFENSE

AC 14, touch 14, flat-footed 11

(Dex +3, size +1)

hp 9 (1d6+3)

Fort +3, **Ref** +4, **Will** +3 (+5 vs fear)

Defensive Abilities defensive ward 6/day (3 rounds, +1); **Resist** [specific energy type] 5

OFFENSE

Spd 20 ft.

Melee quarterstaff +1 (1d4, 20/x2) or

dagger +1 (1d3, 19-20/x2)

Ranged light crossbow +4 (1d6, 19-20/x2) or

thrown dagger +4 (1d3, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Typical Spells Prepared (CL 1st, touch +1, ranged touch +4, concentration +4):

1st – *protection from evil*, *shield*^B, *sleep* (DC 14)

0 – *daze* (DC 13), *detect magic*, *prestidigitation*, *resistance*^B

Prohibited Schools illusion, necromancy

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 14 (+2), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +0; **CMB** -1; **CMD** 12

Feats Alertness (when familiar is within 5 feet), Extend Spell, Spell Focus (abjuration)

Skills Acrobatics +9 (+5 jumping), Knowledge (arcana) +7, Knowledge (history) +7, Linguistics +7, Spellcraft +7

Languages Common, Halfling, plus 4 more

SQ arcane bond (monkey familiar), resistance

Combat Gear sunrod (2); **Other Gear** quarterstaff, dagger, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bedroll, flint and steel, rations (10), waterskin, 82 gp, 9 sp

Spellbook 0 – all except illusion and necromancy; 1st – *burning hands*, *comprehend languages*, *magic missile*, *protection from evil*, *shield*, *sleep*

Monkey Familiar

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +5

(Dex +2, size +2)

hp 4 (1 HD)

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

Spd 30 ft., climb 30 ft.

Melee bite +4 (1d3-4, 20/x2)

Space 2 ½ ft.; **Reach** 0 ft.

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Acrobatics +14, Climb +10,

Knowledge (arcana) -1,

Knowledge (history) -1,

Linguistics -1, Perception +5,

Spellcraft -1

SQ empathic link, share spells

DEFENSE

AC 14, touch 14, flat-footed 12

OFFENSE

Str 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5

STATISTICS

Human Wizard 1

Medium humanoid (human)

Init +2; **Senses** Perception +1 (+3 when familiar is within 5 feet)

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 9 (1d6+3)

Fort +2, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6, 20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hand of the apprentice 7/day (quarterstaff +4 [1d6, 20/x2])

Typical Spells Prepared (CL 1st, touch +0, ranged touch +2, concentration +5):

1st – *color spray* (DC 16), *mage armor*

0 – *daze* (DC 15), *detect magic*, *flare* (DC 15)

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 14 (+2), **Int** 18 (+4), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Alertness (when familiar is within 5 feet), Spell Focus (enchantment), Spell Focus (evocation), Spell Focus (illusion)

Skills Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (history) +8,

Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

Languages Common plus 5 more

SQ arcane bond (raven familiar)

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bedroll, flint and steel, rations (10), waterskin, 79 gp, 9 sp

Spellbook 0 – all; 1st – *color spray*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*

Raven Familiar

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +6

hp 4 (1 HD)

Fort +1, **Ref** +4, **Will** +4

Defensive Abilities improved evasion

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +10, Knowledge

(arcana) -1, Knowledge

(dungeoneering) -1, Knowledge

(history) -1, Knowledge (planes) -

1, Knowledge (religion) -1,

Linguistics -1, Perception +5,

Spellcraft -1

Languages (pick one)

SQ empathic link, share spells

DEFENSE

AC 14, touch 14, flat-footed 12
(Dex +2, size +2)

OFFENSE

Spd 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3-4, 20/x2)

Human Wizard (Evoker) 1
Medium humanoid (human)
Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10
(Dex +2)
hp 9 (1d6+3)
Fort +2, **Ref** +2, **Will** +2

OFFENSE

Spd 30 ft.
Melee quarterstaff +1 (1d6+1, 20/x2)
Ranged light crossbow +2 (1d8, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks force missile 7/day (1d4+1), intense spells +1
Typical Spells Prepared (CL 1st, touch +1, ranged touch +2):
1st – *burning hands* (DC 17), *mage armor*, *magic missile*^B
0 – *detect magic*, *flare* (DC 16), *ray of frost*^B, *read magic*
Prohibited Schools enchantment, illusion

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 18 (+4), **Wis** 10 (+0), **Cha** 8 (-1)
Base Atk +0; **CMB** +1; **CMD** 13
Feats Greater Spell Focus (evocation), Point Blank Shot, Spell Focus (evocation)
Skills Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (planes) +8, Linguistics +8, Spellcraft +8
Languages Common plus 5 more
SQ arcane bond (staff)
Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, backpack, belt pouch, spell component pouch, spellbook, bonded staff, bedroll, flint and steel, rations (10), waterskin, 79 gp, 9 sp
Spellbook 0 – all except enchantment and illusion; 1st – *burning hands*, *comprehend languages*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*