

Dark Obelisk: Berinncorte



Pregenerated Characters



A Fantasy Roleplaying Supplement
by J. Evans Payne



FlexTale



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Thanks

To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

To my friends from high school, who rekindled my love of the game that was now used as the basis of philosophical discussions and dreaming about the future.

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

To the good folks at Frog God Games, who—let me be clear,

here—had nothing to do with this project, and all of whom I don't know personally at all. But the size, scope, detail, and general approach to the craft they employ are the gold standard to which I aspired in creating my own attempt at a contribution to the industry.

And finally, to **Endzeitgeist** (endzeitgeist.com), for reviewing indie RPG products with a passion that surpasses that of most those who author such products, and whose high standards, critical eye, thoughtful thoroughness, and exceptional writing are an inspiration to all in the hobby.

Special Thanks: Kickstarter Backers

Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is hereby dedicated to my wife, who, despite my predilection for doing stuff like this, has stuck with me for more than twenty years.

Now *that's* dedication.

Table of Contents

Colophon	2	Lelenia Amastacia (Bard)	16
Infinium Game Studio is:	3	Forinne (Cleric)	21
Legal Stuff	3	Tordek Dankill (Druid)	24
Dedication	3	Osysh (Fighter)	28
Table of Contents	4	Howther Wakiki (Monk)	31
About Infinium Game Studio	5	Oskar Dankill (Paladin)	35
Values and Key Differences	5	Milo Windby (Ranger)	39
Introduction	6	Endrin (Rogue)	43
What Is This Book?	6	Jobrelle (Sorcerer)	46
Needs vs. Wants	6	Ivellios (Wizard)	50
Notes & Conventions	6		
PC Replacement Opportunities	6	Barbarian Archetypes	55
Variable Challenge	6	Crunch Summary: Barbarian Archetypes	56
Experience Points and Reward Nuggets	7	Designer's Soapbox: Barbarians	56
"Quadded" Stat Blocks	8	Armored Hulk (Barbarian)	57
Quadded Challenge Blocks	8	Alphabetical Index	60
Foreward: Character Through Crunch	10	Open Gaming License (OGL)	61
		Version History	61
Pregenerated Characters:			
Core, Base, & Alternate Classes	11		
Designer's Soapbox: Core Classes	12		
Gronka Hackbang (Barbarian)	13		

Extended Pregenerated Characters

Like what you see here? Check out Dark Obelisk 1 Extended Pregenerated Characters for Pathfinder.

This book contains **419** pregenerated characters for the Pathfinder Roleplaying Game, conforming to the **Infinium Game Studio** standard of **Quadded Statblocks**.

91 characters and assorted familiars, animal companions, and mounts: **11 Core classes**, **8 Base classes**, **3 Alternate classes**, and **70 Archetypes** spread across those classes.

This concept allows any player to pick up a character that's ready to play, no matter what the difficulty level of the adventure chosen. First level characters all the way through fourteenth level characters—nearly every level of challenge can be met using this wealth of ready-to-use crunch!

Although intended for use with the **Dark Obelisk: Berinn-corte** adventure, these **419** pregenerated PCs are ready to play in any Pathfinder adventure or campaign. GMs/DMs may also find them useful as quick-and-ready NPCs to drop into any adventuring context.

As of this writing, it's available on **RPGnow** here:

<http://www.rpgnow.com/product/206953/Dark-Obelisk-1-Berinn-corte-Extended-Pregenerated-Characters-Pathfinder>

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A quick and easy way for players to pick up a character and *instantly begin playing* the **Dark Obelisk: Berinncorte** adventure.
- A repository of instantly-playable PCs for use in *any* adventure or campaign setting.
- A source of *additional NPCs* for GMs to introduce in a game (either of **Dark Obelisk**, or of another adventure).
- A collection of “replacement” characters for PCs who die in the course of an adventure and whose players wish to continue participating.

Needs vs. Wants

This **Pregenerated Characters** book is not required to play the **Dark Obelisk: Berinncorte** adventure.

Similarly, to the point of several of the items on the list above, it is not required to have a copy of the **Dark Obelisk: Berinncorte** adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

Notes & Conventions

Below please find some visual conventions used in this document.

PC Replacement Opportunities

No way around it: **Dark Obelisk: Berinncorte** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or if you take the most expedient route to the adventure’s conclusion, it’s possible that you will lose some party members along the way.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

 **Replacement: Dimplegruffe**

(example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters.

These opportunities are chances for the specified NPC to be “taken over” by the player who lost a PC. This way, the player doesn’t have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the “taken over” NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the “taken over” PC and that rival should reflect that animosity in the player’s roleplaying.

In the context of these “replacement” opportunities, the GM may wish to simply make available one of the PCs enclosed instead of using a named NPC. Indeed, using the prefab PCs in this book is recommended, since the gaming group is guaranteed that the replacement PC does not have any plot significance that might otherwise interfere with the **Adventure Path’s** progression.

Variable Challenge

Dark Obelisk: Berinncorte was designed initially as an adventure for four to six first-level PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in character, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of

candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!


Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinn corte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- Defeating monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of XP

that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 1: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800

Level, CR, or APL	Slow	Avg	Fast
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.


Quadded Challenge Blocks


Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.


Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinn corte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Foreward: Character Through Crunch

“Standard” Pregenerated Characters?

This is to differentiate this book from the *Extended Pregenerated Characters (EPC)* tome. While this book is a pay-what-you-want PDF, the *EPC* is a massive, **400-page** crunch resource that contains over **419 PCs** and **NPCs**.

If all you need is a single, quick-and-dirty character to drop into a campaign, then this book is for you.

If you're a GM looking for a massively-valuable time-saver of a resource, or if you're a player seeking to run a PC who's a bit off the beaten path, then consider the *EPC*.

Background & Definitions

First, some ground rules: “**Crunch**” is the mechanics, the numbers, of a roleplaying game. A Strength of 16, a +1 bonus on damage rolls, or a spell that causes *confusion* for 1d6 rounds—these are all examples of crunch.

Crunch is critical to nearly all roleplaying games, because without it, the game is really just interactive storytelling. Crunch gives determination to a game; it removes things to some extent from the control of the players and the GM.

In abiding by the rules of the game, the gaming group gives themselves up to Fate, and the whim of the dice. Different games place a different degree of emphasis on crunch, but even the most storytelling-focused products still rely on mechanics to some extent.

Particularly as a player, the stereotype is that you either love or hate crunch. Typically, “**rules lawyers**” and “**min/max-ers**” love crunch, because they turn it into a weapon: If you know some obscure rule on page 385 of a two-decades-old book, that's something you can use to your advantage.

A “**min/maxer**”, while we're at it, is someone, typically a player rather than a GM, who makes decisions based on crunch impact. When picking a weapon for their character, they'll pick something that deals the most damage (“max-ing”); when assigning rolled numbers to Ability Scores, they'll choose so as to reduce the negative implications of poor values (“minning”). This tends to result in a more formidable character, at least on paper.

Conversely, “**roleplayers**” focus on just that—roleplaying. Pretending to be someone they are not in real life. And for people who are good at that mindset, it tends to be more fun the more bizarre the choices are. A Bard who dreams of being a warrior is much more interesting and difficult to roleplay than a min/maxed Bard who focuses solely on buffing songs for his party, though the latter may indeed be more effective in combat. Roleplayers often contend that min/maxing removes the focus from true roleplaying and reduces the interactive and rich social experience of tabletop RPGs to a numbers game, something that could simply be reproduced on a spreadsheet.

Interpretation

There's nothing wrong with either of those approaches, and this essay (and in a larger sense, this book) isn't going to try and convince you otherwise.

If you love crunch, you will continue to focus on it. If you hate it, you'll instead focus on storytelling, and the mechanics of the game will happen around that. Either way is fine. Most gaming groups contain people from both camps.

It's rare, however, to love crunch **and** storytelling. To use one, intentionally, to enhance the other.

Even though, I'd argue, that was the very purpose of crunch all along—to facilitate storytelling, to enhance it, to put a frame and context around it, to make it easier for everyone involved to speak a common language when trying to tell. Can you defeat the dragon? “Maybe” isn't a satisfying answer, because the reality is far, far more complex than that.

Just like real life.

Character Through Crunch

So, to the point, here: I believe it's possible, fun even, to create **character** using **crunch**. Crunch can be *fun*; it's just a matter of how you approach it.

If you're not having fun creating crunch, you're either devoid of imagination, or you're not doing it with the proper creative spirit.

I remember watching the movie *Backdraft*. If you're not familiar, this is a story about firefighters. Put water on fire, try not to get burned, right? Pretty straightforward. Yet it's compelling, and interesting, and a solid flick.

I realized that any story can be interesting, if it's told well.

Same thing with character creation: every class, every archetype, every spell, every skill, every feat, every weapon... every single option to be found in the wealth of content that's available to us can be interesting.

Assume that's true, though some will claim or point out spells or items that really are single-role and throwaway outside of a particular context. Even those, however, can be interesting—just assume that context exists, and create a character around that.

This just wouldn't be a roleplaying opinion essay without an *Art of War* quotation, so here goes: Just as war is the continuation of politics by other means, crunch is the continuation of character development by other means.

As the preamble to each section, I've placed a brief discussion on how this applies more specifically to each class or set of classes.

Hopefully, whether you use this book as simply a stockpile of ready-made characters, or if you use it as inspiration for creating your own PCs or NPCs, something in here enhances your respect for the concept of **character through crunch**.

J. Evans Payne

Malvern, Pennsylvania

March 2017

Pregenerated Characters: Core Classes

Table 2: Pregenerated Character Summary: Core Classes

Name	Page	Class	Race	Sex
Gronka Hackbang	13	Barbarian	Half-Orc	M
Lelenia Amastacia	16	Bard	Elf	F
Forinne	21	Cleric	Half-Elf	F
Tordek Dankill	24	Druid	Dwarf	M
Osysh	28	Fighter	Tiefling	F
Howther Wakiki	31	Monk	Halfling	M
Oskar Dankill	35	Paladin	Dwarf	M
Milo Windby	39	Ranger	Halfling	M
Endrin	43	Rogue	Human	M
Jobelle	46	Sorcerer	Gnome	F
Ivellios	50	Wizard	Elf	M

Designer's Soapbox: Core Classes

✂ There's so much variety represented by the **core classes** that I really only have one critical piece of advice, here:

Buck stereotypes.

Don't make every Ranger a bow-using elf with maxed Dexterity. Try a half-orc Paladin.

Essentially, if there's a "typical", "vanilla", or "cookie-cutter" approach to a particular class, try and tweak at least one aspect of that stereotype--either in race, equipment, spells, feats, or so on.

I can't stress this enough. If you've ever encountered an interesting, really *memorable* character in a role-playing game, think of what made that PC or NPC interesting. Yes, stereotypes exist for a reason; iconic sources of those concepts in fantasy fiction and movies are some of the greatest inspiration for our hobby and craft. But how much fun will you have, playing yet another incarnation of Strider from Lord of the Rings?

One excellent approach to character creation is to roll your ability scores in order, not changing anything, and only then pick a race and class and so on that fits those scores. This forces you to have your character reflect their God-given abilities, rather than deciding you want a combat-heavy Cleric and rerolling until you get good Charisma and Strength.

You can use a similar approach with any aspect of your character. Need inspiration? Use the treasure-generation tables to randomize some weapons, armor, and other equipment, and see what you come up with. Flip through the Spells section of the book and stop at a random page, stabbing your finger at a random spell; use that spell, whatever it is, as a focus for your character.

Incidentally, this is a good piece of advice to have in mind no matter what class or archetype you're using to create your character!

Gronka Hackbang (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc			
Class	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
Initiative	+1	+1	+1	+1
Senses	Darkvision 60 ft. Perception +4	Darkvision 60 ft. Perception +9	Darkvision 60 ft. Perception +13	Darkvision 60 ft. Perception +17
Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)
hp / HD	15 (1d12)+3	62 (6d12)+18	108 (10d12)+40	150 (14d12)+56
Saves	Fort +4, Ref +1, Will +0	Fort +7, Ref +3, Will +2 +2 Reflex to avoid traps	Fort +10, Ref +4, Will +3 +3 Reflex to avoid traps	Fort +12, Ref +5, Will +4 +4 Reflex to avoid traps; +4 Will vs. Enchantment spells when raging
Defensive Abilities	-	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge DR 2/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge DR 3/-
Offense				
Movement	30 ft., Fast Movement			
Attacks	Melee greataxe +6 (2H: 1d12+7/x3) or Melee dagger +6 (1d4+5/19-20) or Ranged dagger (thrown) +2 (1d4+5/19-20)	Melee masterwork greataxe +12/+7 (2H: 1d12+7/x3) or Melee dagger +11/+6 (1d4+5/19-20) or Ranged dagger (thrown) +7/+2 (1d4+5/19-20)	Melee +1 greataxe +17/+12 (2H: 1d12+8/x3) or Melee dagger +15/+10 (1d4+5/19-20) or Ranged dagger (thrown) +11/+6 (1d4+5/19-20)	Melee +2 greataxe +22/+17/+12 (2H: 1d12+9/x3) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+5/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Brawler, Deadly Accuracy, Knockback	Brawler, Deadly Accuracy, Knockback, Knockdown	Brawler, Deadly Accuracy, Knockback, Knockdown, Mighty Swing
Statistics				
Ability Scores	Str 20, Dex 13, Con 14, Int 6, Wis 10, Cha 8	Str 20, Dex 13, Con 15, Int 6, Wis 10, Cha 8	Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 8	Str 21, Dex 13, Con 16, Int 6, Wis 10, Cha 8
Core Attack	Base Atk +1; CMB +6; CMD 17	Base Atk +6; CMB +11; CMD 22	Base Atk +10; CMB +15; CMD 26	Base Atk +14; CMB +19; CMD 31
Feats	Antagonize	Antagonize, Fleet, Grudge Fighter	Antagonize, Critical Focus, Fleet, Grudge Fighter, Weapon Focus (Greataxe)	Antagonize, Critical Focus, Difficult Swings, Dodge, Fleet, Grudge Fighter, Weapon Focus (Greataxe)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +2, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +5, Perception +4, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2	Acrobatics -3, Appraise -2, Artistry -2, Bluff -1, Climb +1, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Intimidate +10, Perception +9, Perform (Untrained) -1, Ride -3, Stealth -3, Swim +1	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +2, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +14, Perception +13, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +5, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +18, Perception +17, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2
Languages	Common, Orc			
Special Qualities	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Rolling Dodge, Weapon Familiarity
Treasure	Greataxe; hide armor; traveler's outfit; dagger (4x)	Masterwork greataxe; breastplate; traveler's outfit; dagger (4x)	+1 greataxe; +1 breastplate; traveler's outfit; dagger (4x)	+2 greataxe; +2 breastplate; traveler's outfit; dagger (4x)

Special Abilities

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deadly Accuracy (Ex) If the barbarian scores a critical threat when using her surprise accuracy rage power, she applies double the surprise accuracy bonus when rolling to confirm the critical. A barbarian must have the surprise accuracy rage power and be at least 4th level before selecting this rage power.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Knockback (Ex) Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Mighty Swing (Ex) You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Quick Reflexes (Ex) While raging, you can make one additional attack of opportunity per round.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +3 dodge bonus to your Armor Class against ranged attacks for 3 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses

would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

⚡ Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Difficult Swings You can force foes to move cautiously when near you. When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Grudge Fighter You feel great anger at anyone who dares to attack you, and this fury makes your own attacks that much stronger. You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.

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

Lelenia Amastacia (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf			
Class	Bard 1	Bard 6	Bard 10	Bard 14
Initiative	+2	+2	+3	+3
Senses	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3
Defense				
Armor Class	AC 13, touch 12, ff 11 (+2 Dex, +1 padded armor)	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 18, touch 14, ff 14 (+3 Dex, +4 studded leather armor +1; +1 dodge)
hp / HD	7 (1d8)-1	30 (6d8)-6	47 (10d8)-10	72 (14d8)
Saves	Fort -2, Ref +4, Will +3, +2 vs. enchantment spells and effects	Fort +0, Ref +7, Will +8, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +1, Ref +10, Will +10, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +14, Will +12, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	30 ft.			
Attacks	Melee rapier -1 (1d6-1/18-20) or Melee dagger -1 (1d4-1/19-20) or Ranged dagger (thrown) +2 (1d4-1/19-20) or Ranged shortbow +2 (1d6-1/x3)	Melee dagger +3 (1d4-1/19-20) or Ranged dagger (thrown) +6 (1d4-1/19-20) or Melee masterwork rapier +4 (1d6-1/18-20) or Ranged shortbow +6 (1d6-1/x3)	Melee dagger +6 (1d4-1/19-20) or Ranged dagger (thrown) +10/+5 (1d4-1/19-20) or Melee +1 rapier +7/+2 (1d6/18-20) or Ranged shortbow +10/+5 (1d6-1/x3)	Melee dagger +9 (1d4-1/19-20) or Ranged dagger (thrown) +13/+8 (1d4-1/19-20) or Melee +2 rapier +11/+6 (1d6+1/18-20) or Ranged shortbow +13/+8 (1d6-1/x3)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - charm person, cure light wounds oth (at will) - daze, light, read magic, resistance	Bard (CL 6th): 2nd (4x/day) - cure moderate wounds 1st (5x/day) - charm person, cure light wounds oth (at will) - daze, light, read magic, resistance	Bard (CL 10th): 3rd (4x/day) - blink, charm monster, cure serious wounds, dispel magic 2nd (5x/day) - cure moderate wounds, daze monster, hold person, invisibility, tongues 1st (6x/day) - charm person, cure light wounds, disguise self, feather fall, sleep oth (at will) - daze, detect magic, light, message, read magic, resistance	Bard (CL 14th): 5th (2x/day) - dispel magic (greater), suggestion (mass) 4th (5x/day) - cure critical wounds, dimension door, hold monster, virtuoso performance 3rd (5x/day) - blink, charm monster, cure serious wounds, dispel magic, feather step (mass) 2nd (6x/day) - cure moderate wounds, daze monster, enthrall, hold person, invisibility, tongues 1st (6x/day) - charm person, cure light wounds, disguise self, feather fall, identify, sleep oth (at will) - daze, detect magic, light, message, read magic, resistance
📋 Statistics				
Ability Scores	Str 9, Dex 15, Con 7, Int 11, Wis 12, Cha 17	Str 9, Dex 15, Con 7, Int 11, Wis 12, Cha 18	Str 9, Dex 16, Con 7, Int 11, Wis 12, Cha 18	Str 9, Dex 16, Con 8, Int 11, Wis 12, Cha 18
Core Attack	Base Atk +0; CMB +2; CMD 11	Base Atk +4; CMB +6; CMD 15	Base Atk +7; CMB +10; CMD 19	Base Atk +10; CMB +13; CMD 23
Feats	Agile Maneuvers	Agile Maneuvers, Iron Will, Lingering Performance	Agile Maneuvers, Extra Performance, Iron Will, Lingering Performance, Performance Weapon Mastery	Agile Maneuvers, Dodge, Extra Performance, Iron Will, Lightning Reflexes, Lingering Performance, Performance Weapon Mastery

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +2, Bluff +7, Climb -1, Diplomacy +7, Disguise +7, Escape Artist +2, Fly +2, Heal +1, Intimidate +3, Knowledge (Untrained) +1, Perception +3, Perform (String Instruments) +7, Perform (Untrained) +3, Ride +2, Sense Motive +5, Stealth +6, Survival +1, Swim -1	Acrobatics -1, Bluff +13, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +13, Climb -4, Diplomacy +13, Diplomacy (Perform (String Instruments)) +13, Disguise +13, Escape Artist -1, Fly -1, Heal +1, Intimidate +4, Knowledge (Untrained) +3, Perception +3, Perform (String Instruments) +13, Perform (Untrained) +4, Ride -1, Sense Motive +10, Sense Motive (Perform (Sing)) +4, Stealth +8, Survival +1, Swim -4	Bluff +17, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +17, Climb -4, Diplomacy +17, Diplomacy (Perform (Oratory)) +4, Diplomacy (Perform (String Instruments)) +17, Disguise +17, Heal +1, Intimidate +4, Knowledge (Untrained) +5, Perception +3, Perform (String Instruments) +17, Perform (Untrained) +4, Sense Motive +14, Sense Motive (Perform (Oratory)) +4, Sense Motive (Perform (Sing)) +4, Stealth +13, Survival +1, Swim -4	Bluff +21, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +21, Climb -4, Diplomacy +21, Diplomacy (Perform (Oratory)) +4, Diplomacy (Perform (String Instruments)) +21, Diplomacy (Perform (Wind Instruments)) +4, Disguise +21, Handle Animal (Perform (Wind Instruments)) +4, Heal +1, Intimidate +4, Knowledge (Untrained) +7, Perception +3, Perform (String Instruments) +21, Perform (Untrained) +4, Sense Motive +18, Sense Motive (Perform (Oratory)) +4, Sense Motive (Perform (Sing)) +4, Stealth +17, Survival +1, Swim -4
Languages	Common, Elven			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Courage, Keen Senses, Low-Light Vision, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Keen Senses, Lore Master, Low-Light Vision, Versatile Performance (Sing), Versatile Performance (String Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Versatile Performance (Oratory), Versatile Performance (Sing), Versatile Performance (String Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Soothing Performance, Versatile Performance (Oratory), Versatile Performance (Sing), Versatile Performance (String Instruments), Versatile Performance (Wind Instruments), Weapon Familiarity, Well-Versed
Treasure	Rapier; dagger (2x); padded armor; entertainer's outfit; arrows (40x); shortbow	Masterwork rapier; dagger (2x); leather armor; entertainer's outfit; arrows (40x); shortbow	+1 rapier; dagger (2x); studded leather armor; entertainer's outfit; arrows (40x); shortbow	+2 rapier; dagger (2x); +1 studded leather armor; entertainer's outfit; arrows (40x); shortbow
☒ Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/6/5/4/2/0/0/0/0 DC: 15+spell level	Bard: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 40 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

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

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other

dangers prevents this ability from working. Each creature within range receives a Will save (DC 21) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 21) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet

throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 21) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Wind Instruments) (Ex) You can use your bonus in the Perform (Wind Instruments) skill in place of your bonus in the Diplomacy or Handle Animal skills. When substituting in this way, you use your total Perform (Wind Instruments) skill bonus, including class skill bonus, in place of your Diplomacy or Handle Animal skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Performance You can use your bardic performance ability more often than normal. You can use bardic performance for 6 additional rounds per day.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you

begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality.

Forinne (Cleric)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf			
Class	Cleric 1	Cleric 6	Cleric 10	Cleric 14
Initiative	+1	+1	+1	+1
Senses	Low-Light Vision; Perception +6	Low-Light Vision; Perception +7	Low-Light Vision; Perception +7	Low-Light Vision; Perception +7
Defense				
Armor Class	AC 14, touch 11, ff 13 (+1 Dex, +1 leather armor; +1 light shield)	AC 16, touch 11, ff 15 (+1 Dex, +3 studded leather armor; +2 heavy shield)	AC 20, touch 11, ff 19 (+1 Dex, +6 breastplate; +3 heavy shield)	AC 21, touch 11, ff 20 (+1 Dex, +7 agile breastplate +1; +3 heavy shield)
hp / HD	8 (1d8)	32 (6d8)	64 (10d8)+10	82 (14d8)+10
Saves	Fort +1, Ref +1, Will +8; +2 vs. enchantment spells and effects	Fort +4, Ref +5, Will +12; +2 vs. enchantment spells and effects	Fort +7, Ref +6, Will +14; +2 vs. enchantment spells and effects	Fort +11, Ref +7, Will +16; +2 vs. enchantment spells and effects
Offense				
Movement	30 ft.			
Attacks	Melee heavy mace +1 (1d8+1) or Melee shield, light wooden -3 (1d3) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +1 (1d4+1/19-20)	Melee masterwork heavy mace +6 (1d8+1) or Melee shield, heavy wooden +1 (1d4) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+1/19-20)	Melee shield, heavy wooden +4 (1d4) or Melee +1 heavy mace +9/+4 (1d8+2) or Melee dagger +8/+3 (1d4+1/19-20) or Ranged dagger (thrown) +8/+3 (1d4+1/19-20)	Melee shield, heavy wooden +8 (1d4+1) or Melee +2 heavy mace +15/+10 (1d8+4) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Cleric (CL 1st): 1st - bless, cure light wounds oth - guidance, light, purify food and drink	Cleric (CL 6th): 3rd - cure serious wounds (2x), dispel magic 2nd - aid, cure moderate wounds (2x), hold person 1st - bless, cure light wounds (4x) oth - detect magic, guidance, light, purify food and drink	Cleric (CL 10th): 5th - cure light wounds (mass), flame strike, true seeing 4th - cure critical wounds (2x), forceful strike, restoration 3rd - cure serious wounds (2x), dispel magic, prayer 2nd - aid, cure moderate wounds (2x), hold person, remove paralysis 1st - bless, cure light wounds (4x), sanctuary oth - detect magic, guidance, light, purify food and drink	Cleric (CL 14th): 7th - cure serious wounds (mass) (2x) 6th - cure moderate wounds (mass) (2x), dispel magic (greater) 5th - cure light wounds (mass) (2x), flame strike, true seeing 4th - cure critical wounds (3x), forceful strike, restoration 3rd - cure serious wounds (3x), dispel magic, prayer 2nd - aid, cure moderate wounds (2x), hold person, remove paralysis 1st - bless, cure light wounds (4x), sanctuary oth - detect magic, guidance, light, purify food and drink
Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 13, Dex 12, Con 9, Int 9, Wis 19, Cha 13	Str 13, Dex 12, Con 9, Int 9, Wis 20, Cha 13	Str 13, Dex 12, Con 10, Int 9, Wis 20, Cha 13	Str 14, Dex 12, Con 10, Int 9, Wis 20, Cha 13
Core Attack	Base Atk +0; CMB +1; CMD 12	Base Atk +4; CMB +5; CMD 16	Base Atk +7; CMB +8; CMD 19	Base Atk +10; CMB +12; CMD 23
Feats	Iron Will, Skill Focus (Heal)	Godless Healing, Iron Will, Lightning Reflexes, Skill Focus (Heal)	Critical Cure, Godless Healing, Iron Will, Lightning Reflexes, Shield Focus, Skill Focus (Heal)	Critical Cure, Godless Healing, Great Fortitude, Iron Will, Lightning Reflexes, Shield Focus, Skill Focus (Heal), Weapon Focus (Mace (Heavy))
Skills	Appraise -1, Artistry -1, Bluff +1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Heal +11, Intimidate +1, Perception +6, Perform (Untrained) +1, Sense Motive +4, Survival +4	Acrobatics -2, Appraise -1, Artistry -1, Bluff +1, Climb -2, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -2, Fly -2, Heal +17, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -2, Sense Motive +5, Stealth -2, Survival +5, Swim -2	Acrobatics -5, Appraise -1, Artistry -1, Bluff +1, Climb -5, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -5, Fly -5, Heal +24, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -5, Sense Motive +5, Stealth -5, Survival +5, Swim -5	Acrobatics -4, Appraise -1, Artistry -1, Bluff +1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -4, Fly -4, Heal +28, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -4, Sense Motive +5, Stealth -4, Survival +5, Swim -3
Languages	Common, Elven			
Special Qualities	Adaptability, Aura, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting			
Treasure	Heavy mace; light wooden shield; leather armor; cleric's vestments; holy symbol (wooden); dagger (2x)	Masterwork heavy mace; heavy wooden shield; studded leather armor; cleric's vestments; holy symbol (wooden); dagger (2x)	+1 heavy mace; heavy wooden shield; breastplate; cleric's vestments; holy symbol (wooden); dagger (2x)	+2 heavy mace; heavy wooden shield; +1 agile breastplate; cleric's vestments; holy symbol (wooden); dagger (2x)
☑ Magic				
Spells per Day	Cleric: 3/2/0/0/0/0/0/0/0 DC: 15+spell level	Cleric: 4/5/4/3/0/0/0/0/0 DC: 16+spell level	Cleric: 4/6/5/4/4/3/0/0/0 DC: 16+spell level	Cleric: 4/6/5/5/5/4/3/2/0 DC: 16+spell level

☑ Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a

level in either one of those classes.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

☑ Feats

Critical Cure Your healing is more effective if your patient is badly injured. When you cast a conjuration (healing) spell, it cures 1 additional hit point if the recipient of the healing is grazed, wounded, or critical. The additional healing increases by an additional 1 point at caster level 6th, and every 6 caster levels thereafter.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Skill Focus (Heal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Mace (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Tordek Dankill (Druid)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf			
Class	Druid 1	Druid 6	Druid 10	Druid 14
Initiative	-1	-1	+0	+0
Senses	Darkvision; Perception +9	Darkvision; Perception +14	Darkvision; Perception +24	Darkvision; Perception +28
Defense				
Armor Class	AC 10, touch 9, ff 10 (-1 Dex; +1 padded armor)	AC 11, touch 9, ff 11 (-1 Dex, +2 leather armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 14, touch 10, ff 14 (+4 studded leather armor +1)
hp / HD	11 (1d8)+3	41 (6d8)+13	69 (10d8)+21	101 (14d8)+29
Saves	Fort +4, Ref -1, Will +7; +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +1, Will +12; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +11, Ref +3, Will +14; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +13, Ref +4, Will +16; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants
Special Defenses	-	Resistances Fire 20	Resistances Fire 20	Resistances Fire 40
Offense				
Movement	25 ft.	25 ft.; Woodland Stride	20 ft.; Woodland Stride	20 ft.; Woodland Stride
Attacks	Melee quarterstaff +1 (1d6+1/) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) -1 (1d4+1/19-20) or Ranged sling -1 (1d4+1)	Melee quarterstaff +5 (1d6+1/) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +3 (1d4+1/19-20) or Ranged sling +3 (1d4+1) or Melee masterwork dagger +6 (1d4+1/19-20) or Ranged masterwork dagger (thrown) +4 (1d4+1/19-20)	Melee quarterstaff +8/+3 (1d6+1/) or Melee dagger +8/+3 (1d4+1/19-20) or Ranged dagger (thrown) +7/+2 (1d4+1/19-20) or Ranged sling +7/+2 (1d4+1) or Melee +1 dagger +9/+4 (1d4+2/19-20) or Ranged +1 dagger (thrown) +8/+3 (1d4+2/19-20)	Melee quarterstaff +11/+6 (1d6+1/) or Melee dagger +12/+7 (1d4+1/19-20) or Ranged dagger (thrown) +11/+6 (1d4+1/19-20) or Ranged sling +10/+5 (1d4+1) or Melee +2 dagger +14/+9 (1d4+3/19-20) or Ranged +2 dagger (thrown) +13/+8 (1d4+3/19-20)
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Druid (CL 1st): 1st - charm animal, cure light wounds, entangle oth - detect magic, know direction, resistance	Druid (CL 6th): 3rd - call lightning, fireball (2x), ice spears 2nd - barkskin, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump oth - detect magic, know direction, light, resistance	Druid (CL 10th): 5th - cure critical wounds, fire shield, stoneskin, wall of fire 4th - cure serious wounds, flame strike, ice storm, spike stones, wall of fire 3rd - call lightning, fireball (2x), ice spears, remove disease 2nd - barkskin, bull's strength, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump, shillelagh oth - detect magic, know direction, light, resistance	Druid (CL 14th): 7th - elemental body IV (fire only), fire storm, heal 6th - cure light wounds (mass), dispel magic (greater), fire seeds, wall of stone 5th - cure critical wounds, fire shield, insect plague, stoneskin, wall of fire 4th - blight, cure serious wounds, flame strike, ice storm, spike stones, wall of fire 3rd - call lightning, fireball (3x), ice spears, remove disease 2nd - barkskin, bull's strength, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump, shillelagh oth - detect magic, know direction, light, resistance

📋 Statistics

Ability Scores	Str 12, Dex 8, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 9, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 10, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 10, Con 14, Int 10, Wis 21, Cha 4
Core Attack	Base Atk +0; CMB +1; CMD 10 14 vs. bullrush; 14 vs. trip	Base Atk +4; CMB +5; CMD 14 18 vs. bullrush; 18 vs. trip	Base Atk +7; CMB +8; CMD 18 22 vs. bullrush; 22 vs. trip	Base Atk +10; CMB +11; CMD 21 25 vs. bullrush; 25 vs. trip
Feats	Fleet	Fleet, Great Fortitude, Iron Will	Fleet, Great Fortitude, Iron Will, Skill Focus (Perception, Survival)	Critical Focus, Fleet, Great Fortitude, Iron Will, Skill Focus (Perception, Survival), Weapon Focus (Dagger)
Skills	Acrobatics -1, Bluff -3, Climb +1, Diplomacy -3, Disguise -3, Escape Artist -1, Fly -1, Heal +5, Intimidate -3, Knowledge (Nature) +6, Perception +9, Perform (Untrained) -3, Ride -1, Sense Motive +5, Stealth -1, Survival +11, Swim +5	Acrobatics -1, Bluff -3, Climb +1, Diplomacy -3, Disguise -3, Escape Artist -1, Fly -1, Heal +5, Intimidate -3, Knowledge (Nature) +11, Perception +14, Perform (Untrained) -3, Ride -1, Sense Motive +5, Stealth -1, Survival +16, Swim +10	Acrobatics -3, Bluff -3, Climb -2, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal +5, Intimidate -3, Knowledge (Nature) +15, Perception +24, Perform (Untrained) -3, Ride -3, Sense Motive +5, Stealth -3, Survival +26, Swim +11	Acrobatics -3, Bluff -3, Climb -2, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal +5, Intimidate -3, Knowledge (Nature) +19, Perception +28, Perform (Untrained) -3, Ride -3, Sense Motive +5, Stealth -3, Survival +30, Swim +15
Languages	Common, Druidic, Dwarven			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Stability, Steady, Stonecunning, Weapon Familiarity, Wild Empathy +2	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Weapon Familiarity, Wild Empathy +3, Wild Shape, Woodland Stride	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +7, Wild Shape, Woodland Stride	A Thousand Faces, Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +11, Wild Shape, Woodland Stride
Treasure	Quarterstaff; padded armor; explorer's outfit; sling; sling bullets (20x); dagger (2x)	Quarterstaff; studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); masterwork dagger	Quarterstaff; studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); +1 dagger	Quarterstaff; +1 studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); +2 dagger
☞ Magic				
Spells per Day	Druid: 3/3/0/0/0/0/0/0 DC: 16+spell level	Druid: 4 / 5+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 DC: 16+spell level	Druid: 4 / 6+1 / 5+1 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 DC: 16+spell level	Druid: 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16+spell level

☞ Special Abilities

A Thousand Faces (Su) You have the ability to change your appearance at will, as if using the Alter Self spell, but only while in your normal form.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fire You can call forth fire, command creatures of the inferno, and your flesh does not burn.

Fire Bolt (Sp) As a standard action, you can unleash a scorching bolt of divine fire from your hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6+7 points of fire damage. You can use this ability 16 times per day.

Fire Bolt (Sp) As a standard action, you can unleash a scorching bolt of divine fire from your hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6+7 points of fire damage. You can use this ability 16 times per day.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Nature Bond (Ex) At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resistance to Fire (Ex) You may ignore 40 points of Fire damage each time you take fire damage.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+11 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours. You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III. When changing into a plant, this functions as Plant Shape III. When changing into an elemental, this functions as Elemental Body IV.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Skill Focus (Perception, Survival) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Osysh (Fighter)

☒ Low

☒ Moderate

☒ Advanced

☒ Elite



General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling			
Class	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Initiative	+2	+3	+3	+3
Senses	Darkvision; Perception -1	Darkvision; Perception -1	Darkvision; Perception -1	Darkvision; Perception -1



Defense

Armor Class	AC 17, touch 13, ff 14 (+2 Dex, +1 dodge, +3 armor, +1 light shield)	AC 22, touch 14, ff 18 (+3 Dex, +1 dodge, +6 armor, +2 heavy shield)	AC 24, touch 14, ff 20 (+3 Dex, +1 dodge, +6 armor, +4 heavy shield)	AC 27, touch 14, ff 23 (+3 Dex, +1 dodge, +8 armor, +5 heavy shield)
hp / HD	12 (1d10)+2	50 (6d10)+12	82 (10d10)+20	125 (14d10)+28
Saves	Fort +3, Ref +2, Will +1	Fort +6, Ref +4, Will +1; +2 Will vs. fear	Fort +8, Ref +6, Will +2; +3 Will vs. fear	Fort +10, Ref +7, Will +3; +4 Will vs. fear
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5



Offense

Movement	30 ft.	20 ft.	30 ft.	20 ft.
Attacks	Melee warhammer +3 (1d8+2/x3) or Melee shield, light steel +3 (1d3+1) or Ranged shortbow +3 (1d6/x3) or Melee dagger +3 (1d4+2/19-20) or Ranged dagger (thrown) +3 (1d4+2/19-20)	Melee masterwork warhammer +11/+6 (1d8+3/x3) or Melee shield, heavy steel +8 (1d4+1) or Ranged shortbow +9/+4 (1d6/x3) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +9/+4 (1d4+2/19-20)	Melee shield, heavy steel +13 (1d4+1) or Melee +1 warhammer +18/+13 (1d8+6/x3) or Ranged shortbow +13/+8 (1d6/x3) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +14/+9 (1d4+4/19-20)	Melee +2 warhammer +24/+19/+14 (1d8+12/x3) or Melee +1 heavy steel shield +17 (1d4+1) or Ranged shortbow +18/+13/+8 (1d6+1/x3) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +19/+14/+9 (1d4+5/19-20) or Melee gauntlet +17/+12/+7 (1d3+3)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: 1x/day - darkness			



Statistics

Ability Scores	Str 15, Dex 15, Con 12, Int 11, Wis 9, Cha 8	Str 15, Dex 16, Con 12, Int 11, Wis 9, Cha 8	Str 16, Dex 16, Con 12, Int 11, Wis 9, Cha 8	Str 17, Dex 16, Con 12, Int 11, Wis 9, Cha 8
Core Attack	Base Atk +1; CMB +3; CMD 16	Base Atk +6; CMB +8; CMD 22	Base Atk +10; CMB +13; CMD 27	Base Atk +14; CMB +17; CMD 31

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Dodge, Power Attack	Cleave, Cleaving Finish, Death or Glory, Dodge, Great Cleave, Power Attack, Weapon Focus (Warhammer)	Cleave, Cleaving Finish, Critical Focus, Death or Glory, Dodge, Great Cleave, Greater Shield Focus, Greater Weapon Focus (Warhammer), Power Attack, Shield Focus, Weapon Focus (Warhammer)	Cleave, Cleaving Finish, Critical Focus, Death or Glory, Dodge, Great Cleave, Greater Shield Focus, Greater Shield Specialization (Shield (Heavy)), Greater Weapon Focus (Warhammer), Greater Weapon Specialization (Warhammer), Power Attack, Shield Focus, Shield Specialization (Shield (Heavy)), Weapon Focus (Warhammer), Weapon Specialization (Warhammer)
Skills	Bluff +1, Climb +4, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +4, Sense Motive -1, Stealth +2, Survival -1	Acrobatics -3, Bluff +1, Climb +5, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +6, Sense Motive -1, Stealth -1, Survival -1, Swim -4	Bluff +1, Climb +13, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +13, Sense Motive -1, Stealth +2, Survival -1	Acrobatics -2, Bluff +1, Climb +15, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +15, Sense Motive -1, Survival -1, Swim -2
Languages	Abyssal, Common			
Special Qualities	Armor Training, Bonus Feats, Bravery, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Skilled, Spell-Like Ability, Weapon Training			
Treasure	Warhammer; light steel shield; studded leather armor; explorer's outfit; arrows (40x); dagger (2x); shortbow	Masterwork warhammer; heavy steel shield; chainmail; explorer's outfit; arrows (40x); dagger (2x); shortbow	+1 warhammer; heavy steel shield; masterwork breastplate; explorer's outfit; arrows (40x); dagger (2x); shortbow	+2 warhammer; +1 heavy steel shield; half-plate armor; explorer's outfit; arrows (40x); dagger (2x); shortbow

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.” Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Bows +1 Hammers +3

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base

attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Death or Glory Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight. Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses. You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Shield Specialization (Shield (Heavy)) Your masterful shieldwork provides even greater protection to your vital areas. Choose one type of shield (buckler, light, heavy, or tower shield) for which you possess the Shield Specialization feat. With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls (this bonus stacks with that from Shield Specialization). In addition, once per day you may negate a critical hit, and damage is instead rolled normally.

Greater Weapon Focus (Warhammer) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Greater Weapon Specialization (Warhammer) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point

damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Specialization (Shield (Heavy)) You have mastered the use of one type of shield. Choose one type of shield (buckler, light, heavy, or tower shield). With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls. In addition, you may add your base shield bonus (including the bonus from Shield Focus but not including enhancement bonuses to your CMD.)

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

Weapon Specialization (Warhammer) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

Howther Wakiki (Monk)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling			
Class	Monk 1	Monk 6	Monk 10	Monk 14
Initiative	+4	+4	+4	+4
Senses	Perception +5	Perception +5	Perception +6	Perception +6
🛡 Defense				
Armor Class	AC 19, touch 19, ff 14 (+1 size, +4 Dex, +1 dodge, +3 misc)	AC 20, touch 20, ff 15 (+1 size, +4 Dex, +1 dodge, +4 misc)	AC 23, touch 23, ff 18 (+1 size, +4 Dex, +1 dodge, +7 misc)	AC 25, touch 25, ff 20 (+1 size, +4 Dex, +1 dodge, +9 misc)
hp / HD	8 (1d8)	35 (6d8)	50 (10d8)	69 (14d8)
Saves	Fort +2, Ref +7, Will +6 +2 vs. fear	Fort +5, Ref +10, Will +9 +2 vs. fear; +2 vs. enchantment spells and effects	Fort +7, Ref +12, Will +12 +2 vs. fear; +2 vs. enchantment spells and effects	Fort +9, Ref +14, Will +14 +2 vs. fear; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind; Immunities Disease	Improved Evasion, Still Mind; Immunities Disease	Improved Evasion, Still Mind; Spell Resistance 24; Immunities Disease, Poison
🗡 Offense				
Movement	20 ft.	40 ft.; Fast Movement; High Jump; Slow Fall	50 ft.; Fast Movement; High Jump; Slow Fall	60 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall
Attacks	Melee quarterstaff (small) +1 (1d4/) or Melee brass knuckles (small) +1 (1d4) or Ranged shuriken (small) +5 (1d1) or Melee flurry of blows (small) +0/+0 (1d4) or Melee unarmed strike (small) +1 (1d4)	Melee masterwork brass knuckles (small) +7 (1d6) or Melee flurry of blows (small) +6 (1d6) or Melee unarmed strike (small) +6 (1d6) or Ranged shuriken (small) +9 (1d1) or Melee masterwork quarterstaff (small) +6 (2H: 1d4)	Melee +1 brass knuckles +10/+5 (1d8+1) or Melee flurry of blows (small) +10 (1d8) or Melee unarmed strike (small) +9/+4 (1d8) or Ranged shuriken (small) +12/+7 (1d1) or Melee masterwork quarterstaff (small) +9/+4 (2H: 1d4)	Melee +2 defending brass knuckles +14/+9 (1d10+2) or Melee unarmed strike (small) +12 (1d10) or Melee flurry of blows (small) +14/+14/+14/+9/+4 (1d10) or Ranged shuriken (small) +15/+10 (1d1) or Melee masterwork quarterstaff (small) +12/+7 (2H: 1d4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist		
📋 Statistics				
Ability Scores	Str 10, Dex 18, Con 8, Int 9, Wis 16, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 17, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 18, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 19, Cha 6
Core Attack	Base Atk +0; CMB +1; CMD 17	Base Atk +4; CMB +5; CMD 22	Base Atk +7; CMB +9; CMD 28	Base Atk +10; CMB +13; CMD 33

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Dodge, Improved Unarmed Strike, Stunning Fist, Throw Anything	Dodge, Improved Unarmed Strike, Mobility, Slow Time, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)	Blind-Fight, Cautious Fighter, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Slow Time, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)	Ability Focus (Stunning Fist), Blind-Fight, Cautious Fighter, Critical Focus, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Slow Time, Snatch Arrows, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)
Skills	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +8, Fly +6, Heal +3, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +4, Sense Motive +7, Stealth +12, Survival +3	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +13, Fly +6, Heal +3, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +4, Sense Motive +12, Stealth +17, Survival +3	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +17, Fly +6, Heal +4, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +4, Sense Motive +17, Stealth +21, Survival +4	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +21, Fly +6, Heal +4, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +4, Sense Motive +21, Stealth +25, Survival +4
Languages	Common, Halfling			
Special Qualities	AC Bonus, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Unarmed Strike, Weapon Familiarity	AC Bonus, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity	AC Bonus, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Diamond Body, Diamond Soul, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity, Wholeness of Body
Treasure	Quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); masterwork brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); +1 brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); +2 defending brass knuckles (small)

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Diamond Body (Su) You are immune to poisons of all kinds.

Diamond Soul (Ex) You gain spell resistance 24. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load,

you lose this extra speed.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you

always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Immunity to Disease (Ex) You are never subject to disease effects.

Immunity to Poison (Ex) You never take poison damage.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Purity of Body (Ex) You are immune to all diseases, including supernatural and magical diseases.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Ability Focus (Stunning Fist) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cautious Fighter You care more about survival than victory. When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Slow Time Meditation allows you to perceive time as if it were moving more slowly. Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 7 rounds. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Snatch Arrows Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight. When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Stunning Fist You know just where to strike to temporarily stun a foe. 14/day (DC 23) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 23), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A

stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything You are used to throwing things you have on hand.

You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Flurry of Blows, Unarmed Strike) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.





Oskar Dankill (Paladin)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf			
Class	Paladin 1	Paladin 6	Paladin 10	Paladin 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception +0 Aura of Good	Darkvision 60 ft.; Perception +0 Aura of Good, Courage	Darkvision 60 ft.; Perception +0 Aura of Good, Courage, Resolve	Darkvision 60 ft.; Perception +0 Aura of Good, Courage, Resolve, Justice, Faith
Defense				
Armor Class	AC 15, touch 10, ff 15 (+3 studded leather armor; +2 heavy shield)	AC 19, touch 10, ff 19 (+6 chainmail; +3 heavy shield)	AC 22, touch 10, ff 22 (+8 half-plate armor; +4 heavy shield)	AC 24, touch 10, ff 24 (+9 full plate armor; +5 heavy shield)
hp / HD	13 (1d10)+3	58 (6d10)+18	95 (10d10)+30	130 (14d10)+42
Saves	Fort +4, Ref +0, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +10, Ref +5, Will +8; +2 vs. poison, spells, and spell-like abilities	Fort +13, Ref +7, Will +11; +2 vs. poison, spells, and spell-like abilities	Fort +15, Ref +8, Will +13; +2 vs. poison, spells, and spell-like abilities
Special Defenses	-	Resistances Fire 20	Resistances Fire 20	Resistances Fire 40
Offense				
Movement	20 ft.			
Attacks	Melee longsword +2 (1d8+1/19-20) or Melee shield, heavy wooden +2 (1d4) or Ranged light crossbow +1 (1d8/19-20) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +1 (1d4+1/19-20)	Melee shield, heavy wooden +7 (1d4) or Melee masterwork longsword +9/+4 (1d8+1/19-20) or Ranged light crossbow +6/+1 (1d8/19-20) or Melee dagger +7/+2 (1d4+1/19-20) or Ranged dagger (thrown) +6/+1 (1d4+1/19-20)	Melee +1 longsword +13/+8 (1d8+2/19-20) or Melee +1 heavy steel shield +11 (1d4) or Ranged light crossbow +10/+5 (1d8/19-20) or Melee dagger +11/+6 (1d4+1/19-20) or Ranged dagger (thrown) +10/+5 (1d4+1/19-20) or Melee gauntlet +11/+6 (1d3+1)	Melee +2 longsword +19/+14/+9 (1d8+4/19-20) or Melee +2 heavy steel shield +16 (1d4+1) or Ranged crossbow, light +14/+9/+4 (1d8/19-20) or Melee dagger +16/+11/+6 (1d4+2/19-20) or Ranged dagger (thrown) +14/+9/+4 (1d4+2/19-20) or Melee gauntlet +16/+11/+6 (1d3+2)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Smite Evil	Channel Positive Energy (3d6, DC 16), Smite Evil	Channel Positive Energy (5d6, DC 19), Smite Evil	Channel Positive Energy (7d6, DC 21), Smite Evil

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Class Spell-Like Abilities: At Will - detect evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 4th): 1st - cure light wounds, protection from evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 10th): 3rd - cure moderate wounds 2nd - weapon of awe, protection from evil (communal) 1st - cure light wounds (2x), protection from evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 14th): 4th - dispel chaos, cure serious wounds 3rd - cure moderate wounds, dispel magic 2nd - weapon of awe, protection from evil (communal), bestow grace 1st - cure light wounds (3x), protection from evil

📖 Statistics

Ability Scores	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 16	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 17	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 18	Str 14, Dex 11, Con 15, Int 7, Wis 10, Cha 18
Core Attack	Base Atk +1; CMB +2; CMD 12 16 vs. bullrush; 16 vs. trip	Base Atk +6; CMB +7; CMD 17 21 vs. bullrush; 21 vs. trip	Base Atk +10; CMB +11; CMD 21 25 vs. bullrush; 25 vs. trip	Base Atk +14; CMB +16; CMD 26 30 vs. bullrush; 30 vs. trip
Feats	Persuasive	Persuasive, Shield Focus, Weapon Focus (Longsword)	Peacemaker, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Critical Focus, Peacemaker, Persuasive, Power Attack, Pure Faith, Shield Focus, Weapon Focus (Longsword)
Skills	Acrobatics -3, Appraise -2, Artistry -2, Bluff +3, Climb -2, Craft (Untrained) -2, Diplomacy +9, Disguise +3, Escape Artist -3, Fly -3, Intimidate +5, Perform (Untrained) +3, Ride -3, Stealth -3, Swim -2	Acrobatics -7, Appraise -2, Artistry -2, Bluff +3, Climb -6, Craft (Untrained) -2, Diplomacy +14, Disguise +3, Escape Artist -7, Fly -7, Intimidate +5, Perform (Untrained) +3, Ride -7, Stealth -7, Swim -6	Acrobatics -8, Appraise -2, Artistry -2, Bluff +4, Climb -7, Craft (Untrained) -2, Diplomacy +21, Disguise +4, Escape Artist -8, Fly -8, Intimidate +6, Perform (Untrained) +4, Ride -8, Stealth -8, Swim -7	Acrobatics -7, Appraise -2, Artistry -2, Bluff +4, Climb -5, Craft (Untrained) -2, Diplomacy +25, Disguise +4, Escape Artist -7, Fly -7, Intimidate +6, Perform (Untrained) +4, Ride -7, Stealth -7, Swim -5
Languages	Common, Dwarven			
Special Qualities	Aura of Good, Darkvision, Detect Evil, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Good, Celestial Spirit, Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Good, Aura of Resolve, Celestial Spirit, Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Mercy (Poisoned), Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Faith, Aura of Good, Aura of Justice, Aura of Resolve, Celestial Spirit, Mercy (Cursed), Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Mercy (Poisoned), Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Longsword; heavy wooden shield; studded leather armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	Masterwork longsword; heavy wooden shield; chainmail; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	+1 longsword; +1 heavy steel shield; half-plate armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	+2 longsword; +2 heavy steel shield; full plate armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)

 Low	 Moderate	 Advanced	 Elite
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Magic

Spells per Day

Paladin: -/0/0/0/0/0/0/0 DC: 14+spell level	Paladin: -/2/0/0/0/0/0/0/0 DC: 14+spell level	Paladin: -/3/2/1/0/0/0/0/0 DC: 15+spell level	Paladin: -/4/2/2/2/0/0/0/0 DC: 15+spell level
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Special Abilities

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smite Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Celestial Spirit (Sp) Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 7d6 (DC 21 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 21 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Mercy (Cursed) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 14.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC

against humanoid creatures of the giant subtype.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Mercy (Diseased) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 14.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 14.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +14 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Peacemaker Your words of peace ring true and are much more difficult for others to resist. The DC to resist spells you cast to ensure peace or force aggressive creatures to become peaceful increases by +2. This affects spells that dissuade creatures from aggressive actions without exerting long-term or absolute control over them, and without leaving them defenseless. These spells include, but are not limited to, calm animals, calm emotions, command, compassionate ally, enthrall, euphoric tranquility, sanctuary, and serenity.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pure Faith Not only are you immune to disease, like most paladins, but you also are highly resilient to poisons. You gain a +4 sacred bonus to saving throws against poison.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

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

Milo Windby (Ranger)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling			
Class	Ranger 1	Ranger 6	Ranger 10	Ranger 14
Initiative	+2	+3	+3	+3
Senses	Perception +9	Perception +14	Perception +18	Perception +23
Defense				
Armor Class	AC 16, touch 14, ff 13 (+1 size; +2 Dex; +1 dodge; +2 leather armor)	AC 18, touch 15, ff 14 (+1 size; +3 Dex; +1 dodge; +3 studded leather armor)	AC 19, touch 15, ff 15 (+1 size; +3 Dex; +1 dodge; +4 <i>studded leather armor</i> +1)	AC 21, touch 15, ff 17 (+1 size; +3 Dex; +1 dodge; +6 <i>studded leather armor</i> +3)
hp / HD	10 (1d10)	37 (6d10)	59 (10d10)	77 (14d10)
Saves	Fort +2, Ref +5, Will +4; +2 vs. fear	Fort +5, Ref +5, Will +4; +2 vs. fear	Fort +5, Ref +9, Will +6; +2 vs. fear	Fort +7, Ref +11, Will +7; +2 vs. fear
Special Defenses	-	-	-	Evasion
Offense				
Movement	20 ft.	20 ft.	20 ft.; Woodland Stride	20 ft.; Woodland Stride
Attacks	Melee spear (small) +2 (2H: 1d6/x3) or Ranged spear (small/ thrown) +4 (1d6/x3) or Melee dagger (small) +2 (1d3/19-20) or Ranged dagger (small/ thrown) +4 (1d3/19- 20) or Ranged shortbow (small) +4 (1d4/x3)	Melee spear (small) +8/+3 (2H: 1d6/x3) or Ranged spear (small/ thrown) +11/+6 (1d6+1/x3), within 30 ft. +12/+7 (1d6+1) or Melee dagger (small) +7/+2 (1d3/19-20) or Ranged dagger (small/ thrown) +10/+5 (1d3+1/19-20), within 30 ft. +11/+6 (1d3+1) or Ranged masterwork longbow (small) +12/+7 (1d6/x3), within 30 ft. +13/+8 (1d6+1)	Melee spear (small) +12/+7 (2H: 1d6/x3) or Ranged spear (small/ thrown) +15/+10 (1d6+1/x3), within 30 ft. +16/+11 (1d6+1) or Melee dagger (small) +11/+6 (1d3/19-20) or Ranged dagger (small/ thrown) +14/+9 (1d3+1/19-20), within 30 ft. +15/+10 (1d3+1) or Ranged +2 <i>longbow</i> +17/+12 (1d6+2/x3), within 30 ft. +18/+13 (1d6+3)	Melee spear (small) +16/+11/+6 (2H: 1d6/ x3) or Ranged spear (small/ thrown) +19/+14/+9 (1d6+1/x3), within 30 ft. +20/+15/+10 (1d6+1) or Melee dagger (small) +15/+10/+5 (1d3/19- 20) or Ranged dagger (small/ thrown) +18/+13/+8 (1d3+1/19-20), within 30 ft. +19/+14/+9 (1d3+1) or Ranged +4 <i>longbow</i> +23/+18/+13 (1d6+4/ x3), within 30 ft. +24/+19/+14 (1d6+5)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Undead +2	Aberration +2; Undead +4	Aberration +4; Undead +4; Monstrous Humanoid +2	Aberration +4, Monstrous Humanoid +2, Undead +4

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	-	Ranger (CL 6): 1st - charm animal, entangle	Ranger (CL 10th): 3rd - cure moderate wounds 2nd - cure light wounds, hold animal 1st - charm animal, entangle, read magic	Ranger (CL 14th): 4th - cure serious wounds, freedom of movement 3rd - cure moderate wounds, remove disease 2nd - cure light wounds, hold animal, ricochet shot 1st - charm animal, entangle, jump, read magic

📋 Statistics

Ability Scores	Str 10, Dex 15, Con 8, Int 10, Wis 16, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 16, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 17, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 18, Cha 12
Core Attack	Base Atk +1; CMB +0; CMD 13	Base Atk +6; CMB +5; CMD 19	Base Atk +10; CMB +9; CMD 23	Base Atk +14; CMB +13; CMD 27
Feats	Dodge	Dodge, Endurance, Point-Blank Shot, Precise Shot, Weapon Focus (Longbow, Spear)	Dodge, Endurance, Improved Snap Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Weapon Focus (Longbow, Spear)	Clustered Shots, Dodge, Endurance, Far Shot, Improved Snap Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Snap Shot, Weapon Focus (Longbow, Spear)
Skills	Acrobatics +4, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +4, Handle Animal +5, Heal +7, Intimidate +1, Perception +9, Perform (Untrained) +1, Ride +2, Sense Motive +3, Stealth +10, Survival +7, Swim +4	Acrobatics +4, Bluff +1, Climb +1, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +4, Handle Animal +10, Heal +12, Intimidate +1, Perception +14, Perform (Untrained) +1, Ride +2, Sense Motive +3, Stealth +15, Survival +12, Swim +8	Acrobatics +5, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +5, Handle Animal +14, Heal +16, Intimidate +1, Perception +18, Perform (Untrained) +1, Ride +3, Sense Motive +3, Stealth +20, Survival +16, Swim +13	Acrobatics +5, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +5, Handle Animal +18, Heal +21, Intimidate +1, Perception +23, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth +24, Survival +21, Swim +17
Languages	Common, Halfling			
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Track +1, Weapon Familiarity, Wild Empathy +2	Combat Style Feat, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Sure-Footed, Track +3, Weapon Familiarity, Wild Empathy +7	Combat Style Feat, Favored Terrain (Forest) +2, Favored Terrain (Urban) +4, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Sure-Footed, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +11, Woodland Stride	Camouflage, Combat Style Feat, Favored Terrain (Desert) +2, Favored Terrain (Forest) +4, Favored Terrain (Urban) +4, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Quarry, Sure-Footed, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +15, Woodland Stride

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Spear (small); leather armor (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); shortbow (small)	Spear (small); studded leather armor (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); masterwork longbow (small)	Spear (small); +1 <i>studded leather armor</i> (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); +2 <i>longbow</i> (small)	Spear (small); +3 <i>studded leather armor</i> (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); +4 <i>longbow</i> (small)

Magic

Spells per Day

Ranger: 0/0/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: 0/3/2/1/0/0/0/0/0 DC: 14+spell level	Ranger: 0/4/3/2/2/0/0/0/0 DC: 15+spell level
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Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Desert) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in desert terrain (sand and wastelands). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 4 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Monstrous Humanoid (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against monstrous humanoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+15 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage

or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

⚡ Feats

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special] If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Improved Snap Shot You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself. You threaten an additional 5 feet with Snap Shot. [Normal] Making a ranged attack provokes attacks of opportunity.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Snap Shot With a ranged weapon, you can take advantage of any opening in your opponent's defenses. While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. [Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Weapon Focus (Longbow, Spear) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Endrin (Rogue)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human			
Class	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Initiative	+5	+5	+6	+6
Senses	Perception +4	Perception +12	Perception +19	Perception +23
Defense				
Armor Class	AC 18, touch 16, ff 12 (+5 Dex; +1 dodge; +2 leather armor)	AC 19, touch 16, ff 19 (+5 Dex; +1 dodge; +3 studded leather armor)	AC 20, touch 16, ff 20 (+5 Dex; +1 dodge; +4 studded leather armor +1)	AC 22, touch 16, ff 22 (+5 Dex; +1 dodge; +6 studded leather armor +3)
hp / HD	7 (1d8)-1	22 (6d8)-6	42 (10d8)-10	57 (14d8)-14
Saves	Fort -1, Ref +7, Will +0	Fort +1, Ref +10, Will +2; +2 Reflex to avoid traps	Fort +2, Ref +13, Will +3; +3 Reflex to avoid traps	Fort +3, Ref +15, Will +4; +4 Reflex to avoid traps
Special Defenses	-	Evasion, Trap Sense +2, Uncanny Dodge	Evasion, Trap Sense +3, Improved Uncanny Dodge	Evasion, Trap Sense +4, Improved Uncanny Dodge
Offense				
Movement	30 ft.			
Attacks	Melee rapier +1 (1d6+1/18-20) or Melee shortsword +1 (1d6/19-20) or Ranged shortbow +5 (1d6/x3) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+1/19-20)	Melee shortsword +5 (1d6/19-20) or Melee masterwork rapier +6 (1d6+1/18-20) or Ranged shortbow +9 (1d6/x3) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +9 (1d4+1/19-20)	Melee shortsword +13 (1d6/19-20) or Melee +1 rapier +15/+10 (1d6+2/18-20) or Ranged shortbow +13/+8 (1d6/x3) or Melee dagger +13/+8 (1d4+1/19-20) or Ranged dagger (thrown) +13/+8 (1d4+1/19-20)	Melee sword, short +16 (1d6/19-20) or Melee +2 rapier +19/+14 (1d6+3/18-20) or Ranged shortbow +16/+11 (1d6/x3) or Melee dagger +16/+11 (1d4+1/19-20) or Ranged dagger (thrown) +16/+11 (1d4+1/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6, Sniper's Eye	Sneak Attack 5d6, Sniper's Eye	Sneak Attack 7d6, Sniper's Eye, Fast Getaway
Statistics				
Ability Scores	Str 12, Dex 20, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 21, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 22, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 23, Con 8, Int 14, Wis 10, Cha 8
Core Attack	Base Atk +0; CMB +1; CMD 17	Base Atk +4; CMB +5; CMD 21	Base Atk +7; CMB +8; CMD 25	Base Atk +10; CMB +11; CMD 28
Feats	Artful Dodge, Dodge	Artful Dodge, Dodge, Skill Focus (Perception, Stealth)	Artful Dodge, Dodge, Skill Focus (Perception, Stealth), Stealthy, Weapon Finesse, Weapon Focus (Rapier)	Artful Dodge, Blind-Fight, Critical Focus, Dodge, Skill Focus (Perception, Stealth), Stealthy, Weapon Finesse, Weapon Focus (Rapier)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +5, Appraise +2, Artistry +2, Bluff +3, Climb +1, Craft (Untrained) +2, Diplomacy -1, Disable Device +10, Disguise +3, Escape Artist +9, Fly +5, Intimidate -1, Knowledge (Dungeoneering) +6, Knowledge (Local) +6, Perception +4, Perform (Untrained) -1, Ride +5, Sense Motive +4, Sleight of Hand +9, Stealth +9, Swim +1, Use Magic Device +3	Acrobatics +4, Appraise +2, Artistry +2, Bluff +8, Craft (Untrained) +2, Diplomacy -1, Disable Device +16, Disguise +8, Escape Artist +13, Fly +4, Intimidate -1, Knowledge (Dungeoneering) +11, Knowledge (Local) +11, Perception +12, Perform (Untrained) -1, Ride +4, Sense Motive +9, Sleight of Hand +13, Stealth +16, Use Magic Device +8	Acrobatics +3, Appraise +2, Artistry +2, Bluff +12, Climb -2, Craft (Untrained) +2, Diplomacy -1, Disable Device +21, Disguise +12, Escape Artist +20, Fly +3, Intimidate -1, Knowledge (Dungeoneering) +15, Knowledge (Local) +15, Perception +19, Perform (Untrained) -1, Ride +3, Sense Motive +13, Sleight of Hand +16, Stealth +26, Swim -2, Use Magic Device +12	Acrobatics +3, Appraise +2, Artistry +2, Bluff +16, Climb -2, Craft (Untrained) +2, Diplomacy -1, Disable Device +27, Disguise +16, Escape Artist +24, Fly +3, Intimidate -1, Knowledge (Dungeoneering) +19, Knowledge (Local) +19, Perception +23, Perform (Untrained) -1, Ride +3, Sense Motive +17, Sleight of Hand +20, Stealth +30, Swim -2, Use Magic Device +16
Languages	Common, Dwarven, Gnome			
Special Qualities	Bonus Feat, Bonus Rogue Talent, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (6x), Camouflage, Canny Observer, Fast Stealth, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (10x), Camouflage, Canny Observer, Fast Picks, Fast Stealth, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (14x), Camouflage, Canny Observer, Deft Palm, Expert Leaper, Fast Picks, Fast Stealth, Skilled, Trapfinding
Treasure	Rapier; shortsword; leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	Masterwork rapier; shortsword; studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	+1 rapier; shortsword; +1 studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	+2 rapier; shortsword; +3 studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Bonus Rogue Talent (14x) The human gains +1/6 of a new rogue talent.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

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

Fast Getaway (Ex) After successfully making a sneak attack or

Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Picks (Ex) A rogue with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex) This ability allows you to move at full speed using Stealth without penalty.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

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

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sniper's Eye (Ex) A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

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

Jobrelle (Sorcerer)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Gnome			
Class	Sorcerer 1	Sorcerer 6	Sorcerer 10	Sorcerer 14
Initiative	+1	+1	+5	+5
Senses	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision
Defense				
Armor Class	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)
hp / HD	8 (1d6)+2	34 (6d6)+12	55 (10d6)+20	79 (14d6)+28
Saves	Fort +2, Ref +1, Will +2; +2 vs. illusion spells or effects	Fort +4, Ref +5, Will +5; +2 vs. illusion spells or effects	Fort +5, Ref +6, Will +7; +2 vs. illusion spells or effects	Fort +6, Ref +7, Will +11; +2 vs. illusion spells or effects
Offense				
Movement	20 ft.			25 ft.
Attacks	Melee club (small) -1 (1d4-2) or Ranged club (small/ thrown) +2 (1d4-2) or Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/ thrown) +2 (1d3-2/19- 20) or Ranged sling (small) +2 (1d3-2)	Melee club (small) +2 (1d4-2) or Ranged club (small/ thrown) +5 (1d4-2) or Melee dagger (small) +2 (1d3-2/19-20) or Ranged dagger (small/ thrown) +5 (1d3-2/19- 20) or Ranged sling (small) +5 (1d3-2) or Melee silver dagger, masterwork (small) +3 (1d3-3/19-20) or Ranged silver dagger, masterwork (small/ thrown) +6 (1d3-3/19- 20)	Melee club (small) +4 (1d4-2) or Ranged club (small/ thrown) +7 (1d4-2) or Melee dagger (small) +4 (1d3-2/19-20) or Ranged dagger (small/ thrown) +7 (1d3-2/19- 20) or Ranged sling (small) +7 (1d3-2) or Melee +2 dagger (small) +6 (1d3/19- 20) or Ranged +2 dagger (small/thrown) +9 (1d3/19-20)	Melee club (small) +6/+1 (1d4-2) or Ranged club (small/ thrown) +9/+4 (1d4-2) or Melee dagger (small) +6 (1d3-2/19-20) or Ranged dagger (small/ thrown) +9/+4 (1d3- 2/19-20) or Ranged sling (small) +9/+4 (1d3-2) or Melee +3 dagger (small) +9/+4 (1d3+1/19-20) or Ranged +3 dagger (small/thrown) +12/+7 (1d3+1/19-20)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 1st): 1st (5x/day) - charm person, identify oth (at will) - acid splash, arcane mark, daze, detect magic	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 6th): 3rd (4x/day) - blink 2nd (6x/day) - blur, fiery shuriken, invisibility 1st (8x/day) - charm person, identify, mage armor, magic missile, ray of enfeeblement oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 10th): 5th (4x/day) - acidic spray 4th (6x/day) - ball lightning, charm monster, dimension door 3rd (7x/day) - blink, fireball, flame arrow, dispel magic 2nd (8x/day) - acid arrow, blur, daze monster, fiery shuriken, invisibility 1st (8x/day) - charm person, feather fall, mage armor, magic missile, magic weapon, ray of enfeeblement, identify oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost, read magic	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 14th): 7th (3x/day) - prismatic spray 6th (6x/day) - acid fog, cold ice strike, true seeing 5th (7x/day) - acidic spray, cloudkill, cone of cold, overland flight 4th (7x/day) - ball lightning, charm monster, fire shield, ice storm, dimension door 3rd (7x/day) - blink, fireball, flame arrow, lightning bolt, dispel magic 2nd (8x/day) - acid arrow, blur, daze monster, fiery shuriken, flaming sphere, mirror image, invisibility 1st (8x/day) - charm person, feather fall, mage armor, magic missile, magic weapon, ray of enfeeblement, identify oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost, read magic

📋 Statistics

Ability Scores	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 20	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 21	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 22	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 23
Core Attack	Base Atk +0; CMB -3; CMD 9	Base Atk +3; CMB +0; CMD 12	Base Atk +5; CMB +2; CMD 14	Base Atk +7; CMB +4; CMD 16
Feats	Dodge, Eschew Materials	Combat Casting, Dodge, Eschew Materials, Lightning Reflexes	Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (Evocation), Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)	Combat Casting, Dodge, Eschew Materials, Fleet, Greater Spell Focus (Evocation), Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Spell Focus (Evocation)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +1, Appraise -1, Artistry -1, Bluff +9, Climb -2, Craft (Untrained) -1, Diplomacy +5, Disguise +5, Escape Artist +1, Fly +3, Intimidate +5, Perception +2, Perform (Untrained) +5, Ride +1, Stealth +5, Swim -2, Use Magic Device +9	Acrobatics +1, Appraise -1, Artistry -1, Bluff +14, Climb -2, Craft (Untrained) -1, Diplomacy +5, Disguise +5, Escape Artist +1, Fly +3, Intimidate +5, Perception +2, Perform (Untrained) +5, Ride +1, Stealth +5, Swim -2, Use Magic Device +14	Acrobatics +1, Appraise -1, Artistry -1, Bluff +19, Climb -2, Craft (Untrained) -1, Diplomacy +6, Disguise +6, Escape Artist +1, Fly +3, Intimidate +6, Perception +2, Perform (Untrained) +6, Ride +1, Stealth +5, Swim -2, Use Magic Device +19	Acrobatics +1, Appraise -1, Artistry -1, Bluff +23, Climb -2, Craft (Untrained) -1, Diplomacy +6, Disguise +6, Escape Artist +1, Fly +3, Intimidate +6, Perception +2, Perform (Untrained) +6, Ride +1, Stealth +5, Swim -2, Use Magic Device +23
Languages	Common, Gnome, Sylvan			
Special Qualities	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity,	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, Obsessive, Weapon Familiarity	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, New Arcana, Obsessive, Weapon Familiarity	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, New Arcana, Obsessive, Weapon Familiarity
Treasure	Club (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); masterwork silver dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); +2 dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); +3 dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)
Magic				
Spells per Day	Sorcerer: 0/5/0/0/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/6/4/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/8/7/6/4/0/0/0 DC: 17+spell level	Sorcerer: 0/8/8/7/7/7/6/3/0 DC: 17+spell level

Special Abilities

Arcane Bloodline Your family has always been skilled in the art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bloodline Arcana Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools

(see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Cantrips You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC

against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Metamagic Adept (Ex) You can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability 3 times per day.

New Arcana (Ex) You can add any one spell that you are capable of casting to your list of spells known. You can also add one additional spell at 13th level and 17th level.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

⚡ Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Eschew Materials You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Greater Spell Focus (Evocation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Spell Focus (Evocation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Ivellios (Wizard)

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Elf			
Class	Wizard (Evoker) 1	Wizard (Evoker) 6	Wizard (Evoker) 10	Wizard (Evoker) 14
Initiative	+3	+3	+3	+3
Senses	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision

Defense

Armor Class	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)
hp / HD	6 (1d6)	21 (6d6)	39 (10d6)	62 (14d6)
Saves	Fort -1, Ref +3, Will +1; +2 vs. enchantment spells and effects	Fort +1, Ref +5, Will +4; +2 vs. enchantment spells and effects	Fort +2, Ref +6, Will +6; +2 vs. enchantment spells and effects	Fort +5, Ref +9, Will +8; +2 vs. enchantment spells and effects

Offense

Movement	30 ft.			
Attacks	Melee quarterstaff -2 (1d6-2/-2) or Melee dagger -2 (1d4- 2/19-20) or Ranged dagger (thrown) +3 (1d4-2/19-20)	Melee masterwork quarterstaff +2 (1d6-2/- 2) or Melee dagger +1 (1d4- 2/19-20) or Ranged dagger (thrown) +6 (1d4-2/19-20)	Melee +1/+1 quarterstaff +4 (1d6-1/-1) or Melee dagger +3 (1d4- 2/19-20) or Ranged dagger (thrown) +8 (1d4-2/19-20)	Melee +2/+2 quarterstaff +7/+2 (1d6/) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +10/+5 (1d4-2/19-20)
Space / Reach	5 ft. / 5 ft.			
Known Spells	Wizard (CL 1st): 1st - charm person, identify, magic missile oth - acid splash, light, ray of frost	Wizard (CL 6th): 3rd - fireball, hold person, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, knock 1st - burning hands, charm person, identify, magic missile, shield oth - mage hand, acid splash, light, ray of frost	Wizard (CL 10th): 5th - cloudkill, cone of cold, icy prison, telekinesis 4th - ball lightning, charm monster, dimension door, ice storm, remove curse 3rd - fireball, hold person (2x), ice spears, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, knock, mirror image 1st - burning hands, charm person, identify, mage armor, magic missile, shield, shocking grasp oth - mage hand, acid splash, light, ray of frost	Wizard (CL 14th): 7th - delayed blast fireball, mass fly, mass hold person 6th - acid fog, chain lightning, disintegrate, greater dispel magic 5th - cloudkill, cone of cold, icy prison, telekinesis, teleport 4th - ball lightning, charm monster, dimension door, ice storm, remove curse, wall of fire 3rd - fireball (2x), hold person (2x), ice spears, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, fire breath, knock, mirror image 1st - burning hands, charm person, identify, mage armor, magic missile, shield, shocking grasp oth - mage hand, acid splash, light, ray of frost

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📋 Statistics				
Ability Scores	Str 6, Dex 16, Con 9, Int 18, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 19, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 20, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 21, Wis 8, Cha 14
Core Attack	Base Atk +0; CMB -2; CMD 12	Base Atk +3; CMB +1; CMD 15	Base Atk +5; CMB +3; CMD 17	Base Atk +7; CMB +5; CMD 19
Feats	Dodge, Scribe Scroll	Combat Casting, Dodge, Grappled Caster, Maximize Spell, Scribe Scroll	Combat Casting, Dodge, Focused Spell, Grappled Caster, Greater Spell Focus (Evocation), Maximize Spell, Scribe Scroll, Spell Focus (Evocation)	Combat Casting, Dodge, Focused Spell, Grappled Caster, Greater Spell Focus (Evocation), Great Fortitude, Lightning Reflexes, Maximize Spell, Scribe Scroll, Spell Focus (Evocation)
Skills	Acrobatics +3, Appraise +8, Artistry +4, Bluff +2, Climb -2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Nobility) +8, Linguistics(Giant) +8, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +8, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +13, Artistry +4, Bluff +2, Climb -2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Nobility) +13, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +13, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +13, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +18, Artistry +5, Bluff +2, Climb -2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +18, Knowledge (Geography) +16, Knowledge (History) +18, Knowledge (Nobility) +18, Knowledge (Planes) +14, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +14, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +18, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +22, Artistry +5, Bluff +2, Climb -2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +22, Knowledge (Geography) +22, Knowledge (History) +22, Knowledge (Nobility) +22, Knowledge (Planes) +16, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +14, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +22, Stealth +3, Survival -1, Swim -2
Languages	Common, Draconic, Elven, Giant, Goblin, Orc, Sylvan	Common, Draconic, Drow, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan	Celestial, Common, Draconic, Drow, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan	
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Divination Opposition School, Elven Immunities, Elven Magic, Evocation School, Keen Senses, Low-Light Vision, Necromancy Opposition School, Weapon Familiarity			
Treasure	Quarterstaff; scholar's outfit; dagger (4x); spellbook	Masterwork quarterstaff; scholar's outfit; dagger (4x); spellbook	+1/+1 <i>quarterstaff</i> ; scholar's outfit; dagger (4x); spellbook	+2/+2 <i>quarterstaff</i> ; scholar's outfit; dagger (4x); spellbook
🔮 Magic				
Spells per Day	Wizard: 3+0 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC: 15+spell level	Wizard: 4+0 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15+spell level	Wizard: 4+0 / 6+1 / 5+1 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 DC: 16+spell level	Wizard: 4+0 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16+spell level

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Divination Opposition School You have chosen divination spells as an opposition school. Preparing an divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an divination spell as a prerequisite.

Elemental Wall (Sp) You can create a wall of energy that lasts for 14 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like Wall of Fire.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

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

Evocation School You have chosen to specialize in evocation spells.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+7 points of damage. This is a force effect. You can use this ability 8 times per day.

Intense Spells (Su) Whenever you cast an evocation spell that deals hit point damage, add +7 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Focused Spell When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist. When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Grappled Caster You have trained to cast spells while wrestling an opponent. You gain a +4 bonus on concentration checks to cast spells while grappled. This bonus stacks with the bonus granted by Combat Casting.

Greater Spell Focus (Evocation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Maximize Spell Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base

price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Evocation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Barbarian Archetypes

Table 3: Pregenerated Character Summary: Barbarian Archetype Classes

Archetype	Page	Class	Race	Sex
Armored Hulk	57	Barbarian	Dwarf	F
Breaker	60	Barbarian	Gnome	M
Brutal Pugilist	63	Barbarian	Half-Orc	M
Drunken Brute	66	Barbarian	Human	F
Drunken Rager	69	Barbarian	Tiefling	M
Elemental Kin	72	Barbarian	Half-Elf	F
Hurler	75	Barbarian	Dwarf	M
Invulnerable Rager	78	Barbarian	Halfling	M
Jungle Rager	81	Barbarian	Half-Orc	F
Mounted Fury	84	Barbarian	Dwarf	F
Raging Cannibal	90	Barbarian	Half-Orc	F
Savage Barbarian	93	Barbarian	Half-Orc	M
Scarred Rager	96	Barbarian	Dwarf	M
Sea Reaver	99	Barbarian	Elf	F
Superstitious	102	Barbarian	Human	M

Crunch Summary: Barbarian Archetypes

Skills: *Medium use.* Barbarians are limited in having mostly physical skills, but even so, there's opportunity to have your selections represent your character. If she's a horse-rider, then grab **Handle Animal**.

Spells: *Zero,* perhaps obviously. Not much to see here; move along.

Weapons: *High.* Sky's the limit, though perhaps not quite as much as with a Fighter. Try to pick unusual weapons, ones that match the style, appearance, and *feel* you're going for with your character.

Armor & Other Equipment: *High.* As with weapons, your armor and other gear should reflect your character, and there's plenty of options. Chainmail is outstanding armor class "bang for the buck", but what about Bone Armor? Maybe your character keeps a hand free to taunt and gesture rudely at her opponents in melee; lose the crunch bonus to AC, but gain a huge opportunity to imbue your character with... well, with *character*.

Feats: *Extreme.* Arguably more than weapons or armor, feats give you the chance to personalize your character's potential.

Ability Scores: *High.* Don't pick Strength, Dexterity, and Constitution automatically. Resist the urge to make Charisma your "dump stat". Remember, Combat Expertise and other battle feats have Intelligence as a prerequisite, and Charisma can be used in combat to drive skill use.

Resist the Urge To: Create a Half-Orc, Strength- and Constitution-heavy two-handed close combatant, with nothing else going on for him.









non-crunch perspective, decide what drives your character's raging. Is it lust? Power? Derangement or mental condition? Maybe they took one too many blows to the head, and ever since that one arena battle, every once in a while, something just sets them off. Or maybe it's a more meditative, monk-like ability. Mix in characteristics or stereotypes from other classes: Perhaps your Barbarian derives his rage ability from dedication to a deity, like a Cleric.

You've got a lot of flexibility, because ultimately, it doesn't truly matter from a crunch perspective. But your decision with Raging can help drive a lot of other decisions: what sort of weapon would a deranged barbarian use? Would a barbarian driven by religious zeal bother with armor? Is there a catch-phrase, tic, or other hallmark of Raging that your character employs every time they enter that state?

Designer's Soapbox: Barbarians

X Let's start with the characteristic **Rage** ability. From a

Armored Hulk (Barbarian)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf			
Class	Barbarian (Armored Hulk) 1	Barbarian (Armored Hulk) 6	Barbarian (Armored Hulk) 10	Barbarian (Armored Hulk) 14
Initiative	+1	+1	+1	+1
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
 Defense				
Armor Class	AC 18, touch 11, ff 17 (+1 Dex; +5 scale mail; +2 heavy shield)	AC 22, touch 10, ff 22 (+7 splint mail; +5 tower shield)	AC 25, touch 10, ff 25 (+9 agile half-plate armor +1; +6 tower shield)	AC 29, touch 11, ff 28 (+1 Dex; +11 full plate armor +2; +7 tower shield)
hp / HD	16 (1d12)+4	47 (6d12)+24	105 (10d12)+50	157 (14d12)+70
Saves	Fort +6, Ref +1, Will +0 +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +3, Will +2 +2 vs. poison, spells, and spell-like abilities	Fort +12, Ref +4, Will +3 +2 vs. poison, spells, and spell-like abilities	Fort +16, Ref +5, Will +4 +2 vs. poison, spells, and spell-like abilities; +4 Will vs. enchantment (when raging)
Special Defenses	-	-	DR 2/-	DR 3/-
 Offense				
Movement	25 ft.	35 ft.	35 ft.	35 ft.
Attacks	Melee warhammer +5 (1d8+4/x3) or Melee shield, heavy wooden +5 (1d4+2) or Melee light hammer +5 (1d4+4) or Ranged light hammer (thrown) +2 (1d4+4)	Melee +1 warhammer +9/+4 (1d8+5/x3) or Melee light hammer +8/+3 (1d4+4) or Ranged light hammer (thrown) +5/+0 (1d4+4) or Melee gauntlet +8/+3 (1d3+4)	Melee gauntlet +12/+7 (1d3+4) or Melee +2 warhammer +15/+10 (1d8+6/x3) or Melee hammer, light +12/+7 (1d4+4) or Ranged hammer, light (thrown) +9/+4 (1d4+4)	Melee gauntlet +16/+11/+6 (1d3+4) or Melee +3 warhammer +20/+15/+10 (1d8+7/ x3) or Melee hammer, light +16/+11/+6 (1d4+4) or Ranged hammer, light (thrown) +13/+8/+3 (1d4+4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Brawler, Brawler, Greater, Knockdown,	Brawler, Brawler, Greater, Knockdown, Savage Intuition	Bleeding Blow, Brawler, Brawler, Greater, Come and Get Me, Knockdown, Savage Intuition
 Statistics				
Ability Scores	Str 18, Dex 12, Con 18, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 19, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 20, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 21, Int 7, Wis 11, Cha 6
Core Attack	Base Atk +1; CMB +5 (+6 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 16 (20 vs. bullrush or trip; 17 vs. overrun)	Base Atk +6; CMB +10 (+11 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 21 (25 vs. bullrush or trip; 22 vs. overrun)	Base Atk +10; CMB +14 (+15 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 25 (29 vs. bullrush or trip; 26 vs. overrun)	Base Atk +14; CMB +18 (+19 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 29 (33 vs. bullrush or trip; 30 vs. overrun)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Improved Shield Bash	Improved Shield Bash, Shield Focus, Tower Shield Proficiency	Improved Shield Bash, Saving Shield, Shield Focus, Tower Shield Proficiency, Weapon Focus (Warhammer)	Endurance, Great Fortitude, Improved Shield Bash, Saving Shield, Shield Focus, Tower Shield Proficiency, Weapon Focus (Warhammer)
Skills	Acrobatics -1, Appraise -2, Artistry -2, Bluff -2, Climb -2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Intimidate +2, Perform (Untrained) -2, Ride -5, Stealth -5, Swim -2	Acrobatics -7, Appraise -2, Artistry -2, Bluff -2, Climb -13, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -16, Fly -16, Intimidate +7, Perform (Untrained) -2, Ride -16, Stealth -16, Swim -13	Acrobatics -1, Appraise -2, Artistry -2, Bluff -2, Climb -8, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -14, Fly -14, Intimidate +11	Acrobatics +4, Appraise -2, Artistry -2, Bluff -2, Climb -10, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -13, Fly -13, Intimidate +15, Perform (Untrained) -2, Ride -13, Stealth -13, Swim -10
Languages	Common, Dwarven			
Special Qualities	Bonus Rage Round, Darkvision, Greed, Hardy, Hatred, Indomitable Stance, Rage, Rage Powers, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (6x), Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Rage, Rage Powers, Resilience of Steel, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (10x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Rage, Rage Powers, Resilience of Steel, Rolling Dodge, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (14x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Indomitable Will, Rage, Rage Powers, Resilience of Steel, Rolling Dodge, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity
Treasure	Warhammer; heavy wooden shield; scale mail; peasant's outfit; light hammer (4x)	+1 warhammer; tower shield; splint mail; peasant's outfit; light hammer (4x); gauntlet	+2 warhammer; +1 tower shield; +1 agile half-plate armor; peasant's outfit; light hammer (4x); gauntlet	+3 warhammer; +2 tower shield; +2 full plate armor; peasant's outfit; light hammer (4x); gauntlet

Special Abilities

Armored Swiftness (Ex) At 2nd level, an armored hulk moves faster in medium and heavy armor. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her speed. This ability replaces uncanny dodge.

Bleeding Blow (Ex) When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Come and Get Me (Ex) While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a

weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Armored Swiftness (Ex) At 5th level, an armored hulk's land speed is faster than the norm for her race by +10 feet. This benefit applies when she is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the armored hulk's speed because of any load carried

or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed. This ability replaces improved uncanny dodge (Encumbered=0)(WearingArmor=1)(MoveBonus=10).

Indomitable Stance (Ex) An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 49 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Resilience of Steel (Ex) At 3rd level, an armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level). This ability replaces trap sense. (currently at +4)

Rolling Dodge (Ex) You gain a +3 dodge bonus to your Armor Class against ranged attacks for 5 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Savage Intuition (Ex) Your bestial senses allow you to sense danger and become enraged before you even have time to consciously react to danger. When combat begins, if you have rounds of rage remaining, you may automatically enter a rage without using an action at the start of the first round of combat (or at the start of the surprise round, if there is one), even if you are not otherwise aware that combat has begun.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon and Armor Proficiency An armored hulk gains proficiency in heavy armor.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

⚡ Feats

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Saving Shield You deflect attacks that could mean your ally's death. Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

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

Alphabetical Index

Armored Hulk (Barbarian).....	57
Endrin (Rogue).....	43
Forinne (Cleric).....	21
Gronka Hackbang (Barbarian).....	13
Howther Wakiki (Monk).....	31
Ivellios (Wizard).....	50
Jobrelle (Sorcerer).....	46
Lelenia Amastacia (Bard).....	16
Milo Windby (Ranger).....	39
Oskar Dankill (Paladin).....	35
Osysh (Fighter).....	28
Tordek Dankill (Druid).....	24

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Version History

Table 4: Version History

Date	Version	Notes
01-Feb-2017	0.1	Initial draft of core classes
08-Mar-2017	1.0	Official, complete, first draft.

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