

# LEGENDARY PLANET



## PLANETARY HEROES





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## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

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## WELCOME TO ADVENTURE PATH PLUG-INS!

When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so you can feel comfortable that Legendary Games products will be the most creative, rules-legal, and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they’re also designed for easy inclusion in your home game regardless of what campaign you run.

## 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 the Adventure Path’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!

Legendary Games products have long been as much about story as 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 Legendary Planet 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’re 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!



## 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 classes, skills, feats, spells, and equipment were selected from the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Class Guide*, *Advanced Player’s Guide*, *Advanced Race Guide*, *Pathfinder Bestiary*, *Ultimate Campaign*, *Ultimate Combat*, *Ultimate Equipment*, *Ultimate Magic*, *Mythic Adventures*, and *Occult Adventures*, as can be found in the Pathfinder Reference Document (at [paizo.com/pathfinderRPG/prd/](http://paizo.com/pathfinderRPG/prd/)). New races and campaign traits were selected from the *Legendary Planet Player’s Guide*. Any content used from any source other than the core rules is identified with an asterisk (\*) or any other mark.

## WHY 2ND LEVEL CHARACTERS?

One of the design goals for *Planetary Heroes* is that it present 8 playable player characters for use in the Legendary Planet Adventure Path. The first module in that Adventure Path begins with *To Worlds Unknown*, which anticipates the PCs will have already adventured a bit (and attained 2nd level) before being thrust onto a much larger stage in a grander multiverse. It’s possible the PCs may have experienced our prequel adventure, *The Assimilation Strain*, but since that module is entirely optional, we thought it best to assume 2nd level, regardless of how the PCs got there.

- Jason Nelson







"You know the funny thing about life? It's all there is. Death is the end, and we're all doing our best to keep things going for as long as we can. Not all of us, of course, since there are some who get to lie back in luxury and watch life pass them by. The rest of us have to work for it. Survival of the fittest. You know what I do to keep my life going? I end it. Not for me, but for others. Sure, the gladiator bouts aren't always to the death, but wounding others and breaking things are how I clothe myself and polish my gears. What kind of life is that? I guess it's mine. Everyone does what they're best at, and I'm best at making sure I stay standing longer than the other guy."

—the philosophical underpinnings of the attaine gladiator and gunslinger., Spinser Zayne

Pat Gougeon



## SPINSER ZAYNE

Male auttaine fighter 1/gunslinger<sup>UC</sup> 1

LN Medium humanoid (half-construct, human)

**Init** +2; **Senses** low-light vision; Perception +6

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### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +1 natural, +2 shield)

**hp** 23 (1d10++1d10+8)

**Fort** +6, **Ref** +4, **Will** +2; +2 vs. disease, mind-affecting effects, poison, and exhaustion or fatigue

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### OFFENSE

**Spd** 30 ft.

**Melee** longsword +7 (1d8+3/19–20) or dagger +5 (1d4+3/19–20)

**Ranged** mwk pistol +5 (1d6/x4)

**Special Attacks** grit (2)

---

### STATISTICS

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

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Gunsmithing<sup>UC</sup>, Toughness, Weapon Focus (longsword)

**Skills** Climb +5, Disable Device +5, Intimidate +4, Knowledge (engineering) +4, Perception +6, Sleight of Hand +4

**Languages** Common

**SQ** build points (5, natural armor, hidden storage compartment, low-light vision, sprinter), deeds (deadeye, gunslinger's dodge, quick clear), gunsmith

**Combat Gear** alchemist's fire (2), thunderstone; **Other Gear** masterwork chain shirt, masterwork heavy steel shield, masterwork longsword, dagger, masterwork pistol with 30 bullets, backpack, flint and steel, gunsmith's kit, powder horn with 10 doses of black powder, trail rations (5 days), traveler's outfit, waterskin, whetstone, 13 gp, 3 sp, 8 cp

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### SPECIAL ABILITIES

**Build Points (Ex)** Auttaine receive a number of build points equal to 3 + their initial Constitution modifier, which they may use to customize the artificial components comprising their half-construct nature. Zayne has chosen to spend these points on the following customizations:

**Hidden Storage Compartment (1 RP):** This artificial component provides an internal storage compartment within Zayne's torso, holding up to 1 cubic foot of material. Access is secured with a simple combination lock (DC 20 Disable Device to open).

**Low-Light Vision (1 RP):** This component enhances Zayne's eyes to provide low-light vision.

**Natural Armor (2 RP):** This component includes subdermal plating to protect Zayne's vital organs, providing a +1 natural armor bonus.

**Sprinter (1 RP):** This component grants rapid-fire pistons in Zayne's legs, providing a +10 foot racial bonus to his movement speed when using the charge, run, or withdraw actions.

**Far-Flung Gladiator (Ex)** Zayne has always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. As a gladiator, he's studied the unusual weaponry of ancient cultures and practiced his martial talents so the use of strange weaponry comes more easily for him. As a result, the non-proficiency penalty for using an exotic weapon is only –2 for him.

**Vagabond Child (urban) (Ex)** Zayne grew up among the outcasts and outlaws of auttaine society in the Shattered Zone, learning to forage and survive in an urban environment. He gains a +1 trait bonus on Disable Device checks, and Disable Device is always a class skill for him.

**Background:** As an auttaine, Spinser Zayne (SPIN-sear ZAIN) has advanced beyond the need for food or sleep, but survival has always haunted him. Born to a clan of smugglers, he never experienced a traditional family structure, as his cousins and parents were often gone on “business” or serving out prison sentences in faraway places because of it. Geargivers had little attention for him other than another troublesome orphan to watch over. With minimal ties to anyone, Zayne eventually left home at the young age of 17 to seek a better life for himself.

Over the years, Zayne learned to take care of himself, surviving on his own and using his quick wits and innate toughness to outlast any challenge. As a loner frequenting notorious dives, he routinely found himself the target of patrons trying to pick a fight. A life of combat was actually a welcome familiarity given his childhood wrestling for scrap components and ensuring the neighborhood bullies gave him the right-of-way. In time, Zayne made a reputation for himself winning pickup fights all across the Shattered Zone. Many merchant houses and mercenary bands occasionally recruited him for his martial talents, but he rarely felt any connection to them, always moving on when things went bad.

Eventually, Zayne's life changed for the better when presented with a share of winnings from a friendly bartender who took bets on his fights. Inspired and encouraged by the unexpected windfall, Zayne joined the gladiator circuit, fighting for the amusement of well-paying customers, while using his continued success to upgrade his mechanical components and eventually learn gunsmithing. Even so, he's known for a while now that gladiatorial careers prove notoriously short, and, once properly financed and outfitted, he hopes to find a new way to put his growing skills to use.



**Physical Description:** At 21 years of age, Zayne is broad-shouldered and barrel-chested, featuring a hidden storage compartment in his torso where he keeps his most prized possessions—as well as a few tricks for use in the arena. His left arm and both legs are metallic, an extension of his natural body as an auttaine. Standing 6 feet, 1 inch tall, he weighs nearly 220 lbs. due to the bulky pistons and casings comprising his mechanical components. Zayne keeps his hair long to give opponents a wider target than his reinforced skull. He also wears heavy clothing to keep his joints hidden from prying eyes, including a signature long coat to keep his powder dry and guard against the elements.

**Personality:** Though Zayne often comes across as emotionless to the point of ruthlessness by those he meets, he's actually quite generous and quick to protect the few allies of his inner circle. Zayne maintains a comfortable distance even with these rare friends, however, never fully trusting anyone and only asking for favors under dire circumstances. He has a deep respect for death, however, regularly attending the funerals of fallen comrades or even opponents from the ring. He's exceptionally cautious about his own death and ensures he never enters a situation without an exit strategy or escape route—a precaution others have come to appreciate.

### **ADVANCEMENT**

With each new level, Zayne alternates between advancing as a gunslinger and a fighter until he can attain Weapon Specialization with one of his favored weapons. Whenever possible, he increases his skill ranks in Disable Device, Intimidate, and Perception. At 3rd level, he gains another level in the gunslinger class, taking a new rank in Knowledge (engineering). He also gains the nimble class ability, improving his AC with a +1 dodge bonus. At 4th level, he advances again as a gunslinger, increasing his Strength by 1, while gaining pistol-whip as a new deed and acquiring the Rapid Reload feat to improve his reload time with pistols. At 5th level, Zayne advances as a fighter again, selecting Point-Blank Shot as a new feat and Weapon Focus (pistol) as a bonus combat feat. He also gains the bravery class ability to improve his Will saves against fear. As a mythic hero, Zayne would benefit significantly by taking mythic ranks as a Champion.

### **ROLEPLAYING IDEAS**

- Zayne always proves eager to make a sizeable fortune so he can retire from fighting, which ironically prompts him to take on ever more dangerous challenges to secure greater winnings. Even while adventuring, he struggles to pass up opportunities to increase his personal wealth by entering prize fights and similar contests. If easier sources of income become available, they certainly gain his interest, but he often feels his greatest talent lies in the ring or on a battlefield.
- Almost everyone struggles to penetrate Zayne's ironclad exterior as he gives away little about himself. He initially views others with suspicion, especially when trading goods or favors. When someone does eventually break through his guard and earn his trust, he gladly helps whenever they ask, and opens up about his past and his hopes for the future. Although few things prompt him to talk, once he gets into telling stories, those listening have a hard time getting him to stop.
- If someone outside of Zayne's circle dies, especially by his own hand, he often appears cold, wishing to move on from it as soon as he can. If he or a close ally is faced with an immediate death, he becomes agitated and desperate, seeking every way possible to avoid it, even if it compromises friendships or his own principles.

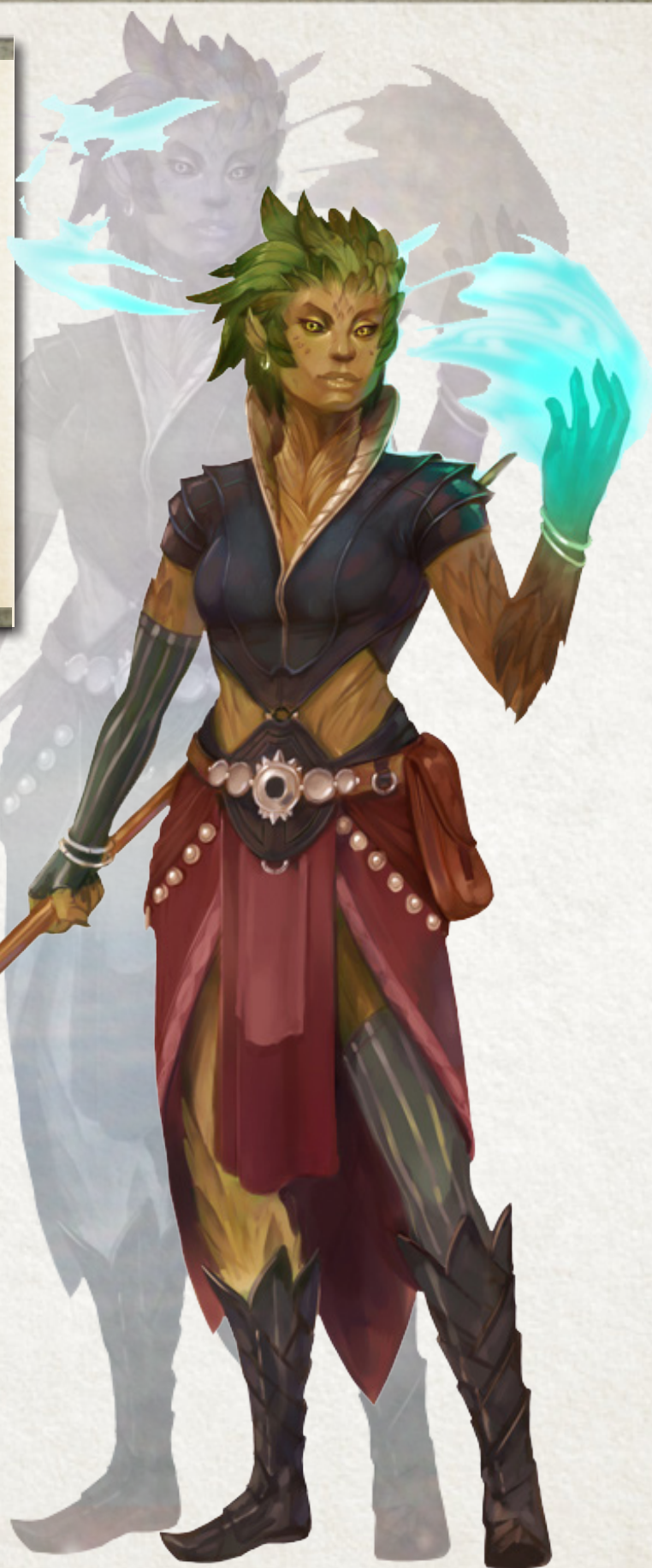
### **SCALING THE PC**

Under a 15-point buy, Zayne lowers his Charisma, Strength, and Wisdom by 1. This reduces his Will saves, grit, and corresponding Charisma-, Strength-, and Wisdom-based skill scores by 1.



“Look at this world: children starving, their parents enslaved, anyone with any kind of power to do something about it immediately corrupted, always looking out for themselves more than anyone else. Theft, murder, fearmongering—and, worst of all, apathy. People see clear suffering around them every day, and they do nothing—never realizing that helping others can also help themselves. If we could all just stop for a moment and reflect on the wonder and beauty this world has to offer—of life itself and the shared opportunities presented when we support one another—I think that would make all the difference. We should invest in making our collective lives better. That’s a far nobler goal than the greed and strife I see around me. So what’s holding us back from it? Why don’t we care?”

—a fervent wish for a better world by chlorvian sorcerer, traveler, and diplomat, Floreisley Avergreen





## FLOREISLEY AVERGREEN

Female chlorivan sorcerer 2

NG Medium humanoid (chlorvian)

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

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### DEFENSE

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**AC** 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)  
**hp** 15 (2d6+6)

**Fort** +2, **Ref** +2, **Will** +4; +2 vs. paralysis, poison, sleep, and mind-affecting effects

---

### OFFENSE

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**Spd** 30 ft.

**Melee** mwk sickle +1 (1d6–1) or dagger +0 (1d4–1/19–20)

**Ranged** dart +3 (1d4–1)

**Bloodline Spell-Like Abilities** (CL 2nd; concentration +5)  
6/day—tanglevine (+3)

**Sorcerer Spells Known** (CL 2nd; concentration +5)

1st (5/day)—*burning hands* (DC 14), *enlarge person* (DC 14)  
o (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *read magic*

**Bloodline** verdant

---

### STATISTICS

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**Str** 8, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 16

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

**Feats** Dodge, Eschew Materials

**Skills** Bluff +7, Diplomacy +9, Knowledge (arcana) +6, Knowledge (nature) +7, Spellcraft +6, Stealth +0 (+4 when in forest, jungle, or swamp terrain), Use Magic Device +7; **Racial Modifiers** +4 Stealth when in forest, jungle, or swamp terrain

**Languages** Common, Sylvan, Terran, Treant

**SQ** bloodline arcana (personal spells grant natural armor bonus equal to spell's level for 1d4 rounds), ease of faith, sociable, symbiotic, verdant heart, xenobiologist

**Combat Gear** bloodroot poison (2 doses), *feather token* (tree), *potion of cure light wounds*; **Other Gear** masterwork sickle, dagger, darts (5), backpack, bedroll, ink (1 oz. vial), ink pen, map case, paper (5 sheets), trail rations (5 days), traveler's outfit, waterskin, whetstone, 27 gp, 5 sp

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### SPECIAL ABILITIES

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**Ease of Faith (Ex)** Floreisley's mentor invested a strong faith in her from an early age, taking care to ensure she understood that what powers her natural magic is no different than that which powers various religions. This philosophy makes it easier for her to interact with those who may not share her views. She gains a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

**Sociable (Ex)** When chlorvians attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time, even if 24 hours haven't passed.

**Symbiotic (Ex)** A chlorvian is permanently bonded to a symbiotic chlorva seed, counting as both humanoids and plants for any effect related to race. In addition, a chlorvian gains a +2 racial bonus on saving throws against all mind-

affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

**Verdant Heart (Ex)** Chlorvian sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities.

**Xenobiologist (Ex)** Floreisley has devoured every unusual bestiary she could acquire, and her voracious appetite for such knowledge has better informed her ability to determine facts about unfamiliar creatures, drawing parallels to other beasts she already knows. As such, she gains a +1 trait bonus on all Knowledge skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than her own is treated as if she was from the location or planet which spawned it. For example, if an auroch is normally a very rare creature on her home planet, but common on the planet Argosa, the Knowledge skill's DC to identify the auroch would be 10 + its CR.

**Background:** Growing up in one of the oldest chlorvian groves, Floreisley Avergreen (FLOHR-IYZ-lee AV-uhr-GREEN) led a sheltered life. As others around her grew content with their station, setting their highest aspiration to raise another generation of chlorvians just like themselves, Floreisley yearned to leave that behind and search out the wonders of the universe. She has a genuine gratitude for her upbringing, especially the guidance of her well-traveled mentor, who taught her much about the outside world. From him, she learned to respect every culture and creature as equal parts of a greater mosaic of life, each with their own struggles and resources, all beautiful in their own way.

About a year ago, Floreisley's family sent her on a grand tour of the more urban civilizations of their homeworld, thinking that exposure to the shadowy sides of life would mellow her infinite optimism and settle her down once more in their pastoral community. But, Floreisley's reaction proved completely the opposite. She volunteered to help anyone in need by organizing charities. She would often administer to the sick, help raise new homes, granaries, and libraries, and even teach those without schools. Although usually very popular wherever she visited, Floreisley rarely stayed in place for very long. As soon as she felt she'd met or helped most everyone in a given region, she would move on to the next to find new marvels to behold and wrongs to right.

Through her simple adventures, Floreisley has kept journals of her travels, writing in great detail about the things she's seen and those she's met. She regularly sends these notes home, where she hopes they'll inspire others to follow in her footsteps, boldly venturing out of their quiet glens and into a boisterous world in need of hope and encouragement.



**Physical Description:** At 47 years old, Floreisley stands 5 feet, 8 inches tall and weighs about 140 lbs. Slight, willowy, and unimposing, she often surprises others when her presence and charm dominates those around her. She possesses a quick, boundless energy, always on the search for something new to experience. This often leads Floreisley to change her appearance, adopting native fashions and local dialects, or simply trimming the bark-like growths around her hair to create new, interesting, geometric shapes.

**Personality:** Floreisley often has trouble seeing the clouds for all their bright, silver linings. Even in dire circumstances, she first seeks to reassure others before confronting the problem. She has a deep love of animals, but would never keep one as a pet, believing—like people—they should remain free to grow and experience life as they were meant to be. That freedom comes with responsibility, however, and Floreisley is quick to protect others by opposing those upsetting the natural balance or pursuing dark deeds. When words are not enough, she raises her sickle to “prune” any wickedness. In contrast, she laughs so often, that people consider her proficient in it as a language. But when the laughter stops, Floreisley’s magic carries a forceful reckoning like no other.

### ADVANCEMENT

With each new level, Floreisley advances as a sorcerer, always increasing her skill ranks in Diplomacy, Heal, Knowledge (nature), and Profession (herbalist). As her levels grow, she takes new ranks in Craft (wood carving) and eventually acquires the Craft Wand and Craft Staff feats to better channel her nature magic. At 3rd level, she gains the photosynthesis bloodline ability, allowing her to recover spells more quickly. She also adds *entangle* and *mudball*<sup>ARG</sup> to her known spells and selects Nature Magic as a new feat to gain *know direction* as a constant spell-like ability and *create water* as a 1/day spell-like ability. At 4th level, Floreisley increases her Charisma by 1 and adds *resistance* and *euphoric cloud*<sup>ACG</sup> to her known spells. At 5th level, Floreisley gains *barkskin* as a new bloodline spell and also adds *shocking grasp* and *stone call*<sup>ARG</sup> to her known spells. As a mythic hero, Floreisley benefits most from the path of the Archmage.

### ROLEPLAYING IDEAS

- Word of a great sight to behold—such as a grand waterfall, a beautiful valley of orchids, or a cavern where diamonds glitter like raindrops—quickly excites Floreisley. She goes out of her way to see such things, urging others to do the same.
- Floreisley enjoys all the world has to offer, willingly throwing herself into new experiences and exotic forms of amusement. More conservative or prudish allies may find this surprising or unsettling.
- Floreisley always helps the downtrodden, willing to feed a spoonful of milk to an invalid or pick up a shovel if someone’s struggling to dig a well. Such distractions sometimes slow down her travels, but they also help in making new friends.
- Quick to trust, Floreisley still expects accountability. If she discovers a liar, she promptly confronts them and warns others against their duplicity.

### SCALING THE PC

Under a 15-point buy, Floreisley lowers her Constitution and Strength by 1, and her Wisdom by 2. This decreases her attack rolls, damage, and Will save by 1, and her hit points by 2.



"I remember the first time I looked upon the stars. Not the first time I *saw* them, of course. But the first time I *really* looked at them. It was like the whole multiverse unfolded before me with each star offering the chance for a new world. And every one of those worlds could hold a multitude of civilizations and new perspectives. The vision of all those points of light—and what they represented—unfolded before my eyes, but I couldn't truly perceive what awaits us there. They were the *onauh'den*—the Heavens—the many possibilities of Nimsharu—and I was unready and unworthy to look upon them. They were hidden beyond my comprehension. But, on that night, I dedicated myself to exploring them. I was reborn, no longer tethered to my physical form, but reaching out to experience something far greater than myself."

—the passionate, starry-eyed beliefs of tretharri cleric,  
Kanor Delfina





## KANOR DELFINA

Male tretharri cleric of Nimsharu 2

NG Medium humanoid (tretharri)

Init +1; Senses Perception +3

### DEFENSE

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

hp 18 (2d8+6)

Fort +5, Ref +1, Will +6; +2 vs. charm and compulsion

### OFFENSE

Spd 20 ft.

Melee mwk halberd +4 (1d10+3/x3) or light mace +3 (1d6+2)

Ranged sling +2 (1d4+2)

Special Attacks channel positive energy 4/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +5)

6/day—rebuke death (1d4+1)

At will—lore keeper (20)

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*blessed fist*<sup>ACG</sup>, *comprehend languages*<sup>D</sup>, *shield of faith*,  
*stunning barrier*<sup>ACG</sup>

o (at will)—*guidance*, *light*, *resistance*, *virtue*

D Domain spell; Domains Knowledge, Healing

### STATISTICS

Str 15, Dex 12, Con 14, Int 10, Wis 16, Cha 12

Base Atk +1; CMB +3; CMD 14

Feats Martial Weapon Proficiency (halberd)

Skills Climb +2, Diplomacy +5, Knowledge (religion) +4, Swim  
+2; Racial Modifiers +2 Climb, +2 Swim

Languages Common, Tretharri

SQ aura, multi-armed

Combat Gear *potion of cure light wounds*, *scroll of divine favor*,  
*scroll of magic stone*; Other Gear masterwork scale mail,  
masterwork halberd, light mace, sling w/ 10 bullets, backpack,  
bedroll, flint and steel, *ioun torch*<sup>UE</sup>, trail rations (5 days),  
traveler's outfit, waterskin, whetstone, 95 gp, 7 sp

### SPECIAL ABILITIES

**Birthmark (Ex)** Kanor has a strange birthmark which looks similar to the holy symbol of Nimsharu whom he chose to worship later in life. The birthmark can serve as a divine focus for casting spells, and as a physical manifestation of his faith, increasing his devotion to Nimsharu by granting him a +2 trait bonus on all saving throws against charm and compulsion effects.

**Multi-Armed (Ex)** Tretharri have four arms with only one hand considered a primary hand; all others are considered off hands. Tretharri may use any of their hands for other purposes that require free hands.

**Patron of the Stars (Ex)** Kanor comes from a tretharri clan which revered the stars as holy entities, learning how to meditate upon them and bless others with the stars' benefaction. By meditating for 30 minutes under a clear, nighttime sky, he can make a Wisdom check against DC 13. If successful, he may add a +1 trait bonus to any single d20 roll in the next 24 hours, but only before the roll is made.

Applying this bonus is an immediate action, and he cannot apply it more than once per day, regardless of how many times he meditates under the stars.

**Background:** Born on a night so still and clear that his elders speak of hearing the stars sing, Kanor Delfina (KAY-nohr dehl-FEEN-uh) has always been treated as blessed among his clan. In his youth, he rarely thought of it, often shirking his studies to go hunting or play puzzle games with his friends, even when it brought punishment from his teachers. While running with his friends during a community *syyrq* in his tenth year, a glimmering among the stars caught his attention. He stood transfixed by it, watching for hours and hardly noticing the dawn until the morning dew settled over his skin. The resulting experience moved him in an incredibly spiritual way, and many in his clan worried a malign entity might have possessed him.

After reassuring his elders, Kanor dedicated himself to the teachings of Nimsharu, refocusing on his studies and the importance of acquiring knowledge and self-enlightenment firsthand. Eventually, his heart soared further afield than the recorded history of his people. Consequently, he left the archives to his peers, questing instead to gather an education in the wilds, on the streets, and among the passing caravans of other clans. Gradually his meditations led him to believe he would transcend upon learning the entirety of the sacred knowledge of Nimsharu. This is no simple feat, as this knowledge supposedly comes in as many lines as there are stars in the sky. Yet, Kanor never entertains the idea that his quest might be unattainable. Just as one finds a map of a region to make journeys easier, he believes Nimsharu will bless him with the secrets of health and longevity to maintain his path toward total enlightenment.

Now an adventurer and a wanderer, Kanor collects every piece of information he encounters—no matter how small—believing each contributes to the whole. He takes notoriously detailed notes in his journals to record his epiphanies, memorizing them and reciting them for the libraries of his people, while always looking to share such information with others so it may be reinforced within him.

**Physical Description:** Large for a tretharri at 31 years old, Kanor stands 6 feet, 7 inches tall and weighs more than 230 lbs. Most notable in his appearance (aside from his four prodigious arms) is the large birthmark on the inside palm of his upper left hand. It stands out white against his ruddy red skin, practically glowing in the shape of Nimsharu's holiness. Kanor is often mistaken for a knight with his impressive stature, physique, and armor. But a closer inspection shows his halberd doubles as a walking stick, and his armor hasn't seen the same care as a professional soldier. He dons a simple tunic over this ensemble, a meditative necklace about his neck, and a pair of well-worn boots.



**Personality:** Outside of his relentless pursuit of knowledge, Kanor devotes his spare time eating, sleeping, and maintaining a strict regimen of exercise. His friends have a hard time getting him to engage in social activities. Instead, he can spend days reading in the archives of temples or simply sitting at the feet of elder tribesmen to partake of their wisdom. He willingly fights alongside allies to guard against the loss of such knowledge, but views such friendships as temporary affairs unless they, too, show a passion for learning. Despite these principles, Kanor retains a guarded, suspicious air about him, as he constantly works to sift genuine knowledge from the flurry of myths and misperceptions people hold dear. For the most part, however, Kanor is a gentle giant and “good listener” as he asks questions and seeks universal enlightenment.

### ADVANCEMENT

Kanor advances as a cleric with each new level, always increasing his skill ranks in Diplomacy, Knowledge (religion), and Sense Motive. He alternates his other ranks between various Knowledge skills, Climb, and Swim. At 3rd level, Kanor selects the Extra Channel feat and prepares *augury* and *bull's strength* as new spells while also gaining *detect thoughts* as a new domain spell. At 4th level, Kanor increases his Strength by 1 and further prepares *divine favor* and *hold person* as new spells. At 5th level, Kanor may multiclass to a monk or continue as a cleric of Nimsharu. If he does the former, he foregoes armor in favor of greater mobility, picking up Improved Grapple and Improved Unarmed Strike to use with the hands that aren't busy wielding his halberd. If the latter, he gains *speak with dead* as a new domain spell, while also preparing *dispel magic* and *searing light* as new spells. Once Kanor attains mythic ranks, he likely follows the path of the Hierophant or Guardian.

### ROLEPLAYING IDEAS

- When presented with a mystery, Kanor always seeks to unravel it to discover the truth. He has a preoccupation with unlocking secrets and adding such knowledge to his collective wisdom, believing each new discovery leads to the next stage in Nimsharu's divine evolution.
- Kanor despises nothing more than misinformation, believing it chips away at the progress he's made towards achieving enlightenment. Lying and manipulation of others always angers him, especially if it withholds information for profit. Upon realizing such an injustice, Kanor forces the truth into the open, even doing so at the end of his halberd, if necessary.
- When engaged in battle with an unknown creature, Kanor leaves one hand free to make a melee touch attack and invoke his lorekeeper ability to learn more about its strengths and weaknesses.
- Kanor sees material goods only as the means to an end—namely the acquisition of further knowledge and ancient lore. He eschews most technologies, however, valuing only the knowledge of how they work rather than relying on them to gain an advantage over others.

### SCALING THE PC

Under a 15-point buy, Kanor reduces his Dexterity and Constitution by 2. This lowers his ranged attacks, AC, CMD, Reflex save, and Fortitude save by 1. It also reduces his hit points by 2.



“Everything’s in the numbers. I don’t mean you add things up and just allot them a value—well, I *do* mean that, but there’s more to it than that. For example, you take this cube here and roll it, it’s going to come up with one of the faces one-sixth of the time, right? Well, everything is like that at its most basic. You swing a sword. Maybe you hit, maybe you miss. Maybe if you’re good with it, you hit more often than you miss. See? Numbers. It’s the same with magic, how fast you run, or even how charming and convincing you can be! The foundation of the universe lies in the numbers. You’ve just got to figure out how to tilt them in your favor. Like I said, it’s all in the math.”

—*a numerical argument from the zvarr rogue and heretic, Girrorun Snikt*





## GIRRUN SNIK

Male zvarr rogue 2

CN Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

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### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)

**hp** 18 (2d8+6)

**Fort** +2, **Ref** +6, **Will** +0

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### OFFENSE

**Spd** 30 ft.; climb 30 ft.

**Melee** mwk short sword +5 (1d6+1/19–20), bite –1 (1d3+1) or bite +4 (1d3+1)

**Ranged** dagger +4 (1d4+1/19–20)

**Special Attacks** sneak attack +1d6

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### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 15, **Wis** 10, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 16

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Appraise +8 (+10 to assess nonmagical metals or gemstones), Bluff +6, Climb +14, Disable Device +8, Fly +6, Knowledge (engineering) +8, Knowledge (local) +6, Perception +5, Sleight of Hand +8, Stealth +8; **Racial Modifiers** +1 Acrobatics, +2 Appraise to assess nonmagical metals or gemstones, +1 Fly

**Languages** Auran, Common, Draconic, Undercommon

**SQ** agile, greed, mathematical prodigy, rogue talents (finesse rogue), ruin delver, trapfinding +1, vestigial wings

**Combat Gear** alchemist's fire (2 flasks), thunderstone; **Other Gear** leather armor, masterwork short sword, dagger, masterwork backpack, bedroll, belt pouch, flint and steel, masterwork thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 46 gp, 3 sp, 8 cp

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### SPECIAL ABILITIES

**Greed (Ex)** Zvarr gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

**Mathematical Prodigy (Ex)** Mathematics has always come easily for Girrorun, and he's always been able to "see the math" in the physical and magical world. He gains a +1 bonus on Knowledge (arcana) and Knowledge (engineering) checks, and Knowledge (engineering) is always a class skill for him.

**Ruin Delver (Ex)** Girrorun's home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, he explored them and, during one such foray, he found a small trinket with curious properties, keeping it with him ever since. As a result, Girrorun gains a +2 trait bonus on Appraise checks. In addition, the small bauble is worth 100 gp. However, if sold, the trait bonus on Appraise checks is reduced to +1.

**Vestigial Wings (Ex)** Zvarr can use their wings to glide by making a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When

falling safely, a zvarr may make an additional DC 15 Fly check to glide, moving 5 feet in any horizontal direction for every 20 feet he falls. A zvarr cannot gain height with these wings alone; merely coasting in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, a zvarr can take advantage of the updraft to increase the distance it can glide.

**Background:** Girrorun Snik (JY-ruhn SNIHCK) hatched as one of the last of his egg-clutch, too young to gain a higher position like his elder siblings, and too old to receive any allowances as the baby of the family. This numbered order brought about uncanny results, inspiring him to look for other connections in his youth, always juggling the numbers to gain an advantage. And so began a lifelong passion to unravel the numeric codes that rule the universe. True numerologists usually scoff at Girrorun's scrawls, stating they're hardly theorems based in solid math, though none have expended any effort in disproving them outright.

The reason behind Girrorun's passion is hardly academic. Instead, he concocted an elaborate plan to improve his social station through the acquisition of wealth and stature, a process which he believes will create insurmountable odds in his favor which no other zvarr can deny. About 15 years ago, Girrorun left his clan to embark upon a variety of get-rich-quick schemes, operating at times as a bookie, lottery manager, loan shark, and investment broker. So far, he's met with varying degrees of success, often having to leave town quickly before someone catches onto him. Although adept with numbers, he's struggled to keep an honest career as an accountant or merchant, always finding a way to skim off the top or swindle a little more coin out of his customers.

Among Girrorun's favorite bids for wealth is funding expeditions into old ruins so he can reclaim valuable treasure to sell on the open market. An experienced appraiser, he usually knows the how to get the best deal. He even holds a special "talisman" he liberated from a ruin on his homeworld which he feels brings him an edge in such negotiations. He also thinks of it as his good luck charm, always giving it a brief touch before entering battle—a superstition he vastly prefers over prayers to any god, most of which always demand tithes from their followers.

**Physical Description:** At 75 years old, Girrorun presents the physical portrait of an ordinary zvarr, standing just 5 feet tall and weighing 140 lbs. His blue-gray scales feature nebulous marks over his arms, not quite showing enough variation to stand out, which unfortunately becomes a sort of social camouflage among his own kind. Around others however, Girrorun is far more recognizable by the many pouches and bandoliers among his gear. He always carries slips of paper stuffed to overflowing in his pockets and even tucked beneath the edges of the scales along his abdomen. These notes are



covered in calculations and numbered lists, many of them half-forgotten until Girrorun examines them again. Not so obvious are his many weapons, including small blades, two flasks of liquid fire, and a single thunderstone.

**Personality:** Despite his sometimes fierce appearance, Girrorun is actually a very likeable fellow, a quality he's used to his advantage on many occasions to talk marks into donating money to his cause or for others to provide a distraction so he can pick a stingy pocket. His allegiances can flip like a coin, quickly moving to those whose numbers seem most likely to succeed. But Girrorun refrains from betraying his true allies, valuing their friendship as a greater resource over time. This often proves especially important when he gets into fights, which happens far more often than Girrorun would like. He prefers to end such bouts as quickly as possible, holding nothing back lest an opponent threaten him again when the odds favor them instead.

### ADVANCEMENT

Girrorun advances as a rogue with every level, always raising his ranks in Acrobatics, Climb, Bluff, Disable Device, Fly, Perception, and Stealth. At 3rd level, Girrorun gains trap sense and takes Death From Above as a new feat he can use when gliding into attacks. He also looks to add new skill ranks in Appraise, Knowledge (local), and Sleight of Hand. At 4th level, Girrorun adds 1 to his Dexterity and gains the uncanny dodge class ability, as well as fast stealth for his new rogue talent. At 5th level, Girrorun gains the Two-Weapon Fighting feat, complementing his attacks with another short sword. Once Girrorun attains his first mythic rank, he most likely follows the path of the Trickster.

### ROLEPLAYING IDEAS

- Girrorun always analyzes any given situation, reducing it to a series of likely outcomes for himself and anyone who spares the time to listen. He encourages those around him to follow the path with the greatest success, but proves willing to pursue even unlikely goals if they hold greater potential for a lucrative payoff.
- Despite years of living in the shadow of his older siblings and using his anonymity to go unnoticed in zvarr culture, Girrorun fears being truly alone. If unable to find a suitable distraction—usually a lucrative pursuit—he falls instead to busily scrutinizing the minute details of his friends' lives, and growing depressed if shunned. Sometimes, just to stay actively engaged, he strikes up life-changing conversations with complete strangers.
- Girrorun genuinely believes many grand treasures lie scattered about the worlds he visits, just waiting for someone to claim them. Scoundrels may have purposefully hidden them, or whole civilizations may have left them behind. Either way, he eagerly sets out to learn the truth upon hearing of any ruins that may contain something of value he can fence.

### SCALING THE PC

Under a 15-point buy, Girrorun reduces his Constitution and Wisdom by 2. This lowers his hit points by 2 and his Fortitude saves, Will saves, and corresponding skill scores by 1.



“While some people move around to escape who they are, I’m forever denied that freedom. I can’t hide from that which thrashes against the confines of my very bones and sinews—my blood, my magic, my rage. I vividly remember my last moments of freedom, as I ran among the trees, slipping through the shadows to avoid the wavering lights of those damned snatchers. I was just a kid—and *they* were the monsters. They turned me over to the doctors, who...did what they did. I wouldn’t call it torture. Torture is meant to hurt or to maim. But, no. This was their witless pain-giving as they tried to understand what I was. My hate of them gave me strength, but so did my blood. It drives me to this day, pushing me to ensure those beasts never harm anyone again. And for that, I’ll be the monster now.”

—*the tortured self-reflection of the dragon-blooded warrior, Rhydis Kolmainus*





## RHYDIS KOLMAINSUS

Male human bloodrager<sup>ACG</sup> 2

CG Medium humanoid (human)

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

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### DEFENSE

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

**hp** 24 (2d10+9)

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

**Defensive Abilities** uncanny dodge

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### OFFENSE

**Spd** 40 ft. (+5 ft., 3/day)

**Melee** mwk greatsword +7 (2d6+4/19–20) or dagger +5

(1d4+3/19–20) or 2 claws +5 (1d6+3)

**Ranged** light crossbow +4 (1d8/19–20)

**Special Attacks** bloodrage (8 rounds/day), claws (2, 1d6+3)

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### STATISTICS

**Str** 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Toughness, Weapon Focus (greatsword)

**Skills** Acrobatics +3, Climb +4, Intimidate +5, Knowledge (arcana) +4, Linguistics +1, Perception +5, Ride +3, Spellcraft +4, Survival +5, Swim +4

**Languages** Common, Draconic

**SQ** bloodline (draconic), bloodline power (claws), bloodrage, fast movement, jagladine experiment

**Gear** mwk breastplate, mwk greatsword, dagger, light crossbow w/ 10 bolts, backpack, bedroll, trail rations (5 days), small sack, traveler's outfit, waterskin, whetstone, 42 gp, 1 sp, 8 cp

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### SPECIAL ABILITIES

**Blood of Dragons (Ex)** Long ago, the blood of Rhydis' ancestors mixed with that of a lunar dragon. As a result, he gains low-light vision as a racial trait. In addition, his draconic bloodline encompasses the cold energy type, and his eventual breath weapon manifests as a 60-foot line.

**Jagladine Experiment #14073 (Ex)** Long ago, the insidious alien bioengineers known as jagladine abducted Rhydis and kept him around for routine experimentation, lacing an alien script for the number "14073" into the flesh of his shoulder. Most of his captivity was a blur to him, with long periods of nightmares interspersed with brief moments of lucidity. The experiments Rhydis endured were designed to enhance the agility of his body, possibly in ways to pass on to klaven thralls they intended to craft from his offspring. The experiments did not go entirely as planned, however. While Rhydis now possesses more agility, it only lasts in controlled bursts for a limited duration. A few times per day, equal to 1 + his Constitution bonus (currently 3), he can increase his movement speed for 1 round by 5 feet. This is a free action.

**Background:** Rhydis Kolmainsus (RY-diss KOHL-mayn-zuss) began life as the happy-go-lucky, younger son of a prominent minister. Family lore always hinted that they had dragon-blood flowing through their veins, but Rhydis only took it

as a myth. In truth, one of his ancestors saw a great star fall from the sky and hurried into the night to investigate. The victim of the crash proved to be a lunar dragon, injured from a great battle beyond the stars. Though his forefather's magic was insufficient to save the dragon, the man provided what comfort he could, and it rewarded him by sharing a blood ritual with its dying breath.

In Rhydis' rebellious youth, he championed a great many pranks against authority, including his overly stern father. At the age of fifteen, his family sent him to a military training school to have respect and discipline beaten into him, but the institute had the opposite effect as Rhydis refused nonsensical orders from his commanders and defended anyone he felt was unjustly punished. Facing an inevitable dishonorable discharge, Rhydis left school rather than let them make a fool of him during an expulsion ceremony before his parents. Instead, he took to living in the nearby wilds, routinely raiding the school for supplies and becoming a legend among his fellow students, as well as a constant thorn in the sides of his former teachers.

Rhydis' innate dragon blood gave him an edge in the wilderness, yet it also proved his undoing, as it unexpectedly drew the attention of a scouting patrol of klaven warriors sent by the jagladine to assess his world for assimilation. The klaven captured him as a curiosity, and turned him over to their jagladine masters who inflicted radical experiments on him over the next four years. The experiments enhanced his developing mind and body, making his dragon-blood more potent and prominent. Regardless, he often fought back against his jailors, bruising himself against their restraints, striking any guards who came within reach of his newly-grown claws, and finally escaping when the klaven compound unexpectedly came under attack by opportunistic raiders. Since that time, Rhydis has nurtured a special rage for his captors, seeking a day when he can enact fearsome retribution against the jagladine.

**Physical Description:** Just 19 years old, Rhydis has unusually fair skin and gray eyes, both traits passed down by his lunar dragon ancestry. He stands an impressive 6 feet, 2 inches tall, and weighs 195 lbs. The jagladine shaved away his once wild hair, beard, and eyebrows, and they've never grown back. His physique is powerful and lean, corded with muscle. Combined with his superior reflexes, this often invokes the image of a feral predator. His eyes have a luminous, reflective quality under the direct light of the pale moon, and numerous scars mar his skin. An alien, jagladine script in the form of a dark tattoo is plainly visible on his left shoulder. In addition, ever since his draconic bloodline fully manifested, a series of blue runes have started appearing on his chest, directly over his heart. The latter seem to expand in complexity and size as he unlocks more of his bloodline powers, unfurling like a waking dragon.



**Personality:** A visceral anger towards slavers and jailors simmers deep inside Rhydis, as he abhors those who inflict harm upon the weak. He wears an intimidating scowl on his bony face, and his penetrating glare can often end conversations in an entire room when he's visibly angry. Still rebellious and sometimes callous, foul language can punctuate Rhydis's few words, yet they always seem to carry a promise of retribution against harmful leaders or adversaries. He cares little for confined quarters, hierarchies, and overly complicated plans of action. Instead, Rhydis enjoys the peace of the natural world and the hectic chaos of battle. The subtle beauty of dew on a flower may captivate him—as he holds a quiet curiosity for the strange and the new—yet his bloodrage carries him through any conflict like a white-hot lance.

### ADVANCEMENT

Rhydis advances as a bloodrager with each new level, always increasing his skill ranks in Intimidate, Perception, and Survival. At 3rd level, he gains the blood sanctuary class ability and selects Power Attack as a new feat. At 4th level, Rhydis increases his Constitution by 1 and gains the blood casting ability as his bloodline grants him access to draconic spells. He learns *enlarge person* and *magic missile* as his first spells. At 5th level, Rhydis gains the improved uncanny dodge ability and the Cleave feat. He also adds *shield* to his known spells. Once Rhydis ascends to mythic status, he most likely pursues the path of the Champion or Guardian.

### ROLEPLAYING IDEAS

- If witness to any kind of bullying, Rhydis inevitably seethes with anger and grinds his teeth. He leaps to oppose such offenders if they seem weaker than himself, even allowing his bloodrage to take control if seriously wounded in the fray. More powerful opponents give him pause, but Rhydis still takes note and always returns to strike from the shadows to defend the innocent.
- Rhydis partially resents the jagladine for hastening his draconic bloodline, but he also enjoys the advantages it gives him. With his newfound abilities, his childhood fascination with dragons is renewed, and he's often intrigued by draconic themes in art, storytelling, and history.
- The continuing changes in Rhydis' body make him nervous, yet part of that tempest of emotions still includes an excitement for what he will eventually become. As such, he willingly seeks out those with knowledge of dragons and their interstellar kin, eager to learn more about his lunar dragon heritage.
- While much of his sleep is still fraught with nightmares recalling his time in the jagladine laboratories with bright lights and the sounds of whirring drills, Rhydis also has a recurring dream of flying among the clouds. Once he unlocks the dragon wings of his bloodline, he will finally find peace—liberated as if a heavy anchor is lifted from his soul.

### SCALING THE PC

Under a 15-point buy, Rhydis reduces his Constitution and Charisma by 1 and his Wisdom by 2. This lowers his Fortitude save, Will save, and Wisdom-based skill scores by 1, and his hit points by 2.



“Look at this crafty thing! Quite a beauty, isn’t it? What’s this bit here? And I wonder what that’s made of? And this, over there, doing that twisty thing. I don’t know what it is, but I think I know what it does! All you have to do is—wait, no! Not that! Oooh, it didn’t like that much at all, did it? Okay. Let’s try this, then. There. Yeah. It likes that better. Always brings a tear to my eye to figure out a gadget I’ve never seen before. And when you get to working with it, unraveling its mysteries, and—wait one tickin’ heartbeat! That clockwork’s counting *down*! And this here’s all *explosive*! We’re doomed! We’re—oh! I guess that’s how you stop it. I...uh...guess we’re *not* doomed then. HmMMM. Interesting. Say...what’s *this* bit do?”

—the obsessive zeal of dwarven alchemist, teamster, and engineer, Omik Jetruk





## OMIK “THE CLEVER” JETRUK

Male dwarf alchemist<sup>APG</sup> (chirurgeon) 1 / gunslinger<sup>UC</sup> (musket master) 1

LN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +6

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### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) (+4 dodge vs. giants)

**hp** 18 (2 HD; 1d8+1d10+5)

**Fort** +6, **Ref** +6, **Will** +2; +2 vs. poison, spells, and spell-like abilities

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### OFFENSE

**Spd** 20 ft.

**Melee** throwing axe +2 (1d6+1) or dagger +2 (1d4+1/19–20)

**Ranged** mwk musket +4 (1d12/x4), bomb +3 (1d6+2 fire) or throwing axe +3 (1d6+1)

**Special Attacks** bomb 3/day (1d6+2 fire, DC 12), +1 on attack rolls vs. goblinoid and orc humanoids

**Alchemist's Extracts Prepared** (CL 1st)

1st—*cure light wounds*, *shield*

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### STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 15 (19 vs. bull rush, 19 vs. trip)

**Feats** Brew Potion, Dodge, Gunsmithing, Rapid Reload (muskets), Throw Anything<sup>APG</sup>

**Skills** Appraise +6 (+8 to assess nonmagical metals or gemstones), Craft (alchemy) +7 (+8 to craft alchemical items), Disable Device +7, Handle Animal +3, Heal +6, Knowledge (engineering) +6, Perception +6 (+8 to notice unusual stonework, metals, jewels, or gemstones), Profession (driver) +6, Ride +6, Sleight of Hand +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework, metals, jewels, or gemstones

**Languages** Common, Draconic, Dwarven, Terran

**SQ** alchemy (alchemy crafting +1, identify potions), deeds (deadeye, steady aim, quick clear), goldsniffer, gunsmith, mutagen (+4/–2, +2 natural, 10 minutes), smuggler

**Combat Gear** acid (2), alchemist's fire (2), smokestick (2), thunderstone; **Other Gear** lamellar cuirass, throwing axe, dagger, masterwork musket w/ 30 paper alchemical cartridges, alchemy crafting kit, backpack, belt pouch, blanket, fishhook, flask (empty), formula book (contains all prepared extracts, plus: *bomber's eye*<sup>APG</sup>, *endure elements*, and *stone fist*<sup>APG</sup>), mutagen (Str), thieves' tools, trail rations (3 days), traveler's outfit, vials (9), waterskin, whetstone, 4 gp, 3 sp, 6 cp

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### SPECIAL ABILITIES

**Goldsniffer (Ex)** Omik's keen dwarven senses lead him to hidden treasures. He gains a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

**Smuggler (Ex)** Omik made a name for himself as a smuggler on his home planet. Whether transporting alcohol, rare crystals, weapons, or more insidious things, he excelled at

hiding objects from those searching for contraband. As such, he's learned a number of tricks related to body positioning, loose clothing, and misdirection which aid him in hiding these goods. Sleight of Hand is a class skill for him. In addition, at the beginning of each day, he can select one small object in his possession. He gains a +5 trait bonus on Sleight of Hand checks to hide that object until he chooses another to hide instead.

**Background:** Omik Jetruk (OH-meek JEHT-ruhk) earned his nickname “the Clever” at the orphanage where he grew up after being discovered among a mysterious wreck miles inland. Never knowing his true clan name, he was raised among those whose kin had died in wars or plagues. The sisters of the orphanage soon found his keen mind had a knack for trouble as he dismantled and reassembled everything from the front door locks to the fireplace spit. To occupy him—and hopefully wear out his boundless energy—they sent him to work among the teamsters in the city warehouses.

Omik soon found his place among the workers, keeping up with the best of them and eagerly taking on new responsibilities. He learned to drive and ride, and embraced the surly code of the roustabouts. Although their tenets seem inconsistent to outside observers, Omik dutifully supports his teammates against any trouble, even those they cause themselves. In fact, his hatred of orcs and goblins helped defend a number of caravans and teamsters from would-be raiders, as he somehow always knows where to look for potential ambushes.

With his proven nerve, Omik signed on for several jobs driving carts and wagons along dangerous mountain trails where any attack or avalanche may quickly turn into a chase flirting with death along the cliffside. During his work, Omik applies his mind and engineering acumen whenever possible. Many warehouse masters have called on him to install pulley-rigs or repair broken wheels. He also likes to look through any goods hauled for his clients, fiddling with contraptions that catch his interest, some of which he freely admits to “borrowing”...though he swears he's never stolen a thing in his life.

**Physical Description:** Omik is somewhat slender for a dwarf, standing 4 feet, 2 inches tall but weighing just 155 lbs. At 65 years old, he still proudly wears the badges of his youthful misadventures, including a handful of acid scars that nicked parts of his face and burned away some of his beard. He keeps the latter intentionally short while boldly braiding the edges with shiny clasps, ribbons and jewelry. He's rarely seen without a pipe or cigar between his teeth and he's never separated from his bandolier of ammunition and trusty musket, “Ole' Bess.” Omik typically dresses in bright colors and expensive, tailored clothing worn beneath his armored



leather cuirass. While he's unconcerned with drawing attention to himself, he enjoys the envious looks of others and believes he's more than capable of defending himself against would-be robbers. In fact, he dares them to try.

**Personality:** Omik has no qualms about his own self-worth and gladly shares his expertise, whether the benefactor of his gifts wants them or not. While many would call him stubborn and arrogant, few would question his dedication to his fellow teamsters on whatever wagon he drives. Omik also studies alchemy and gunsmithing with an all-consuming drive. Paired with his given trade—and dwarven fascination with stonework, metalwork, and engineering—he's eager to share each new discovery with those around him. While not exactly keen to start a fight, he never shies from one to side with his companions. And, in battle, Omik firmly believes in the theory of overkill, using his considerable arsenal to shock and awe his enemies.

### ADVANCEMENT

As Omik advances in experience, he alternates between adding levels in alchemist and gunslinger. He always increases his skill ranks in Craft (alchemy), Disable Device, Knowledge (engineering), and Profession (driver). At 3rd level, he advances again as an alchemist with the surgeon archetype, gaining the acid bomb discovery, additional poison resistance, and infused curatives. He also selects Point-Blank Shot as a new feat and prepares *expeditious retreat* as a new extract. At 4th level, he increases his skills in the gunslinger class with the musket master archetype, becoming more nimble while increasing his Intelligence by 1. At 5th level, he advances again as an alchemist, increasing his bomb damage, gaining the swift alchemy ability, Precise Shot as a new feat, and *true strike* as another prepared extract. Once Omik attains mythic status, he most likely follows the path of a Champion or Trickster.

### ROLEPLAYING IDEAS

- Omik regularly snoops through everyone's possessions, not to steal, but out of genuine curiosity for the kind of equipment others value and carry with them. However, when he finds a device he's never seen before, he almost always wants to tear it apart to see how it works.
- The wild tales of treasure hunters that teamsters tell have always caught Omik's ear. While he doesn't accept the exaggerated accounts as true, he does trust that there's a lot of lost gold to be found if he keeps his eyes open and his nose pointed in the right direction.
- If the topic of goblins and orcs ever arises, Omik has a great deal of negative things to say about them and prattles on with increasing crassness until concluding the whole lot of them should be wiped out. He proves greatly uncomfortable in the presence of half-orcs, and resents ever being dependent on one for anything.
- Omik has a special preoccupation with firearms and explosives, often salivating with excitement when he examines a particularly powerful weapon. His unique, masterwork musket is a cherished design of his own making, and he proudly wields it like a skilled marksman.
- Omik's origins remain a mystery even to him. Some say the wreck where the other dwarves found him was actually some sort of airship, but there's no explanation of its appearance or manufacture.

### SCALING THE PC

Under a 15-point buy, Omik reduces his Constitution, Dexterity, and Intelligence by 1. This lowers his hit points by 2 and his Fortitude save by 1.



"We have choices to make every day. Will we live from within, or from without? Many of us choose to live from within, constantly worrying about the food we'll eat, the clothes we'll wear, or the security of our homes. But when we live from within, we take from without to fill the needs we create with our worries for survival. We level forests and mountains to build cities and castles that act as anchors in our lives. Yet, when we live from without, our own selves become pollen on the wind, sailing far away—not on our own strength, but on the strength of everything around us. Wherever it takes us, we pollinate and bring forth new life, which enriches others. So, it's better to give of yourself than to take unto yourself. For a fearless life, freely shared is a greater joy than any bounty you create with your unrestrained ambition."

—*philosophical advice from the elven oracle, Tialua Re'Duoth*





## TIALUA RE'DUOTH

Female elf oracle<sup>APG</sup> of life 2

NG Medium humanoid (elf)

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

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### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

**hp** 14 (2d8+2)

**Fort** +0, **Ref** +2, **Will** +4; +2 vs. enchantments

**Immune** sleep

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### OFFENSE

**Spd** 20 ft. (base 30 ft.)

**Melee** mwk longsword +3 (1d8+1/19–20), dagger +2 (1d4+1/19–20)

**Ranged** shortbow +3 (1d6/x3)

**Special Attacks** channel positive energy 8/day (DC 14, 1d6)

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

1/day—*comprehend languages*, *detect magic*, *detect poison*,  
*know direction*, *read magic*

**Oracle Spells Known** (CL 2nd; concentration +5)

1st (5/day)—*bless*, *cure light wounds*, *detect undead*, *sun meta-*  
*APG* (DC 15)

0 (at will)—*create water*, *guidance*, *light*, *resistance*, *stabilize*

**Mystery** life

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### STATISTICS

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

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

**Feats** Extra Channel

**Skills** Diplomacy +7, Handle Animal +7, Heal +5, Knowledge (arcana) +3, Knowledge (geography) +4, Knowledge (history) +6, Knowledge (nature) +7, Knowledge (planes) +6, Perception +3, Sense Motive +5, Spellcraft +6, Survival +5, Use Magic Device +4; **Racial Modifiers** +2 Perception

**Languages** Aklo, Celestial, Common, Elven, Sylvan

**SQ** devotee of the green, envoy<sup>ARG</sup>, oracle's curse (tongues [Celestial]), revelations (channel), seeker of the stars, weapon familiarity

**Gear** mwk breastplate, darkwood shield, mwk longsword, dagger, shortbow w/ 20 arrows, backpack, bedroll, belt pouch, flint and steel, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, 45 gp, 13 sp, 8 cp

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### SPECIAL ABILITIES

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

**Envoy (Su)** Elves often have trouble relating to neighbors of other races, especially those with much shorter lifespans. As a result, some are trained in minor magics which prove particularly useful when dealing with outsiders. Elves with this racial trait and an Intelligence score of 11 or higher gain the following spell-like abilities once per day: *comprehend languages*, *detect magic*, *detect poison*, and *read magic*. The

caster level for these effects is equal to the elf's level. This racial trait replaces elven magic.

**Seeker of the Stars (Su)** Tialua has always been drawn to the stars—but one star in particular holds her primary interest. She always knows the direction to one single, unchangeable star. When she's asked astronomers about it, none have any information on it, and it seems as far as anyone can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect anyone asking about it are seeking the same one, if it exists at all. By spending 10 minutes in meditation, Tialua can mentally visualize a star chart for her location, regardless of where she happens to be and the time of day. The star she's drawn to always appears in this visualization, even if it wouldn't appear in her current location. In addition, once per day she may cast *know direction* as a spell-like ability (CL 1st).

**Background:** Even in her own woodland village, many considered Tialua Re'duoth (TEE-ah-LOO-uh RAY-doo-oth) a "wild child." Although her noble siblings retained the elegance and restraint expected of their station, she always ran barefoot through the forest, unnerving in her willingness to explore alone, regardless of the dangers expressed by her tutors. Eventually, they gave up on trying to formally educate her in the ways of her people, letting her discover her own understanding of the world instead. So, Tialua took up tutelage from the treeherds and scouts, those who could train her in magic and skill-at-arms. Often her days included following animals, learning their ways of foraging and finding warmth without fire.

Tialua's life changed when, on a self-appointed expedition, she climbed beyond the forest canopy and saw the horizon-spanning sky on a cloudless day. In awe of its beauty, she watched as the blue became vibrant pinks and oranges at sundown. And, gradually, as the light faded, Tialua feared it would become an inky black swallowing all the brightness. Just as she decided she couldn't bear such a tragedy, an unusual star appeared in the gloom, and it seemed to call to her with a reminder that hope always endures, no matter how bleak things seem. That lesson stuck with her even as she returned home.

In the ensuing years, Tialua yearned to learn more about the stars and why they always faithfully appeared on every clear night. But the logs and tomes of her people proved too meager, and she determined the best way to learn about the stars was to be among them, in the same manner as she'd learned about her native woodlands. So, with her elders' blessings, she embarked on a quest to the ends of her world, always following her patron star and seeking its guidance as she journeyed toward it.



**Physical Description:** Although many consider Tialua curvaceous by elven standards—bordering more on a human norm—her frame is still a petite 5 foot, 6 inches tall and she weighs just 115 lbs. She lets her dark brown hair grow down to her neck, pruning it as necessary to avoid tangling it on branches and brambles in the wilderness. Her hair would seem plain-looking if not for the numerous fetishes she wears among her artistic, ever-changing braids, each one dyed a different color. Tialua's clothes are largely made by her own hand, woven from fibers gathered with no harm to a living thing. At 125 years old, she has the look of a naturalist in harmony with her vibrant surroundings.

**Personality:** Rambunctious, boisterous, and optimistic, Tialua is an extrovert. She comes across as very outspoken and physical in expressing herself. She strives to put a smile on the faces of everyone around her as they enjoy the little moments of each day. And, while she may not seek to initiate combat in her own dealings—preferring diplomacy whenever possible—she's certainly not shy about defending her friends with bow or blade. Tialua considers herself a good judge of character and trusts her instincts. Her personal motto amounts to “when in doubt, follow your star”—particularly when she finds herself in unfamiliar circumstances, which, admittedly, happens far more often thanks to her willingness to make friends with just about anyone.

### ADVANCEMENT

With each new level, Tialua advances as an oracle, always acquiring new skill ranks in Handle Animal, Knowledge (nature), Knowledge (planes), Perception, and Sense Motive. At 3rd level, she gains the ability to channel positive energy as part of her Life mystery. She also gains Selective Channeling as a new feat and adds *path of glory*<sup>ACG</sup> to her known spells. At 4th level, she increases her Charisma by 1 and adds *mending*, *cure moderate wounds*, *lesser restoration*, and *summon monster II* to her known spells. At 5th level, Tialua gains Extra Channel as a new feat, while also adding *magic weapon* and *aid* to her known spells. Once she undergoes a mythic ascension, Tialua most likely follows the path of a Hierophant.

### ROLEPLAYING IDEAS

- Without necessarily intending to do so, Tialua often speaks on behalf of others. She greets everyone she encounters, happy to stop and chat if they're inclined to strike up a conversation. Her social skills are hardly refined, however, making her very popular among revel-seekers, and she can make more conservative types uncomfortable.
- Tialua finds stories of travel among the stars fascinating. She stands in awe and listens to anyone speaking about the stars, interrupting them with questions sometimes before they can even answer them. If possible, she relates her own experiences in following the unusual star from her youth.
- From an early age, Tialua has always met stress with chatter. Others in her village wondered if she suffered from a nervous tick in spouting gibberish, but those who knew the language realized she was talking to herself in Celestial. No one knew where she learned such a tongue, particularly given the scandalous oaths she sometimes interjects.
- Hardly gullible, Tialua has no time for pretention and despises liars outright. She often mentions she prefers the company of animals to treacherous people.

### SCALING THE PC

Under a 15-point buy, Tialua reduces her Wisdom by 1 and her Strength and Dexterity by 2. This decreases her attack rolls, armor class, Will save, and Reflex save by 1.



"I've talked with men who lost parts of themselves. Some were old warriors, retired not of their own weariness, but the sharpness of an enemy's blade. Others were thieves, who had a hand so quick, the only way to keep it from stealing was to cut it off. They spoke of their limbs carrying on as a ghost haunting the house where someone died. It gives them pain, sensations of hot and cold, and sometimes a terrible itch they can never scratch. They often reach with something that's no longer there. Yet, it is there, in its own way. This is how we know the spirit lingers on. Yet, those wary of the jungle and my brother's disappearance say to forget him. He's gone, taken, no longer there. Yet I can still sense Kakuru, and I know he exists, even if he's no longer in a place where I can see him."

—*hopeful optimism from the twin psychic,*  
*Kato Njalembe*





## KATO NJALEMBE

Male human psychic<sup>OA</sup> 2

LG Medium humanoid (human)

**Init** +2; **Senses** Perception +6

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### DEFENSE

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**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 16 (2d6+7)

**Fort** +1, **Ref** +2, **Will** +4; +2 on Will saves vs. psychic magic

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### OFFENSE

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**Spd** 30 ft.

**Melee** mwk quarterstaff +2 (1d6) or dagger +1 (1d4/19–20)

**Ranged** dagger +3 (1d4/19–20) or *telekinetic projectile* +3 (1d6)

**Spell-Like Abilities** (CL 2nd; concentration +6)

1/day—*detect thoughts* (DC 13)

**Psychic Spells Known** (CL 2nd; concentration +7)

1st (5/day)—*charm person* (DC 14), *mind thrust* <sup>IOA</sup> (DC 14),

*telepathic projection* <sup>OA</sup> (DC 14)

o (at will)—*light*, *mage hand*, *message*, *stabilize*, *telekinetic projectile*

**Discipline** Rapport

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### STATISTICS

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**Str** 10, **Dex** 14, **Con** 13, **Int** 16, **Wis** 12, **Cha** 14

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

**Feats** Expanded Phrenic Pool<sup>OA</sup>, Toughness

**Skills** Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (arcana)

+7, Perception +6, Sense Motive +6, Spellcraft +7

**Languages** Aklo, Celestial, Common, Elven

**SQ** focused mind, emotional bond (up to 2 allies), emotional push (1/day, +2), phrenic amplification (overpowering mind), phrenic pool (5), resilient peculiarity

**Gear** masterwork quarterstaff, dagger, sling w/ 10 bullets, backpack, bedroll, belt pouch, flint and steel, prismatic crystal, trail rations (5 days), traveler's outfit, waterskin, whetstone, 4 gp, 13 sp, 8 cp

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### SPECIAL ABILITIES

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**Focused Mind (Ex)** Kato's childhood was dominated by lessons in mental fortitude which encouraged his ability to block out distractions and focus on the immediate task at hand. Now with his newly discovered psychic abilities, those lessons have helped him gain a +2 trait bonus on concentration checks.

**Resilient Peculiarity (Ex)** Caught in an influx of energy through the bond he shared with his twin brother, Kakuru, Kato's mind has become permanently altered, giving him access to psychic magic while also making him particularly resilient to it. Against psychic magic effects, he receives a +2 trait bonus on Will saving throws.

**Background:** Born just 32 minutes after his brother Kakuru, Kato Njalembe (KAH-toh jah-LEM-bay), has always sworn they took their first breaths together—perhaps as a reflection of their conjoined minds. The privileged sons of a wealthy merchant, Kato and Kakuru were the pride of Mgemke, a small trading city on the edge of the jungle. Although twins, the two had very different interests. Kakuru excelled at hunting, weapons, and athletics, while Kato proved more intellectual, favoring the law, trade, and innovation.

Everyone in Mgemke assumed the two brothers would go their separate ways in adulthood with Kakuru joining the Mgemke militia, and Kato accepting an appointment as his mother's diplomatic aide. Yet, refusing to be parted, the twins formed a mercenary company upon reaching adulthood, with Kakuru leading trustworthy warriors and scouts from the city's youth, while Kato ran the company's headquarters, negotiated contracts, and researched current events and ancient lore for foreign explorers who hired them as guides, advisors, and caravan guards.

The brothers' joint venture proved a great success. Kakuru's reputation and glory swelled, as did the company's coffers, until a strange elven woman hired them to take her to a particular ruin deep in the jungle. Kato's research only gave its location and vague horror stories of monsters descending from the night sky to build it. Kakuru and his men left in good order, but as soon as they left, Kato felt a strange, growing sense of dread and unease. It continued to swell until a terrifying vision gripped Kato in the middle of the night, filled with the screams of dying men, brilliant lights in indescribable colors wrapped around the ancient ruin from his research, and, worst of all, Kakuru's cries of terror and pain. Kato also heard the voice of their elven client, overtaken by an alien presence buzzing in his mind. Her words still haunt him. "No, not you... but your brother... he's the one we need."

When Kato awoke, he found himself crumpled against the wall of his home facing the same direction Kakuru had marched. Thereafter, Kato spent their remaining fortune outfitting a small army of warriors to personally lead him to the ruin. While they found Kakuru's camp, his men and their strange client were gone. And the ruins themselves betrayed no secrets, just a set of standing stones in a lopsided circle.

**Physical Description:** At the age of 20, Kato is dark-skinned with close-cut, curly black hair and dark brown eyes. He stands 5 feet, 10 inches tall and weighs 165 lbs. With a rangy build, he prefers loose, flowing clothes that help with the heat of his native homeland. His tunic and conical, unbrimmed hat are decorated with brightly colored beads in geometric patterns, and he keeps a stout walking staff ready at hand. A beaded belt holds his dagger and collection of leather pouches. He generally prefers his traditional apparel, but adopted a thick set of leather boots bought from a foreign trader which he always wears when venturing beyond the comforts of his home.

**Personality:** Kato is well known for his duality: his booming laughter is often the loudest on feast days, yet otherwise he rarely speaks of anything other than business. Although most people consider Kato more level-headed than his twin brother, Kakuru, he equally participated in their youthful pranks when they were younger, often encouraging Kakuru



to act on some mischievous scheme. Since coming of age, Kato has never shown any fear in taking risks if he thought the potential payoff would be worthwhile—especially since his optimism often proves correct. Kato enjoys hard work and hard play, but insists on keeping the two separate. Any lack of seriousness in important matters frustrates him. His strong moral code typically eschews outright charity in favor of helping others help themselves, so everyone can enjoy the fruits of their own labor.

### ADVANCEMENT

As he grows more experienced, Kato always advances as a psychic, acquiring more ranks in Appraise, Bluff, Diplomacy, Intimidate, Perception, and Sense Motive whenever possible. Upon reaching 3rd level, Kato gains defensive prognostication as a new phrenic amplification. He also selects Dodge as a new feat and adds *burst of insight*<sup>OA</sup> to his known spells. At 4th level, Kato increases his Intelligence by 1 and adds *detect psychic significance*<sup>OA</sup>, *enthrall*, and *thought shield* <sup>IOA</sup> to his known spells. At 5th level, Kato gains the share memory discipline power and Psychic Maestro as a new feat so he can use occult skill unlocks for hypnotism and psychometry more often. He also adds *mindlink*<sup>OA</sup> and *id insinuation* <sup>IOA</sup> to his known spells. Once Kato undergoes a mythic ascension, he most likely follows the path of an Archmage or Marshal.

### ROLEPLAYING IDEAS

- Despite their disparate aptitudes, Kato and Kakuru proved inseparable as children, and in one respect they were exactly as twins are often depicted—always seeming to know what the other was thinking and finishing each other's sentences. Even without Kakuru around, Kato often makes inside-jokes and references to stories of their interactions with friends and relatives in Mgemke. His ability to establish bonds quickly and deeply with those he meets only grows since the disappearance of his twin.
- Kato is friendly and jovial, although he becomes gravely serious when business is at hand—skills which have greatly helped him during negotiations. This impacts his behavior in a given situation so much that people sometimes think he has two personalities.
- Kato rarely turns down an opportunity to make money as it appeals to his mercantile background. He regularly offers free business advice, doing so in a friendly enough manner that business owners often follow his suggestions and feel they owe him a favor out of their newfound profits.

- Since the night Kakuru vanished, Kato's mental abilities have significantly expanded, and he believes it's related to whatever Kakuru experienced in the jungle ruins. Regardless, Kato feverishly works to develop his newfound abilities, hoping it'll help him learn something—anything—about his brother's fate and the strange entity behind it.
- Any hint of what may have happened to Kakuru drives Kato to seek more answers. He postpones or drops any other business at hand, even willing to undertake distant journeys with scant notice if it will uncover his brother's fate. He often uses his psychometry occult skill unlock to examine artifacts he believes could aid his cause.

### SCALING THE PC

Under a 15-point buy, Kato reduces his Dexterity by 1 and his Constitution by 3. This lowers his hit points by 2 and his ranged attacks, armor class, Reflex save, and Fortitude save by 1.



# MINI CUTOUTS





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