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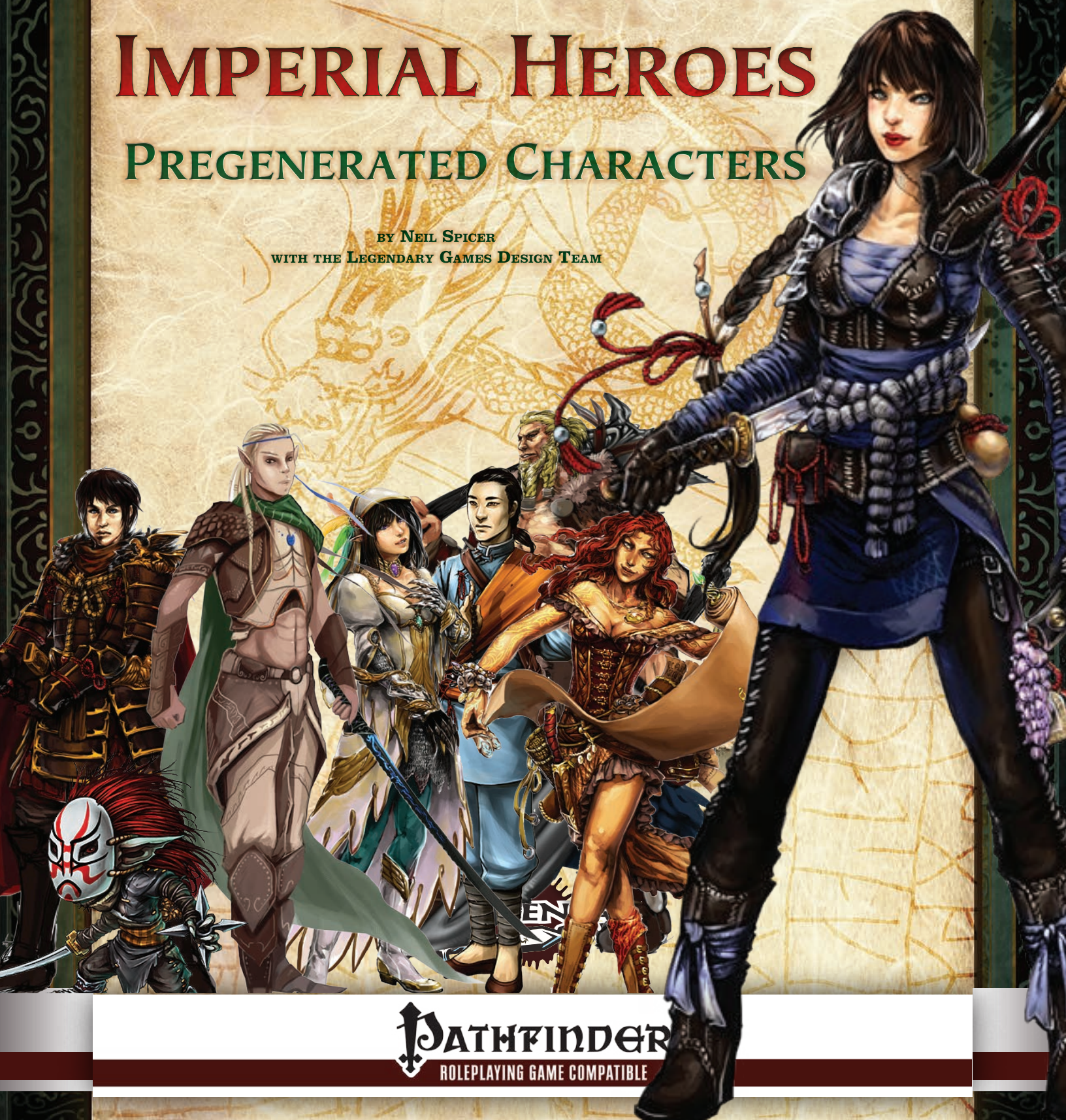
A set of 8 rules-legal, ready to play, pregenerated 1st level characters created specifically to shine in a Far East-themed Adventure Path campaign, using 20-point buy method (with notes for 15-point builds), includes advancement notes, roleplaying tips, and more! Useable by players as PCs, by GMs as NPCs or rival adventurers.

IMPERIAL HEROES

PREGENERATED CHARACTERS

BY NEIL SPICER

WITH THE LEGENDARY GAMES DESIGN TEAM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

IMPERIAL HEROES

PREGENERATED CHARACTERS

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WELCOME TO ADVENTURE PATH PLUG-INS!

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WHY PREGENERATED CHARACTERS? I’LL TELL YOU...

Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by Paizo’s amazing stable of writers. That’s where we come in. Let those very same writers provide you with the characters you need to succeed, all rules-legal and fully compliant. We guarantee each character will provide an interesting and unique roleplaying experience, because these pregens are more than just a collection of stats—they are fully formed character concepts with identities and personalities created by the best in the industry. You’ll find no cardboard cutouts here. We feel comfortable you can make your own dwarven fighters and elven wizards. But the discriminating gamer wants more—you want the awesomesauce. Well, here it is. Or, here they are. And each with amazing art by Hugo Solis!

Paizo products have long been as much about story as about combat, and these pregens are no different. But, because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each challenge they’ll face. When it’s time to throw down, none of these pregens will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the specific campaign’s *Player’s Guide*, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you are working towards.

Plenty of our products are geared for the hardworking GM, but this one is for every gamer out there. If you are a player, these PCs should provide endless opportunities for adventure. If you are a GM, you can use these pregenerated characters as NPCs or rival adventuring parties. And if you play or run Pathfinder Society adventures, with a few tweaks, these PCs will work for you, too.

Power to the players! Now, go roll initiative!

CLARK PETERSON



How We Did It

We created the characters in this product using the “purchase” system for generating ability scores assuming a 20-point buy. While this makes these PCs a cut-above the usual iconic pregens from prior Adventure Paths, our research has determined most players gravitate to a 20-point buy vs. 15-point buy. So, when in doubt, we’d rather make the characters we’d want to run through Adventure Paths ourselves. And, we believe a 20-point buy will certainly help make your characters “Legendary” right from the start. In addition, the 20-point buy has the added benefit of matching the standard for Pathfinder Society organized play. And, while we won’t incorporate every rule difference from Pathfinder Society play, we believe this approach provides the easiest baseline for you to make such adjustments, if you so choose. The same goes for 15-point buy. If your GM favors a “standard fantasy” campaign, we include sidebars with each pregen explaining what changes we’d recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected from the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player’s Guide*, *Pathfinder Bestiary*, *Ultimate Combat*, and *Ultimate Magic*, as can be found in the [Pathfinder Reference Document](#). Traits were selected from the online *Character Traits Web Enhancement* as well as the *Jade Regent Player’s Guide*, both available free at [paizo.com](#). Any content used from any source other than the core rules is identified with an asterisk (*) or any other mark.

HEY, WHAT’S WITH THE ADVENTURE PATH PLUG-IN?

You will see us use phrases such as “Far East Campaign” instead of the title of the most recent Adventure Path. Or, you may see us use names such as the

“Destined Empress,” the “Elven Protector,” the “Caravan Master,” the “Mystic Seer,” or even the “Eternal Rose” or “Goddess of Love” instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these “replacement phrases.” Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your “Far East Adventure Path,” helping the “Destined Empress” claim her birthright across the polar ice cap in the “dragon empire.” See, that wasn’t so hard, was it?

SPECIAL ELECTRONIC FEATURES

Some of the content in the stat blocks of the pregens has been linked to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn’t link to it. The point is not to supercede the game books, but rather to help support you, the player, in accessing the rules. We did link some of the more unusual things, like feats or abilities. On occasion, we linked to content from the core rules if we thought a rule was obscure.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



AKOBI THIESSON

"I used to think nothing could be more honorable than serving my king, but life has a way of changing things when you're looking the other way. House Thiesson is gone now. It's just me and my sister. But there's still honor and purpose in how we live. So, I'll look after her and my friends...even if it takes us to the other side of the world."

AKOBI THIESSON

IMPERIAL
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AKOBI THIESSON

Male human (half-Tiun) cavalier (honor guard) 1
LG Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2
Dex)

hp 16 (1d10+6)

Fort +4, **Ref** +2, **Will** +0

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee mwk katana +6 (1d8+4/18–20), spear +4
(1d8+4/x3), dagger +4 (1d4+3/19–20)

Ranged spear +3 (1d8+3/x3), dagger +3
(1d4+3/19–20)

Special Attacks challenge (+1, +1, 1/day),
childhood crush, sworn defense

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 14

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

Feats Precise Strike*, Toughness, Weapon Focus
(katana)

Traits Childhood Crush, Rich Parents

Skills Diplomacy +6, Intimidate +6, Linguistics
+1, Ride +3, Sense Motive +4

Languages Common, Tiun

SQ childhood crush, mount (horse named
Banraiu), rich parents, ronin (knight-errant),
tactician (1/day, 3 rounds, standard action)

Combat Gear *potion of cure light wounds*; **Other**

Gear masterwork breastplate, masterwork
katana, dagger, spear, backpack, banner, bedroll,
belt pouch, bit and bridle, feed (5 days), fine
wine (1 bottle), flint and steel, hemp rope (50
ft.), hooded lantern, inkpen, ink (1 vial), iron
pot, military saddle, noble's outfit, oil (3 flasks),

paper (5 sheets), saddle bags, sealing wax,
signet ring, trail rations (5 days), traveler's
outfit, waterskin, whetstone, winter blanket, 12
gp, 27 sp, 30 cp

SPECIAL ABILITIES

Childhood Crush (Ex) Akobi has never had the
guts to act on it, but ever since meeting the
Destined Empress, he's had a crush on her.
Someday, he might earn her love, but for now,
he's content to spend time in her company and
do things to earn him a word of thanks or a
pretty smile. Once per day, Akobi can attempt
to impress or entertain her with his affection by
making a DC 15 Charisma check. If successful,
the attention she gives him grants a +1 trait
bonus on all saving throws for the remainder
of the day. If he ever manages to win her love,
this bonus applies at all times, as long as their
relationship remains active. In addition, Akobi
gains a +1 trait bonus on all attack rolls against
foes who threaten the Destined Empress.

Rich Parents (Ex) As the oldest child of his
family, Akobi inherited the liquidated assets of
his noble father. After the dissolution of their
estate, he turned to a life of adventure, but still
enjoys a one-time benefit to his initial finances,
increasing his starting funds to 900 gp.

HIT POINTS

Background: Born of a Tiun mother and Chelas father, Akobi Thiesson (UH-koh-BEE THEES-suhn) lived his early life as a young noble on the western frontier. His family's influence afforded him extensive training in the local fighting schools, where he eventually came under the tutelage of an ex-samurai who knew his mother. Thereafter, he practiced the art and discipline of swordcraft until he could join the city guard as one of its youngest members.

On the heels of this accomplishment, however, the local king died under mysterious circumstances. This caused a riot when the common folk suspected the young queen of murdering him for the throne. Akobi helped quell the uprising, but not before the fighting and a subsequent outbreak of plague claimed the lives of nearly everyone in his family. He and his sister Jin eventually escaped the turmoil by selling what remained of their estate and relocating to a small town on the coast. There, they reconnected with old friends, including the Destined Empress who had recently suffered losses among her own family, as well. Smitten with her beauty, wit, and fiery spirit, Akobi has lingered ever since, hoping to win her heart.

Note: For maximum roleplaying impact, if there's another human PC in the group (and no one plays Akobi's sister, Jin), that person, with their consent, should be chosen as Akobi's brother or sister instead.

Physical Description: Akobi's noble bearing upholds his half-Chelas heritage, while his slight Tiun features further enhance his appeal. At 5-feet, 10-inches, he's considerably taller than his mother's people, capable of looking most warriors eye-to-eye. Akobi keeps his dark hair quite short, though it grows quickly enough to sometimes shade his dark brown eyes. He takes especial care in looking after his armor and weaponry. His breastplate dates back to his days serving the city guard, emblazoned with a golden hippogriff and a motto invoking both fidelity and strength in the Common tongue. His katana has a distinctive gold and black hilt with a matching black-lacquered scabbard. It once belonged to the Tiun schoolmaster who trained him, a man whose spirit Akobi honors in every battle in which he draws steel.

Personality: Akobi feels responsible for his younger sister, Jin, as well as the Destined Empress. He's a natural leader in his own right and enjoys protecting those who put their trust in him. Unfortunately, he becomes a bit of a hothead when someone questions his honor, defending most slights by aggressively challenging such offenders. He takes tremendous pride in his skill at arms, especially with bladed weapons, even showing off at times. Regardless, he still strives to do right in the world as a true champion of good, even if he secretly enjoys the honor and attention it brings him.

Advancement

Akobi advances as a cavalier with each new level, always raising his ranks in Bluff, Diplomacy, and Intimidate. At 2nd level, he adds new skill ranks in Handle Animal and Knowledge (local). At 3rd level, he picks up the Exotic Weapon Proficiency (katana) feat so he can wield the weapon one-handed with a heavy shield. He also acquires the Bodyguard feat as part of his honor guard's intercept ability, and adds new skills with Ride and Sense Motive. Once he reaches 4th level, Akobi increases his Strength and adds

Scaling the PC

Under a 15-point buy, reduce Akobi's Charisma by 2 and his Dexterity by 1. This lowers his AC, ranged attacks, and associated skills by 1 as well.

more ranks in Climb and Perception. Whenever possible, he spends his hard-earned coin to enhance his katana and armor.

Note: It's possible to play Akobi as an actual samurai rather than a western-style cavalier, either from the outset of his career, or by changing to a samurai (with the GM's permission) after adventuring in the Far East. Either way, Akobi would retain the same order (i.e., ronin), but lose his tactician ability and Precise Strike bonus feat in exchange for a samurai's resolve. See *Ultimate Combat* for further details on these changes at higher levels.

Roleplaying Ideas

Akobi struggles to express his love for the Destined Empress, lacking experience in the ways of the heart. This leads to many awkward attempts to win her favor, which amuses his friends. He sometimes clashes with her, as well, especially when they have strong-headed opinions—a romantic tug-of-war in their growing relationship.

If the party includes his sister Jin, Akobi acts as an overprotective brother, deeming her combat skills less capable than his own and aiding her whenever possible. This creates friction between them sometimes but doesn't prevent the siblings from demonstrating excellent teamwork in melee, although Akobi often claims greater accomplishments on the field.

As his adventures progress, Akobi becomes more and more attuned to eastern culture, immersing himself in samurai traditions where they reflect his own sense of honor and sacrifice.

BANRAIU, HORSE COMPANION

N Large animal

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

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 13 (2 HD; 2d8+4)

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

OFFENSE

Spd 50 ft.

Melee bite +4 (1d4+3), 2 hooves +4 (1d6+3)

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

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Light Armor Proficiency, Run

Skills Perception +5, Swim +7

SQ bonus tricks (work), combat training, link

HIT POINTS

IMPERIAL HEROES

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JIN THIESSON

"I've always wanted to see my mother's homeland—the exotic Far East! Maybe my brother and I can reconnect with our family there! After all, it's not like there's a life here for us anymore. So, why not see the world and whatever lies across the horizon? Life's an adventure, right? That's what mom and dad always said, and I intend to live like it!"

JIN THIESSON

IMPERIAL
HEROES

LEGENDARY
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JIN THIESSON

Female human (half-Tiun) rogue 1

CG Medium humanoid (human)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 10 (1d8+2)

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

OFFENSE

Spd 30 ft.

Melee short sword +3 (1d6+1/19–20), dagger +3 (1d4+1/19–20)

Ranged shortbow +3 (1d6/x3), dagger +3 (1d4+1/19–20)

Special Attacks hero worship, sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 14, **Wis** 13, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Traits Hero Worship, Reactionary

Skills Acrobatics +6, Bluff +5, Climb +4, Diplomacy +5, Disable Device +6, Disguise +5, Knowledge (local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +6

Languages Common, Elven, Tiun

SQ hero worship, reactionary, trapfinding +1

Gear studded leather, short sword, dagger, shortbow with 20 arrows, backpack, bedroll, courtier's outfit, thieves' tools, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 2 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Hero Worship (Ex) Everyone in town admires the Elven Protector—she's a hero, after all, and played a key role in the recent troubles plaguing

the western frontier. Jin practically worships her, however, especially after observing an act of impressive bravery on her part sometime in the past. The Protector also gave Jin the perfect words of encouragement, sharing various gifts with her at an impressionable age. Jin's done her best to emulate her idol's talents in combat ever since. As a result, she gains a +1 bonus on AC against attacks of opportunity. In addition, Jin gains a +1 trait bonus on all attack rolls against foes who threaten her mentor.

Reactionary (Ex) Jin was often bullied as a child, but never quite developed an offensive response. Instead, she became adept at anticipating sudden attacks and reacting to danger quickly. She gains a +2 trait bonus on Initiative checks.

HIT POINTS

Scaling the PC

Under a 15-point buy, reduce Jin's Intelligence and Charisma by 1 and her Strength by 2. This requires the removal of her skill rank in Sleight of Hand as well as her mastery of the Elven language. It also reduces her damage rolls and corresponding skill scores by 1.

Background: Jin Thiesson (JEN THEES-suhn) grew up as part of a noble family in the west. Her mother was a Tiun expatriate who journeyed across the arctic with her Chelas father's caravan, and the two married soon after. As a girl, Jin chafed under the expectations of her parents, not simply because of her impatience for learning the social graces, but also because the other noblewomen looked down upon her foreign mother and never made them feel welcome. Despite her father's admonition to fit in, Jin rebelled against those who crossed her, using her Bluff and Sleight of Hand skills to start rumors or plant false evidence to embarrass her enemies. In addition, she often disguised herself to steal away at night and explore the city to experience brief moments of a life different from the one her parents provided.

Unfortunately, Jin's life changed forever when most of her family perished during the riots and plague following their king's untimely death. She feels tremendous grief and remorse for never living up to her parents' expectations before they passed away. Now, she and her older brother Akobi only have each other after selling their estate and starting over with friends in a small coastal town. Only recently has she turned around her melancholy to enjoy her newfound freedom. Even so, she misses her mother and clings to what memories she has of her.

Note: For maximum roleplaying impact, if there's another human PC in the group (and no one plays Jin's brother Akobi), that person, with their consent, should be chosen as Jin's brother or sister instead.

Physical Description: Jin has a lean, compact build, taking after her Tiun mother more than her Chelas father. Just 5-feet, 4-inches tall, she weighs barely 100 pounds. When adventuring, she keeps her long, dark hair in a single braid down the middle of her back but lets it hang loose in less dangerous settings. She has unusual blue eyes from her father and bears a small tattoo of a pseudodragon with its tail coiled around her shoulder and neck. Jin favors functional garments of black and dark blue because they help her move more freely and blend with the shadows. She even dyes her armor to match. Among her most prized possessions, she keeps a single, heirloom kimono from her mother. Though rarely worn, she often looks upon it as a reminder of her parents' love despite their cultural differences.

Personality: Jin proves a lot more outgoing than her older brother, Akobi. She makes friends easily and enjoys learning about different people and cultures. Goodhearted and compassionate, she honed her talents as a rogue by routinely sneaking away from her family estate to experience the world outside the nobility. Where possible, she helps others, and cannot abide tyrants or villains. Unafraid to take the law into her own hands, she exults in laying cretins low—not just with her weapons, but also through guile and trickery. Because of this, Jin resents those who question or belittle her capabilities, which sometimes includes her overbearing and self-righteous brother.

Advancement

Jin always advances as a rogue, increasing all her existing skill ranks except Knowledge (local) and Sleight of Hand, which she alternates with Escape Artist and Use Magic Device. At 2nd level, she acquires Combat Expertise as a combat trick with her rogue talent. At 3rd level, she picks up the Improved Feint feat with a planned progression into Greater Feint to set up her own

sneak attacks even when fighting alone. Lastly, at 4th level, Jin adds her ability score increase to her Wisdom while using her next rogue talent to obtain a *ki* pool. Thereafter, she spends future rogue talents on ninja tricks such as darkvision, feather fall, shadow clone, and vanishing trick. She also acquires feats like Mobility, Spring Attack, and Wind Stance to help her move more efficiently in battle.

Note: It's possible to play Jin as an actual ninja rather than a rogue. This can be done either from the outset of her career, or by changing to a ninja (with the GM's permission) after adventuring in the Far East. Either way, Jin would retain all her skills and feats, but lose her trapfinding ability in exchange for a ninja's poison use. See *Pathfinder Roleplaying Game: Ultimate Combat* for further details on these changes at higher levels.

Roleplaying Ideas

Jin gets in over her head sometimes with a penchant for challenging tyrants and troublemakers. This often leads to her friends and older brother having to rescue her, a fact she counts on too frequently, and it sometimes causes strained relationships.

The death of her mother during the outbreak of plague in their former kingdom left a scar on Jin. It's made her far more conscious and fearful of disease, but it also gives her a healthy respect for the protection of natural environments, pitting her against those who would corrupt the world for their own ends.

Jin has a fascination for other cultures, immersing herself in them so she can sample the varied experiences they offer. She collects small mementos of distant lands and likes to exchange gifts with foreigners whenever she can.

Able to read her brother like an open book, Jin knows all about his love for the Destined Empress and enjoys teasing him about it without mercy. In actuality, she recognizes the two make a good pair and secretly does her part to soften or explain his woeful attempts to win the would-be ruler's affection.

Jin takes on the things her brother can't bring himself to do. Though she respects how he always makes the honorable choice, she knows some people don't deserve it. So she takes her own actions against them to protect his reputation.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



MASATO KOSHIN

"The Enlightened One teaches that nothing is impossible if we seek perfection. By perfecting our minds, we master the body. By perfecting our bodies, we draw upon our ki and harness the spirit inside us. By perfecting our ki, we achieve a greater understanding of the world and our place in it. My place is here with you, and together we will achieve the impossible."

MASATO KOSHIN

IMPERIAL
HEROES



MASATO KOSHIN

Male human (Tiun) monk (martial artist) 1
LN Medium humanoid (human)
Init +2; **Senses** Perception +7

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +1
dodge, +3 Wis)
hp 14 (1d8+6)
Fort +4, **Ref** +4, **Will** +5

OFFENSE

Spd 30 ft.
Melee unarmed strike +3 (1d6+2), flurry of blows
+2/+2 (1d6+2), dagger +2 (1d4+2/19-20)
Ranged dagger +2 (1d4+2/19-20), wushu dart*
+2 (1d3+2)
Special Attacks flurry of blows, stunning fist (1/
day, DC 13)
Spell-Like Abilities (CL 1st; concentration +1)
1/day—*arcane mark*

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 16, **Cha** 10
Base Atk +0; **CMB** +2; **CMD** 18
Feats Dodge, Improved Unarmed Strike, Stunning
Fist, Toughness, Weapon Focus (unarmed strike)
Traits Caravan Guard, Magical Talent
Skills Acrobatics +6, Climb +6, Perception +7,
Sense Motive +7, Stealth +6, Survival +4
Languages Common, Tiun
SQ caravan guard, magical talent
Gear dagger, *wushu darts** (10), backpack,
bedroll, flint and steel, inkpen, ink (1 vial),
monk's outfit, rice paper (10 sheets), scroll case,
trail rations (5 days), waterskin, winter blanket,
7 gp, 7 sp, 10 cp

SPECIAL ABILITIES

Caravan Guard (Ex) Masato hired on with the Caravan Master to serve as a guard. While the job pays well, it gives him little chance to scratch his itch for adventure since the caravan rarely ventures into dangerous territory. He understands why they avoid the more dangerous routes, but it doesn't stem this desire. Recently, he told the Caravan Master he's quitting the job in order to try his hand at adventuring. The Caravan Master seemed to understand, and even gave Masato some good tips on how best to survive potential challenges. As a result, Masato gains a +1 trait bonus on Survival checks, and Survival becomes a class skill for him.

Magical Talent (Ex) From extensive meditation on the runes of the Enlightened One, Masato has mastered the use of the *arcane mark* cantrip. He may cast that spell once per day as a spell-like ability (CL 1st).

HIT POINTS

Background: Masato Koshin (muh-SAH-toh koh-SHEN) comes from a troubled family in the Far East. His parents couldn't feed all their children and reluctantly sent Masato to a nearby monastery, offering their son as a new acolyte to the monks living there. He underwent training in the ways and teachings of the Enlightened One, earning his keep by cleaning and working at the temple. A natural at unarmed combat, Masato soon outpaced his fellow brothers in their lessons, rising through the ranks to become a monk rather than a priest.

Masato's skill and meteoric rise attracted the jealousy of the other students. One of his rivals—a man named Shoji Atando from a family of far greater wealth and prestige—bribed the monastery's caretakers to invoke a little-used tradition of sojourn to send Masato away on a personal journey of discovery in the hopes he would die while crossing the arctic. In Masato's absence, Shoji expected to exceed the monk's accomplishments, thereby attaining a higher position of authority to further diminish him upon his return. For the past several years, Masato has wandered the world, widening his perspective of the cultures, people, and natural wonders he's encountered—all in an effort to attain the same perfection as the Enlightened One. But his sojourn has finally reached an end and it's now time for him to return.

Physical Description: Dressed in the simple, pale-blue jerkin, breeches, and sandals of a monk dedicated to the Enlightened One, Masato appears unassuming and serene, even if a bit foreign and odd for his sojourn in the west. He stands a modest 5-foot, 6-inches tall with a thin build weighing just 145 pounds of pure, lean muscle. He wears his black hair pulled tightly into a short, eastern-style pony-tail. Each morning when practicing his *ki*, he removes his shirt, displaying the many tattoos on his chest, shoulders, and back—each placed with a single *arcane mark*. He bears at least two dozen of these symbols, most representing Tiun runes corresponding to the Enlightened One's teachings or an artistic sigil representing a single style of martial art he's mastered. Since he can only draw one rune per day, it particularly vexes him if he loses more than one to a dispel effect.

Personality: Masato has the air of a philosopher on the verge of completing his personal sojourn to make meaning of the universe around him. He often talks in parables to express opinions on any given subject, leaving those unable to follow the wisdom of these ramblings no more enlightened by the sharing of them. He grows annoyed by anyone too impatient or rushed to hear him out. In his view, they should either take the time to hear the complete lesson he imparts, or they should never have asked for his insight in the first place. Masato believes fully in his martial art, convinced that once he masters it, the secrets of the universe will open to him, much as they did for the Enlightened One. He honors anyone pursuing a similar tradition, whether in body or mind.

Advancement

Masato multiclassed as a priest of the Enlightened One as soon as he gains enough experience, adding a level in cleric while maintaining his favored class as a monk. He selects Healing and Strength as his domains, preparing orisons of *guidance*, *purify food and drink*, and *stabilize*. He prepares *divine favor* and *shield of faith* for his 1st level spells and *enlarge person* as his domain

Scaling the PC

Under a 15-point buy, Masato should reduce his Constitution and Intelligence by 2. This lowers his hit points and Fortitude save by 1 and necessitates the removal of his skill rank in Sense Motive.

spell. He also picks up skill ranks in Diplomacy, Heal, and Knowledge (religion). At 3rd level, Masato advances again as a monk, selecting Combat Reflexes as his bonus feat along with Crushing Blow. He also increases his skill ranks in Acrobatics, Climb, Perception, Sense Motive, and Stealth. At 4th level, he adds another level in cleric, increasing his Wisdom while preparing *resistance* and *magic weapon* as his new spells. He also raises his skill ranks in Diplomacy and Knowledge (religion) before adding a rank in Escape Artist. Thereafter, Masato alternates his level advancement between the two classes with the intention of pursuing Weapon Specialization (unarmed strike) as a martial artist when he obtains a total of 4 levels in monk. He discontinues his advancement as a cleric after attaining 6th level, focusing solely on his monk abilities thereafter. Masato also seeks to upgrade his personal protection with an *amulet of natural armor*, *bracers of armor*, or a *ring of protection* as soon as possible, using whatever funds he can scrape together from his adventures.

Roleplaying Ideas

Masato is particularly finicky about his diet, describing various food toxins to those who question him as if they hold the same danger as an actual poison or disease. After becoming a priest, he always casts *purify food and drink* on anything he's about to consume. Even then, he only partakes of food items he believes will aid his *ki*.

In his homeland, Masato belonged to a monastery with an ancient tradition of sending their followers on multiyear sojourns through foreign lands. He believes this helps him perfect his *ki* as he finds it necessary to travel and experience all the natural world has to offer. As such, he relishes opportunities to climb mountains, swim rivers, and even bathe naked in the warming light of the sun.

Masato begins each day practicing the various forms of his martial art, often waking others with the sounds of his breathing exercises. Before going to bed, he ends each night with a single hour of meditation and casts *arcane mark* to renew any tattoo that's starting to fade. He dislikes interruptions of either activity, sometimes resorting to a Stunning Fist to dissuade anyone persisting in such behavior.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



CALADREL QOERVARI

"I don't know what it is about this voice, but it speaks to me...and I'm compelled to listen. It's strongest when I'm fighting, as if it guides my hand and channels my spells in battle. I think it's leading me somewhere...to something. All so I can accomplish some greater deed. I think it wants me to go with you. And I don't want to deny it, even if I could."

CALADREL QOERVARI

IMPERIAL
HEROES



CALADREL QOERVARI

Male elf magus (bladebound) 1

LN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +3, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Spd 30 ft.

Melee elven curve blade +3 (1d10+3/18–20), dagger +3 (1d4+2/19–20)

Ranged shortbow +3 (1d6/x3), dagger +2 (1d4+2/19–20)

Special Attacks spell combat (–2 attack), student survivalist

Magus Spells Prepared (CL 1st; concentration +4)

1st—*shock shield**, *shocking grasp*

0 (at will)—*detect magic*, *prestidigitation*, *read magic*

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 15

Feats Weapon Finesse

Traits Devotee of the Green, Student Survivalist

Skills Climb +5, Knowledge (arcana) +7, Knowledge (geography) +4, Knowledge (nature) +8, Perception +2, Spellcraft +7 (+9 to identify magic item properties), Survival +6, Use Magic Device +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Draconic, Goblin, Sylvan

SQ arcane pool (4 points, +1), devotee of the green, elven magic, student survivalist, weapon familiarity

Gear studded leather, elven curve blade, dagger, shortbow w/ 20 arrows, backpack, bedroll, ink (1 vial), inkpen, parchment (5 sheets), scroll case, spellbook (with all magus cantrips plus *burning hands*, *expeditious retreat*, *frostbite**, *magic missile*, *shock shield**, and *shocking grasp*), spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone, 2 gp, 2 sp, 8 cp

SPECIAL ABILITIES

Devotee of the Green (Ex) Caladrel's faith in the natural world makes it easy for him to pick up related concepts. He gains a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and Knowledge (nature) is always a class skill for him.

Student Survivalist (Ex) Although most citizens in town see the Elven Protector as something of a mystery, she's never really seemed all that unusual to Caladrel. Of course, that's probably because they share a common culture as elves. He's never understood why she treats him as one of her closest friends, but Caladrel certainly appreciates it—and he eagerly absorbed all the survivalist tricks she shared over the years. As a result, he gains a +2 trait bonus on all Survival checks and Survival is a class skill for him. In addition, he gains a +1 trait bonus on attack rolls against foes who threaten her.

HIT POINTS

Background: Caladrel Qoervari (cuh-LAD-ruhl COHR-VAHR-ee) walks the land as a free elf, beholden to no one, yet afraid of his own skill with a sword. Once a valued guardian of the elven homeland, he fled that calling after losing control in a sparring match and grievously wounding a trusted friend—an act he attributes to the martial advice of a strange voice manifesting in his mind. He doesn't understand all its ramblings, or why it only speaks to him in the heat of battle, but there's no denying its deadly influence. Initially, Caladrel believed himself to be going mad, even refusing to pick up a weapon again lest the whisperings overtake him once more. On the lawless frontier, however, Caladrel found no shortage of troublemakers willing to test his peaceful vows, and from time to time he has given in to the voice to defend himself when necessary. Thankfully, he's managed to limit most of his altercations to the goblin tribes and bandits of the coast.

In time, Caladrel's activities came to the attention of the Elven Protector, who found him in the wilderness and struck up a casual friendship. Caladrel admires her for her kindness and intelligence, and she slakes his loneliness and desire for contact with his own kind. Thankfully, her infrequent visits keep her from learning the worst aspects of his past. Nearing middle age, Caladrel fears he may never live a normal life, but if he ever manages to master himself, he'd like little more than to widen his relationship with her and hopes she feels the same about him.

Among his other secrets, Caladrel fathered a child with a woman from the southlands. She wrote him about their half-elven daughter, but he's been unsuccessful in tracking down her whereabouts, reluctant to open up that chapter of his life again while continuing to wrestle with his unknown condition. This daughter is actually Kieyanna Waide, an orphaned priestess of the Goddess of Love and the best friend of the Destined Empress.

Note: For maximum roleplaying impact, if no one plays Caladrel's daughter, Kieyanna, consider adding another acquaintance of the Destined Empress as his daughter instead.

Physical Description: Caladrel presents a striking image, even for an elf. At 6-feet tall and weighing 140 pounds, he's in excellent shape, having honed his body into an efficient sword-fighting machine. He has stark white hair and possesses startling jade green eyes, with wider than normal irises which make them stand out even more. He uses *prestidigitation* to maintain an immaculate appearance in his clothing and style. This includes altering the color of his garments and armor to match any task at hand, making them green and brown to blend into rural settings or brighter shades of red, white, or purple if he wishes to impress someone. His most prized possession is an ancient elven curve blade from his homeland, which he always keeps strapped to his back.

Personality: Caladrel seems distant and aloof, as if viewing the world through different eyes than his friends. He speaks very little, but when he does, he's usually very direct and exceedingly sharp in his analysis of situations. His intelligence is without question, but he sometimes lacks wisdom and tact in how he shares opinions. He spares little time to explain himself before acting independently if he thinks it will prove decisive. Regardless, he expects others to follow his lead, failing sometimes to understand why they didn't perceive a situation the same way as he did or view his solution as the best action to take.

Scaling the PC

Under a 15-point buy, Caladrel reduces his Strength by 2 and his Constitution by 1. This lowers his damage bonus, hit points, Fortitude save, and corresponding skill scores by 1. He then uses his ability score increase at 4th level to raise his Constitution rather than his Dexterity.

Advancement

Caladrel advances as a magus at each new class level, always raising his skill ranks in Knowledge (arcana), Knowledge (nature), and Spellcraft, while alternating remaining skill points to pick up ranks in Intimidate, Knowledge (planes), Perception, Stealth, Survival, and Use Magic Device. At 2nd level, he prepares the *mage hand* cantrip and *burning hands* from his spellbook. At 3rd level, he acquires his *black blade* as a bladebound magus. This manifests with his existing elven curve blade or any magic weapon he acquires in the course of his adventures. Unsurprisingly, he selects Weapon Focus with this blade as his 3rd level feat, while adding *frostbite* to his prepared spells. At 4th level, Caladrel increases his Dexterity in anticipation of a future increase benefiting his attacks and AC. He also adds *cat's grace* and *scorching ray* to his spellbook, quickly including the former among his prepared spells.

Roleplaying Ideas

Caladrel occasionally hears a voice in his head—the first of many ruminations from his future *black blade*, which calls to him even in his early adventuring career. He doesn't always understand it, but much of his aloof introspection results from listening for it.

Meditating every morning, Caladrel attunes himself with the world around him, believing the land itself has a spirit which deserves his honor and respect. He wonders sometimes if the voice in his head emanates from a nature spirit trying to communicate with him.

Caladrel takes the art of swordcraft very seriously. Anyone mistreating, abusing, or otherwise disrespecting the purpose and use of a sword earns his ire.

Over the course of his adventures, Caladrel's admiration for the Elven Protector blossoms into love, leading him to trust her wisdom over his own and to support her in all she does.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



SAROUNE ANZOLETTA

"You like this dance? It's called the Weave of Sorrow and I've made my own form of it. In ancient times, my people would perform it with bladed scarves, nicking themselves here and there as a means of bloodletting and pain to reflect the loss they feel for their loved ones. My version uses scrolls instead, but the only sorrow and bloodletting I perform is upon my enemies."

SAROUNE ANZOLETTA

IMPERIAL
HEROES

LEGENDARY
GAMES

SAROUNE ANZOLETTA

Female human (Varis) transmuter (scrollmaster) 1
CG Medium humanoid (human)

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

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 12 (1d6+6)

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

OFFENSE

Spd 30 ft.

Melee scroll blade +3 (1d6/19–20), dagger +3
(1d4/19–20)

Ranged dagger +3 (1d4/19–20), dart +3 (1d4)

Special Attacks friend of the family, scroll blade

Arcane School Spell-Like Abilities (CL 1st;
concentration +4)

6/day—*telekinetic fist* (1d4+1 bludgeoning)

Transmuter Spells Prepared (CL 1st;
concentration +4)

1st—*burning hands* (DC 14), *expeditious retreat*,
mage armor

0 (at will)—*detect magic*, *mage hand*, *ray of frost*,
read magic

Opposition Schools Enchantment, Necromancy

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 16, **Wis** 10, **Cha** 13

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

Feats Scribe Scroll, Toughness, Weapon Finesse

Traits Dangerously Curious, Friend of the Family

Skills Knowledge (arcana) +7, Knowledge
(history) +7, Perception +5, Perform (dance) +2,
Spellcraft +7, Use Magic Device +6

Languages Common, Draconic, Goblin, Skall*,
Varis

SQ dangerously curious, friend of the family,
physical enhancement +1, scroll shield

Combat Gear *scroll of identify*, *scroll of shield*,
scroll of unseen servant; **Other Gear** dagger,
darts (5), backpack, bedroll, candles (2), chalk
(3 pieces), hooded lantern, ink (2 vials), ink

pen, iron pot, map case, oil (3 flasks), paper (10
sheets), sewing needle, soap (1 lb.), spellbook
(all non-enchantment and necromancy cantrips
plus her prepared spells plus *enlarge person*,
feather fall, and *protection from evil*), sunrods
(2), tindertwigs (3), trail rations (5 days),
traveler's outfit, waterskin, whetstone, 1 gp, 1
sp, 3 cp

SPECIAL ABILITIES

Dangerously Curious (Ex) Magic has always
intrigued Saroune, often leading her to sneak
into laboratories and shrines to tinker with spell
components and magic devices. As a result,
these activities frequently caused quite a bit of
damage and headaches for her parents and the
communities they visited. She gains a +1 trait
bonus on Use Magic Device and it's always a
class skill for her.

Friend of the Family (Ex) Saroune has been
close friends with the Mystic Seer's family for
as long as she's been alive. The Seer's mother
asked her to go with her daughter if she ever
went on a long trip. Ever since making this
promise, Saroune's felt a strange sense of
destiny looming in her future—even thinking
that the Seer's mother is now watching over her
shoulder, just as she asked Saroune to watch
over her daughter. As a result of this eeriness,
she's able to react to dangerous situations more
quickly than ever. As long as the Mystic Seer
remains alive, Saroune gains a +1 trait bonus
on Perception checks, and Perception becomes
a class skill for her. In addition, she gains a +1
trait bonus on all attack rolls against foes who
threaten her charge.

HIT POINTS

Background: Saroune Anzoletta (sah-ROON anz-OH-LET-tuh) grew up among the magical traditions of the Varis people, traveling the caravan routes from the wild coast to the frozen north. Though the art of sorcery never manifested in her family's bloodline, she still yearned to master spellcraft, applying herself to learning the more bookish traditions of a wizard instead. She loves poring over ancient scrolls, deciphering their secrets, and adding them to her own. An avid dancer as well, she learned a means for applying her scrolls to a fighting routine her people use with bladed scarves. Fueled by magic, she can make her scrolls as sharp as a blade or as rigid as a shield, wielding them in a flurry of both dance and martial art. To that end, she's devoted herself to the magical school of transmutation, developing both her body and her craft into deadly instruments.

Unfortunately, this single-minded pursuit makes Saroune a social outcast among her people. She rarely participates in their gatherings anymore because of the demanding study her spellcraft requires. She often lingers in towns they visit, trading lore with any wizard willing to satisfy her curiosity. Thereafter, she catches up with her caravan when it suits her, leading to many arguments with her family. Someday, Saroune expects to part ways with her people, taking up the life of an adventurer. To that end, she cultivates relationships with like-minded people, surrounding herself with those who can understand and appreciate her skills.

Physical Description: Saroune has the 5-foot, 9-inch frame of a graceful, willowy dancer. Weighing 155 pounds, she has long, dark, auburn hair which she wears long and loose. The unusual color of her golden eyes matches the scattered tattoos along her arms, shoulders, and legs—her dusky, suntanned skin a living canvass which her decorative corset and long skirt often leave bare when she travels and dances. While adventuring, Saroune always keeps a belt of easily-accessible scroll tubes slung low around her narrow waist. She keeps a slender dagger there as well, though she mainly uses it as a cutting tool rather than a weapon. In physical combat, she prefers to keep her distance until she gains more consistent power with her scroll blade, throwing darts from a small pouch-like quiver on her hip, or relying on her spells to take down enemies from afar.

Personality: Saroune has an aggressive, focused personality, especially where it concerns arcane magic. Her interest in spells and eldritch history borders on obsession, causing her to spend an inordinate amount of time studying her spellbooks and scribing new scrolls. This leaves little room to practice social graces, and even when attempting a conversation on more mundane topics, she almost always relates them back to the philosophy of magic. Of course, almost no one gets the point of her ruminations, only leading to further frustration and social awkwardness.

Scaling the PC

Under a 15-point buy, Saroune reduces her Dexterity by 2 and her Charisma by 1. This lowers her AC and Reflex saves, as well as any corresponding skill scores, by 1.

Advancement

Saroune advances as a wizard every time she gains a new level, making sure to always increase her ranks in Knowledge (arcana), Spellcraft, and Use Magic Device. The latter enables her to expand her use of magic to include both arcane and divine spell scrolls, as she prefers to use *cure* spell scrolls for her scroll blade and scroll shield ability so she can heal herself (or an ally) before the magic expires. At 2nd level, Saroune adds *endure elements* and *magic missile* to her spellbook. She also acquires new skill ranks in Craft (alchemy), Knowledge (planes), and Linguistics (which lets her master the Tiun language). At 3rd level, she adds *cat's grace* and *scorching ray* to her spellbook. She also learns the Combat Expertise feat to better defend herself, and adds new skill ranks in Appraise, Knowledge (geography), and Knowledge (history). At 4th level, Saroune increases her Intelligence while researching *glitterdust* and *levitate* for her spellbook. She also picks up skill ranks in Perception, Perform (dance), and Spellcraft. Whenever possible, Saroune purchases new spell scrolls with her share of any treasure, either adding them to her spellbook or saving them for use as scroll blades or scroll shields. She also makes judicious use of her Scribe Scroll feat to cut down on the expense of such things.

Roleplaying Ideas

Saroune has a knack for relating arcane philosophy to everyday life, quoting spell lessons and arcane allegories as calmly and confidently as a priest citing scripture.

For all of Saroune's interest in the ways of magic, it frustrates her that the blood of innate sorcery skipped her generation. As such, she feels like an outsider among her own people and proves more accepting of other cultures than many among her kind.

The Mystic Seer has done a lot to make Saroune feel more at ease with her choice to pursue wizardry. As a result, Saroune would do anything for her and hopes to learn more even arcane secrets from the Seer's extensive library.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



KIEYANNA WAIDE

"Some scoff at the power of love, but history is full of stories telling how it changed the hearts of villains...or inspired the righteous to stand against them. Love accomplishes what no spell or weapon can. It motivates us to put others before ourselves. And, when necessary, it leads us to lay down our lives for the greater good. There's nothing more powerful than that."

KIEYANNA WAIDE

IMPERIAL
HEROES



KIEYANNA WAIDE

Female half-elf cleric of the Goddess of Love 1

NG Medium humanoid (elf, human)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 10 (1d8+2)

Fort +4, **Ref** +2, **Will** +6; +2 vs. enchantments

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee glaive +1 (1d10+1/x3), light mace +1 (1d6+1)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks best friend, channel positive energy 5/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—*resistant touch*, *touch of good* (+1)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *protection from evil*^D, *shield of faith*

0 (at will)—*guidance*, *stabilize*, *virtue*

D Domain spell; **Domains** Good, Protection

STATISTICS

Str 12, **Dex** 12, **Con** 13, **Int** 13, **Wis** 16, **Cha** 14

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

Feats Skill Focus (Perform [sing])^B, Turn Undead

Traits Best Friend, Child of the Temple

Skills Craft (painting) +5, Diplomacy +4, Knowledge (history) +5, Knowledge (nobility) +2, Knowledge (religion) +2, Perception +5, Perform (sing) +5, Sense Motive +7; **Racial Modifiers** +2 Perception

Languages Common, Elven, Tiun

SQ aura, best friend, child of the temple, elf blood

Gear scale mail, glaive, light crossbow with 10 bolts, light mace, backpack, bedroll, cleric's vestments, flint and steel, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 2 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Best Friend (Ex) Kieyanna is best friends with the Destined Empress, and, while her friend has led a more exciting life so far, she hopes to one day follow in her footsteps by becoming an adventurer and seeing the world. Growing up together, Kieyanna picked up a lot from her friend, but particularly her skill in interacting with others. As a result, Kieyanna gains a +2 trait bonus on Diplomacy checks. In addition, in situations where the Destined Empress is in danger, she gains a +1 trait bonus on all attack rolls against foes who threaten her friend.

Child of the Temple (Ex) Kieyanna has long served at various temples in the coastal cities. Not only did this enable her to pick up many of the nobility's customs, but she also spent much time in the temple libraries studying her faith. As a result, Kieyanna gains a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and Knowledge (nobility) is always a class skill for her.

HIT POINTS

Background: Kieyanna Waide (KEE-yah-NUH WAYD) grew up as an orphan in the temple of the Eternal Rose. Her destitute mother left her there, counting on the followers of the Goddess of Love to look after her child. They did exactly that, taking her in as a daughter of the church to train in the ways of art and music. Kieyanna's mother passed away sometime later, a fact the young acolyte discovered after joining the clergy and using divinations to find her. Kieyanna never knew her elven father but studied the elven language and history in the hope of someday making contact with him. To that end, she carries messages between the temples of her goddess in an effort to ask other elves about him. To pay for these trips, she paints portraits of sitting nobles and sometimes teaches history and songs to their privileged children.

In time, Kieyanna's travels brought her to the town of the Destined Empress. The two struck up a fast friendship, sharing much in common. She learned the Tiun language from her and a host of new songs from faraway lands. She longs to see the places and people the Destined Empress describes and envies her life of adventure. Not a day passes in which Kieyanna doesn't encourage her friend to take up the excitement of the road again. She only hopes she can tag along when that opportunity comes. In the meantime, she hasn't yet realized Caladrel Qoervari is her father—despite his occasional visits into town with the Elven Protector.

Note: For maximum roleplaying impact, if no one plays Kieyanna's father Caladrel, consider adding another acquaintance of the Elven Protector as Kieyanna's father instead.

Physical Description: Kieyanna's loveliness is more than just skin deep, which only magnifies her flawless skin, violet eyes, and jet black hair. She turns heads wherever she goes, a serene, effortless beauty who can intimidate and tie the tongues of even the most determined suitors. She stands 5-foot, 5-inches tall and weighs a slender 125 pounds. Her favorite colors are as seasonal as the plumage of the migratory songbirds favored by her goddess and she has several separate outfits, which she accents by wearing matching feathers in her hair. When adventuring, however, Kieyanna is all business, donning form-fitting scale mail and carrying a dangerous-looking glaive she's trained with for several years in her temple.

Personality: Kieyanna's laugh and spirit can warm the coldest heart, proving both infectious and unflappable. She has a vivacious, positive attitude about everything, fully believing she and her friends can overcome any setback with time, thought, and patience. She has an absolute zeal for making friends and influencing people for the better. Her wisdom and subtle guidance does much to keep others on the right path and she's an anchor for everyone around her during troubled times. Supportive to a fault, she always puts others before herself and she has a genuine concern for everyone's happiness, going out of her way to bring cheer to others during darker times.

Advancement

Kieyanna advances as a cleric during her early adventuring career. At 2nd level, she prepares *light* and *divine favor* with her new spell slots. She also adds skill ranks in Diplomacy, Knowledge (nobility), and Knowledge (religion). At 3rd level, she takes the Selective Channeling feat while adding *aid*, *lesser restoration*, and *shield other* to her prepared spells. She also adds

Scaling the PC

Under a 15-point buy, Kieyanna reduces her Dexterity by 2 and her Intelligence and Charisma by 1. This lowers her AC and Reflex saves, as well as any Dexterity-based and Charisma-based skill scores, by 1. Upon reaching 4th level, she increases her Charisma rather than her Constitution.

ranks in Diplomacy, Heal, and Knowledge (geography). At 4th level, Kieyanna increases her Constitution by 1 and prepares the *command* and *spiritual weapon* spells. She also adds ranks in Diplomacy, Knowledge (religion), and Sense Motive. At higher levels, Kieyanna may multiclass by picking up a level in bard (using the geisha archetype), further developing her Perform and Diplomacy skills. Magic weapons and armor attract Kieyanna's interest, as well as more utilitarian items in tune with the Goddess of Love such as a *figurine of wondrous power* (silver raven), a *rod of enemy detection*, and even an *elixir of love*.

Roleplaying Ideas

Kieyanna takes joy in the wonders of nature, seeing each sunrise and sunset as the brush strokes of the gods upon the canvas of the world. She's an avid bird-watcher and captures their beauty by painting them into portraits of landscapes and panoramic vistas she experiences during her journeys.

Because of her knowledge of etiquette and interaction with various nobles of the southern coast, Kieyanna is well-suited to guide the Destined Empress in her transformation from adventuring tavern owner and small town councilwoman to ruler of a far-flung empire. She should have ample opportunity to influence the rest of her retinue as well, including any adventuring companions accompanying them on her journey.

Kieyanna's skills in art and music translate well when interacting with other cultures, allowing her to swiftly endear herself to the local population as she adopts and honors their customs as her own.

Kieyanna loves playing matchmaker, recognizing the early blossom of affection between her friends and then doing what she can to foster and support it. If she aids Caladrel in winning the heart of the Elven Protector, she should become privy to his past relationship with her mother, thereby discovering him as her father.

IMPERIAL HEROES

PREGENERATED
CHARACTERS



RAGNAR BRALGWEIR

"YOU! You will taste the steel of my axe as I cleave that inglorious tongue from your lying mouth! By the gods, your body shall be cast to the wolves and ravens so they may take their fill of your carcass and remove your taint from this world forevermore." —a declaration of ire from the proud Viking warrior Ragnar just before he backs up such threats with rage, violence, and deadly effect.

RAGNAR BARLGWEIR

IMPERIAL
HEROES

LEGENDARY
GAMES

RAGNAR BRALGWEIR

Male human (Ulfen) barbarian (invulnerable rager)
1

CG Medium humanoid (human)

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

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2
Dex, +2 shield)

hp 18 (1d12+6)

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

OFFENSE

Spd 30 ft.

Melee battleaxe +5 (1d8+4/x3), longsword +5
(1d8+4/19-20), shortspear +5 (1d6+4)

Ranged shortspear +3 (1d6+4), throwing axe +3
(1d6+4)

Special Attacks rage (6 rounds/day), younger
sibling

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 8, **Wis** 12, **Cha** 8

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

Feats Intimidating Prowess, Toughness

Traits Courageous, Younger Sibling

Skills Intimidate +7, Perception +5, Sense Motive
+6, Survival +5

Languages Common, Skall

SQ courageous, fast movement, younger sibling

Gear hide armor, heavy wooden shield, battleaxe,
dagger, longsword, shortspear, throwing axe,
ale (1 gallon), backpack, bedroll, belt pouch,
clay jug, cold weather outfit, fishhook, flask
(empty), flint and steel, hammer, hemp rope (50
ft.), tankard, torches (3), trail rations (10 days),
traveler's outfit, waterskin, whetstone, winter
blanket, 24 gp, 13 sp, 16 cp

SPECIAL ABILITIES

Suspicious (Ex) Ragnar discovered at an early
age his father routinely lied to him about his
mother's death, his own cowardice, and his fear
Ragnar would someday supplant him in their
Ulfen tribe. This left him quick to question the
claims of others and now he gains a +1 trait
bonus on Sense Motive checks, and Sense Motive
is always a class skill for him.

Younger Sibling (Ex) Ragnar has lived his entire
adult life in the shadow of the Caravan Master,
a person who seems to have the adventure-
filled lifestyle he's always wanted for himself.
While his older "brother" always took care of
him, he never supported Ragnar's desire to
become an adventurer—never explaining why,
only saying, "Adventuring can cause a lot of
pain just as easily as it can bring success and
riches." Working alongside the Caravan Master,
Ragnar developed the same hearty constitution,
giving him a +1 trait bonus on Fortitude saving
throws. In addition, he gains a +1 trait bonus
on all attack rolls against foes who threaten his
"brother."

HIT POINTS

Scaling the PC

Under a 15-point buy, Ragnar reduces his Strength and Constitution by 1. This lowers his damage bonus and Strength-based skill checks by 1, as well. Upon attaining his 4th character level, Ragnar spends his ability score increase on Strength instead of Constitution.

Background: At the age of fourteen, Ragnar Bralgweir (RAG-nahr BRAWLG-weyr) discovered his conniving father lied about the murder of his mother—a woman he only married for the status it provided, allowing the man to become chieftain upon her and her father's death. In a fit of rage, Ragnar killed him with his bare hands before he could reveal the coward's villainous act. The trauma of this event drove him to flee the northlands lest his own people see him as a murderer instead. Wounded and weak from his escape, he only made it as far as the trade routes leading from the mountains into the southlands. Luckily, the Caravan Master found him and took him in. Adopted by his family, they grew up together as brothers-in-arms, and Ragnar frequently found himself pressed into service as a guard and scout when they ventured north.

Ragnar has slowly adapted to life outside the wilds, struggling to educate himself on the finer points of civilization. As a result, he prefers the open road or scouting the woods around town. Occasionally, some need or attraction lures him back. He's particularly fond of the local tavern, smitten with a young serving maid who works there—not to mention their exceptional food and stout ale. He hasn't yet made his feelings known and fears others would ridicule their relationship if she ever returned his interest. For now, he defends her honor against anyone taking liberties with her service—a position which puts him at the center of numerous brawls.

Physical Description: Ragnar is a mountain of a man at 6-foot, 5-inches and 255 pounds. Since joining the caravan and traveling through more civilized lands, he's taken care to groom his blonde beard and hair to make himself more presentable than the uncouth youth his adoptive parents discovered in the wilds. Even so, when Ragnar becomes angry, the boldest troublemaker can still sense the barbarian raging behind his ice blue eyes. When adventuring, Ragnar carries a veritable arsenal of weaponry. He wears a longsword and battle axe strapped to his back, while keeping a dagger and throwing axe belted at his waist. Meanwhile, he still has the shield and spear of his forefathers which he brought out of the frozen north with him. Despite this heavy load and his rugged chainmail, he still moves with the steady purpose of a veteran warrior.

Personality: There's no denying Ragnar has a temper, but his closest friends also know he has a soft side, especially where it concerns wild animals. He takes great inspiration in the raw power and intelligence of northern bears, the freedom and agility of eagles, and even the loyalty and savagery of a close-knit pack of wolves. He translates his belief in the spirits of nature and the lessons they provide into his everyday life, viewing other people as fellow animals he either hunts, tests himself against, or seeks out as possible mates. He doesn't have a self-conscious bone in his body in this regard and bluntly states whatever is on his mind, sometimes to the horror or entertainment of his companions.

Advancement

Ragnar advances as both a barbarian and fighter, selecting barbarian as his favored class. He always adds skill ranks in Intimidate, Perception, and Survival with each new level, and he alternates his remaining skill points among Acrobatics, Climb, Knowledge (nature), and Swim. At 2nd level, he becomes a fighter, taking Weapon Focus for his battleaxe. He also seeks

masterwork versions of his weaponry and better medium armor with whatever treasure he accumulates from his adventures. At 3rd level, he takes another level in fighter, picking up Dazzling Display to maximize the ability to intimidate his foes and Shield Focus to enhance his defenses. At 4th level, Ragnar increases his Constitution while adding another level in barbarian. He also selects intimidating glare as his first rage power. Thereafter, he seeks additional fighter feats for his weapons and shield, favoring such things as Improved Critical, Improved Shield Bash, Shield Master, Shield Slam, Two-Weapon Fighting, and Weapon Specialization. He also seeks rage powers such as boasting taunt*, brawler, good for what ails you*, smasher*, and strength surge.

Roleplaying Ideas

Ragnar is a simple man of simple tastes. He doesn't care for flamboyant attention-seekers, charismatic rabble-rousers, or elaborate gift-givers. He believes a man's actions speak louder than words and sometimes a man's silence does as well. From afar, he admires those who impress him, supporting them in ways which he hopes are obvious and appreciated.

He may lack knowledge about more sophisticated cultures, but Ragnar is nobody's fool and can see through liars and charlatans easily enough. He enjoys putting these untrustworthy folk in their place, even if it means he has to violate the local law to do so. He views himself as a hero in these circumstances, taking action where others lack the courage or conviction to do so themselves.

Ragnar struggles with his inner rage and it frightens him sometimes just how far he takes things when truly stirred to anger. Oddly enough, this fear is never a part of him when acting on his rage. It only comes later once he's calmed down enough to rationally review his actions. He sees the way people look at him afterward and it makes him ill-at-ease with himself. Sometimes his own self-loathing gets the best of him and he drowns these feelings in ale and stronger spirits at any tavern that'll take his coin.



NURCH THE EASILY OVERLOOKED

"Nurch am goblin, but not like other goblins. Nurch read and write words of the longshanks. They teach him be better goblin, more sneaky and stabby. Can steal other goblins blind now! They never know Nurch am there. Other goblins not like Nurch. They try kill Nurch, but pretty elf save Nurch. Now Nurch follow pretty elf so him save her, too."

NURCH THE EASILY OVERLOOKED

IMPERIAL
HEROES



NURCH THE EASILY OVERLOOKED

Male goblin ninja 1

CN Small humanoid (goblinoid)

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

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 11 (1d8+3)

Fort +2, **Ref** +6, **Will** -1

OFFENSE

Spd 30 ft.

Melee wakizashi +2 (1d4+1/18-20), sap +2 (1d4+1 nonlethal)

Ranged shuriken +5 (1+1)

Special Attacks dirty fighter, rescued, sneak attack +1d6

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 14

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

Feats Go Unnoticed*

Traits Dirty Fighter, Rescued

Skills Acrobatics +9, Bluff +5, Climb +5, Disable Device +8, Knowledge (local) +5, Linguistics +5, Perception +3, Ride +8, Sleight of Hand +8, Stealth +16; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin, Tiun

SQ rescued, poison use

Combat Gear alchemist's fire (2 flasks), smokesticks (2); **Other Gear** leather armor, wakizashi, sap, shuriken (10), backpack, bedroll, belt pouch, flint and steel, monk's outfit, thieves' tools, trail rations (5 days), waterskin, whetstone, 4 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Dirty Fighter (Ex) Nurch wouldn't have lived to make it out of childhood without the larger goblins in his tribe distracting his enemies long enough for him to do a little more damage than normal. When he hits a foe he's flanking, Nurch deals an additional 1 point of damage (this damage is added to his base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Rescued (Ex) At one point in the past, Nurch had a terrifyingly close brush with death. His fellow goblins nearly killed him during a disagreement, and he would have surely died if not for the swift actions of the Elven Protector, who intervened just in time to save his life. She did so not because she liked him, but because she needed a goblin to interrogate about a larger issue under investigation. As she questioned Nurch, a band of bugbears arrived, forcing her to flee. Nurch never forgot her, though, and has shadowed the Elven Protector ever since, keeping just out of sight lest he provoke her wrath. Perhaps more importantly, the method she used to save him had an impact on his own skills. She rescued him by pulling him to safety while simultaneously defeating the other goblins that almost did him in. As a result, he gains a +1 trait bonus on Acrobatics checks. In addition, he gains a +1 trait bonus on all attack rolls against foes who threaten the Elven Protector, as he continues to admire her from afar.

HIT POINTS

Background: Nurch (NURCH) the Easily Overlooked hasn't had a very pleasant life in his few short years. As the obvious runt of his goblin tribe, his fellow siblings nearly killed him a half-dozen times (whether purposefully or by accident) even before he reached maturity. Even then, they berated and belittled his contributions to the tribe's advancement, using him more often as bait or an expendable scout before risking their own necks in any given enterprise. Oddly enough, Nurch excelled in these assignments, but others always took credit for the accomplishments he helped foster.

Unlike most goblins, Nurch has always held a fascination for writing. He often stole books from human towns and encampments, intrigued by the pattern of letters to convey meaning—and even more so if accompanied by pictures to help him better understand. In time, he taught himself to read, usually by showing torn, moldy pages at night to captives in his tribe's holding pens and forcing them to explain the words to him. Nurch used this information to better understand his enemy, helping his tribe target easier victims and avoid capture—but never revealing how he came by such knowledge. His most treasured discovery is actually a set of Tiun scrolls outlining the basic tenets of the way of the ninja. It took him many long years to master the language, but the insights it's given him into remaining both deadly and unseen have helped him survive far longer than any in his tribe would have imagined.

Physical Description: Nurch is small even by goblin standards. He measures just under 3 feet tall and 30 pounds, most of it in his oversized, melon-shaped head, which he keeps wrapped in his “ninja mask”—a dark sack he wears like a hood with cutout holes for his eyes and ears. He dresses in similar dark clothing, most of it child-sized garments he scavenged from the local junkyard. As ridiculous and ill-fitting as this outfit seems, the *wakizashi* and *shuriken* he stole from a Tiun ship run aground in the nearby marsh are all too real—a fact he readily demonstrates to anyone foolish enough to discount him and his self-taught skills.

Personality: As a goblin, Nurch has a different view of the world. From his fascination with alchemist's fire and smokesticks to his penchant for “borrowing” things which don't belong to him, he has little understanding of personal property—except what he views as “mine,” which is apparently anything he can stuff in his stomach or endless pockets. Mostly a coward at heart, he prefers to let larger folk engage his enemies first so he can slip into the fray and strike with a surprise sneak attack. More rarely, he summons the courage to face an opponent head-on, usually because they've threatened someone he values as a friend, surprising almost everyone with his unexpected rage.

Advancement

In his early adventuring career, Nurch adds a new level in ninja every time he gains enough experience, increasing all his existing skills by an additional rank. At 2nd level, he selects vanishing trick as his ninja trick, using it to continually surprise opponents or as a quick getaway. At 3rd level, Nurch adds the Weapon Finesse feat to make himself an even deadlier combatant. And, at 4th level, Nurch increases his Dexterity while also adding the pressure points ninja trick to enhance his sneak attack. As he progresses further in his adventuring career, Nurch may dabble in other classes such as bard or even alchemist, choosing

Scaling the PC

Under a 15-point buy, lower Nurch's Constitution and Intelligence by 2. This reduces his hit points and Fortitude save by 1, while also necessitating the removal of his skill rank in Knowledge (local) and his ability to speak Common.

the former to enhance his songs and the latter for the bomb-making abilities. Even so, he keeps ninja as his favored class and frequently returns to it. Whenever possible, Nurch saves up for magic items to boost his Stealth, mobility, and initiative, such as *boots of speed*, a *cloak of elvenkind* or *potions of cat's grace*. He also obtains a *bag of holding* or *handy haversack* to further his kleptomaniac tendencies. And he looks for a magic weapon as soon as possible, even paying to have one crafted for him, if necessary.

Roleplaying Ideas

Nurch likes to stay up late at night, singing and writing disturbing songs he creates as a way to record each day's events.

The goblins in his tribe played lots of practical jokes on one another, a tradition which Nurch eagerly employs among his friends, casually slipping slimy things into boots and bedrolls or flicking sparks from the campfire into a sleeping companion's hair.

Nurch loves sharp pieces of metal—not just weapons, but any shard or discarded nail will do. He collects bits and pieces from different metallic compositions, saying he plans to have a heroic weapon forged from them just like in the legends.

Nothing pleases Nurch more than a good meal. The little goblin has an endless appetite and finds every type of cuisine and food source to his liking, regardless of spice or preparation. He even eats things that would make most folk squeamish, but stops short of eating other goblins or people—provided his friends rein him in.

IMPERIAL HEROES

PREGENERATED CHARACTERS

Neil Spicer won Paizo Publishing's second annual design contest for RPG Superstar in 2009, going on to write the acclaimed Pathfinder adventure module, *Realm of the Fellnight Queen*. After joining Paizo's talented pool of freelancers, he followed that success with consistent contributions to their Pathfinder Adventure Paths, penning the Kingmaker adventure, *Blood for Blood*; the Serpent's Skull adventure, *Sanctum of the Serpent God*; the gothic-themed vampire adventure called *Ashes at Dawn* for Carrion Crown; the pirate-themed adventure *Island of Empty Eyes* for Skull & Shackles; and the finale for Jade Regent, *The Empty Throne*. Neil returned to RPG Superstar in 2011 and 2012 as a guest judge, providing encouragement and feedback for each of the Top 32 competitors. He also joined Legendary Games in 2011 with the first release of pregenerated characters called *Gothic Heroes*. Neil lives in Charlotte, NC with his wife Blai and three girls, Kailey, Hannah, and Bree.

Clark Peterson founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release compatible content for Third Edition with his free, ENnie-award winning adventure, *The Wizard's Amulet*. Clark produced a number of key third party products for Third Edition, from the famed *Creature Collection* with Sword and Sorcery Studios, to the indispensable *Tome of Horrors* series, and wrote a large number of classic "First Edition Feel" adventures, from *The Tomb of Abysthor* and *Bard's Gate to Rappan Athuk*, the world's deadliest dungeon crawl. Clark had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on *The Wurst of Grimtooth's Traps* and the honor of bringing Judges Guild's *Wilderlands of High Fantasy* and *City State of the Invincible Overlord* to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary

Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

Hugo Solis, also known as Butterfrog, found his love for RPGs in 1990 when he miraculously encountered the Dark Sun boxed set at his local game store—no mean feat in Guadalajara, Mexico! Hugo resides in Mexico with his patient wife, who is his toughest art critic, and their two Schnauzers. He followed the dark and bloody career of a GM, and eighteen years later, began illustrating character artwork for the fans on Paizo's messageboards. Shortly thereafter, he created the award-winning *Wayfinder* fanzine with Liz Courts as a way to bring the Paizo fan community to a whole new level. Hugo now does freelance illustration and cartography for many companies, including Paizo Publishing, 4 Winds Fantasy, Open Design, Rite Publishing, SKR Games, and is now pleased to join the Legendary Games team of all-stars, while secretly hoping they won't find out the big mistake they're making...

Timothy K. Wickham, swiftly learned that some college students go to Cancun for spring break, while others discover roleplaying games. Tim certainly belongs in the second group. After finishing his education, he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the print/pixel divide, he enjoys long walks with his pup and quiet dinners with his very patient wife, Kate. Tim made his professional debut in the game industry with Legendary Games and Open Design. And he's thrilled for the opportunity to give form to the fiction, while being counted among such prestigious company.

