

ADVENTURE PATH PLUG-INS



METAL HEROES

By NEIL SPICER



METAL HEROES

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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.

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

You will see us use phrases such as "Metal Gods Campaign" instead of the title of the official Adventure Path, issues #85-90. Or, you may see us use names such as the "Science League," the "Land of Savage Science," the "Goddess of Invention," or the town of "Forge" 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 "Metal Gods Adventure Path," helping to tame the "Land of Savage Science." See, that wasn't so hard, was it?

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

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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CONTENTS

Why Pregenerated Characters? I'll Tell You...	5
How We Did It	6
Ander Six	7
Bersaivius Mendren	11
Drunah Dagur	15
Falston Katcherby	19
Tavarest Ivaine	23
Kheldric Lybrien	27
Lyel Vergess	31
Rikka Nufhari	35

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 cut-outs 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!

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 organized play. And, while we won’t incorporate every rule difference from organized 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* and the following additional books, indicated by the following superscripts:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player’s Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

TG = *Pathfinder Campaign Setting: Technology Guide*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

All of the above references can be found in the online [Pathfinder Reference Document](http://paizo.com/pathfinderRPG/prd/) (paizo.com/pathfinderRPG/prd/). Traits were selected from the online Character Traits Web Enhancement as well as the [player’s guide for the Metal Gods Adventure Path](#), 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.

ANDER SIX

"They said they pulled me from the ruins, newly-born of a mechanical womb. Then, they told me I'd become a soldier, an executioner of their will and their will alone—assigned whatever mission the League deemed important. In the beginning, I believed them. I hunted those who operated against them—renegades, fools, and barbaric rebels alike. But when I learned their true nature, I knew I had to change. And when I defied their orders, they restrained me—to erase my memories and repurpose my body for a different, more subservient intellect. I escaped before they completed the process. And, now, I live to cut down anyone serving the League who crosses my path. I won't go back. And I'll never serve them again. There are far better people to protect, and I call them my friends. They already accept me for who I am."

—the existential crisis of runaway android, Ander Six



ANDER SIX

Male *android slayer*^{ACG 1}

LN Medium humanoid (android)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +1; +4 vs. mind-affecting effects, paralysis, poison, and stun effects

Immune disease, exhaustion, fatigue, fear, sleep, and all emotion-based effects

OFFENSE

Speed 30 ft.

Melee katana +3 (1d8+3/18–20) or dagger +3 (1d4+2/19–20)

Ranged light crossbow +4 (1d8/19–20) or dagger +4 (1d4+2/19–20)

Special Attacks nanite surge +4, studied target +1, +2 on damage rolls vs. targets associated with the Science League

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

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

Feats Exotic Weapon Proficiency (katana)

Skills Disable Device +7, Knowledge (engineering) +2, Knowledge (geography) +5, Perception +7, Sense Motive –3, Stealth +6, Survival +5 (+6 to follow tracks), Swim +5; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Andromedan, Common

SQ against the League, constructed, emotionless, track +1, vagabond child (urban)

Gear studded leather, katana, dagger, light crossbow with 10 bolts, backpack, bedroll, brown e-pick, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, 3 sp, 8 cp

SPECIAL ABILITIES

Against the League (Ex) Ever since the Science League tried to erase his

memory, Ander has held a long-running grudge against them. He's convinced they're responsible for the continued troubles facing him and believes they're actively looking to finish the job. As a result, he gains a +2 trait bonus on all weapon damage rolls made against targets he knows are associated with the League.

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy ability or *bane* weapons), Ander counts as both a humanoid and a construct. He gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. He's not subject to fatigue or exhaustion, and he's immune to disease and sleep effects. He can never gain morale bonuses, and he's immune to fear effects and all emotion-based effects.

Emotionless (Ex) Ander has problems processing emotions properly and takes a –4 penalty on all Sense Motive checks.

Nanite Surge (Ex) Ander's body is infused with nanites. Once per day as an immediate action, he can cause his nanites to surge, granting a bonus equal to 3 + his character level on any one d20 roll. This ability must be activated before the roll is made, and when he uses this power, his circuitry-tattoos glow with light equivalent to a torch in illumination for 1 round.

Vagabond Child (urban) (Ex) With his memory partially erased, Ander has had to learn certain skills and capabilities while on the run from the Science League. As a result, other outcasts have taught him how to survive on the fringes of society, and he gains a +1 trait bonus on Disable Device checks. Disable Device is also a class skill for him.

Background: Ander Six (AN-duhr SIHKS) took his given name from a Science League officer who successfully released him and his identical birth siblings from a castaway incubator ten years ago. Along with his eight brothers, he accepted a numerical designation as a surname to tell himself apart, and thereafter, spent his early years in service to the

League as a soldier and executioner. Implacable, remorseless, and outfitted with the best possible gear, he proved exceptionally efficient in this role, cutting down native barbarians, rogue robots, and League traitors alike. But his last assignment directed him to retrieve a rebel android for memory recalibration—his own brother, Ander Nine. This confrontation led Ander to an existential crisis as Nine shared his misgivings about the League and the control which they exerted over them.

After turning Nine over to their masters, Ander arranged to secretly observe his brother's reprogramming. Consequent insight into the harshness of this invasive procedure shattered every illusion he'd held about serving the League and, three months later, Ander also chose to rebel against his overseers. The resulting backlash proved harsh, and he too found himself hunted, captured, and assigned for memory recalibration. Midway through the process, however, Ander freed himself and overpowered his captors. He stumbled out of League headquarters and escaped into the surrounding badlands with the help of a disenfranchised gun-merchant named Lyel Vergess. Together, they worked their way to the small town of Forge, supporting and looking after one another while fending off raiders, beasts, and League agents alike. Since then, Ander has depended almost exclusively on Lyel to fill in the gaps of his partially-erased memory core, inheriting much of the gunslinger's prejudices and mannerisms—all in an effort to emotionally bond with someone more human.

Note: For maximum roleplaying impact, if there's another biological PC in the group (and no one plays Ander's partner, Lyel), that person, with their consent, should be chosen as Ander's close friend instead.

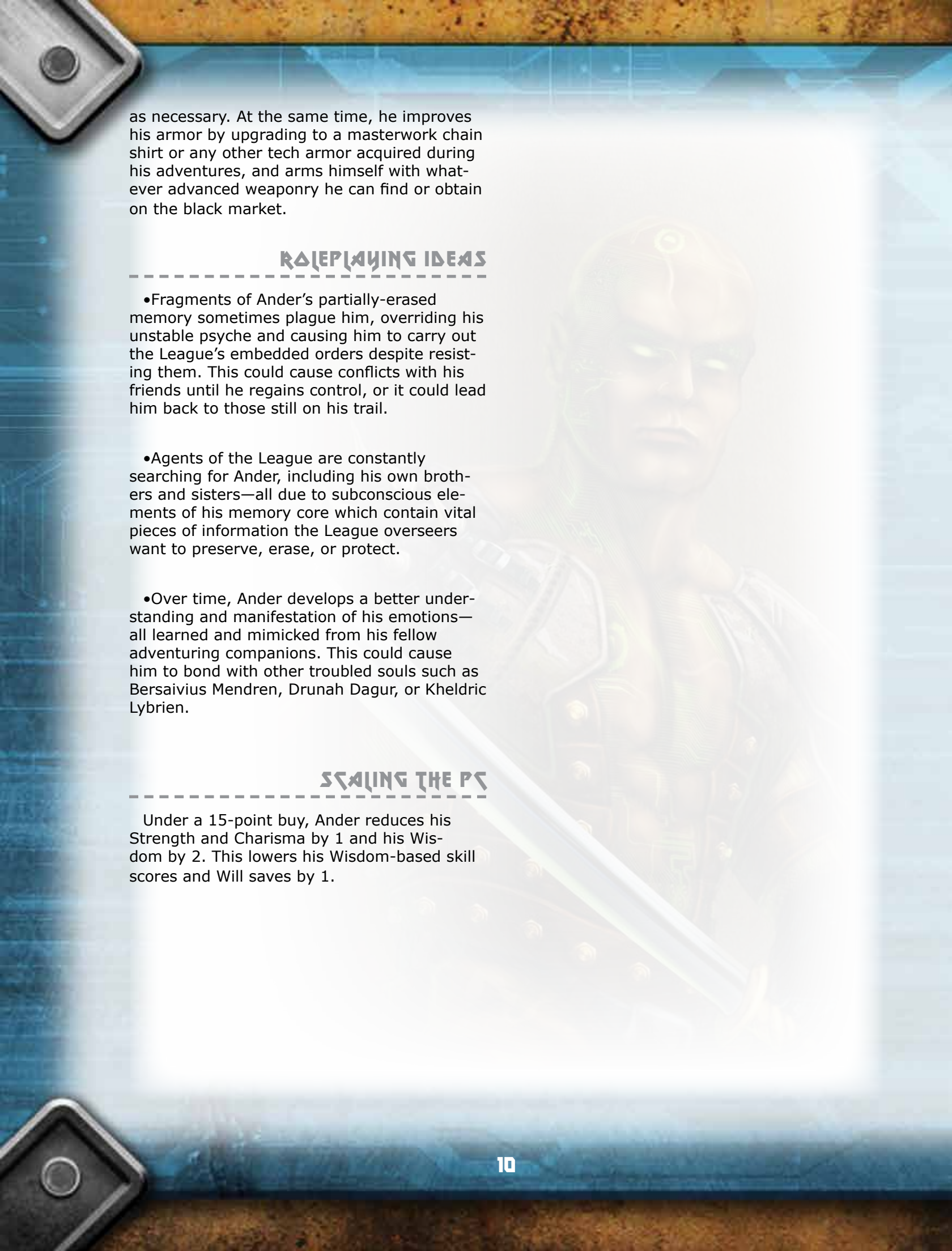
Physical Description: Standing 6 feet tall and weighing 200 lbs., Ander Six's developed, muscular physique belies the relatively young age of his cybernetic mind. Just 10 years have passed since his awakening, and Ander still struggles to learn the limits of his artificial body. His dusk brown skin includes darker tracings of tattoo-like circuitry which glow an eerie green when activating his nanite surge.

Ander dresses in a modern, sleeveless studded leather breastplate, rugged pants, and combat boots. His armor includes pauldrons and greaves across his shoulders, arms, and legs, a purposeful design to give him a greater range of motion to wield his ever-present katana. His only other weapons include a dagger kept in a sideways scabbard at the small of his back and a carbon-fiber crossbow slung across his shoulder.

Personality: Ander struggles to find his identity, innately sensing he was meant for something greater, but incapable of recognizing it until he better educates himself on the world around him. At times, he comes across as intensely curious, both about the mundane actions and emotions of inherently biological creatures, as well as the recovered technologies of what he assumes are the remnants of those who once manufactured his kind. Yet, Ander also carries the burden of knowing there are others who would exploit his skills and capabilities. Since discovering the duplicity of the Science League, and their subsequent attempts to have his consciousness erased and reset, he remains ever-vigilant against those who wish him ill. As an extension of this mentality, he also assumes a guardian role in protecting others suffering under the League's persecution, including his partner and friend, Lyel Vergess.

ADVANCEMENT

Ander advances as a slayer with each new level, always adding skill ranks in Disable Device, Perception, Stealth, and Survival. At 2nd level, he also adds ranks in Climb, Knowledge (engineering), and Intimidate, and chooses Two-Weapon Fighting as a ranger combat style with his slayer talent. At 3rd level, he gains sneak attack and Two-Weapon Defense. He also takes additional skill ranks in Acrobatics, Knowledge (dungeoneering), and Knowledge (geography). At 4th level, Ander increases his Strength by 1, while adding skill ranks in Acrobatics, Climb, and Intimidate. He also selects firearm training with his slayer talent to gain Exotic Weapon Proficiency (firearms) or Exotic Weapon Proficiency ([technological firearms](#)TM),



as necessary. At the same time, he improves his armor by upgrading to a masterwork chain shirt or any other tech armor acquired during his adventures, and arms himself with whatever advanced weaponry he can find or obtain on the black market.

ROLEPLAYING IDEAS

- Fragments of Ander's partially-erased memory sometimes plague him, overriding his unstable psyche and causing him to carry out the League's embedded orders despite resisting them. This could cause conflicts with his friends until he regains control, or it could lead him back to those still on his trail.

- Agents of the League are constantly searching for Ander, including his own brothers and sisters—all due to subconscious elements of his memory core which contain vital pieces of information the League overseers want to preserve, erase, or protect.

- Over time, Ander develops a better understanding and manifestation of his emotions—all learned and mimicked from his fellow adventuring companions. This could cause him to bond with other troubled souls such as Bersaivius Mendren, Drunah Dagur, or Kheldric Lybrien.

SCALING THE PC

Under a 15-point buy, Ander reduces his Strength and Charisma by 1 and his Wisdom by 2. This lowers his Wisdom-based skill scores and Will saves by 1.

BERSAIVIVUS MENDREN

"I don't pretend to understand what's happening to me. I only ever wanted to be normal. But when I lost my hair—and the tumors appeared—I knew something was terribly, undeniably wrong. Then my condition worsened, and the mathematical underpinnings of magic came so easily to me. I could see the numbers—in everything! It was then I knew my life would change—forever. I just never imagined it would be like this. Every day, I wake up wondering what else will change. I mean, I don't even recognize myself anymore. I don't feel like myself anymore. Can you understand that? Because I can't! I keep hoping I'm becoming something better...something necessary for this strange land. But will I even remember who I am? Or will I become someone else entirely? I don't know. I just want it to be over...so I can get past the fear."

—a fervent wish by Bersaivivus Mendren, well-meaning arcanist plagued by an alien parasite



BERSAIVIUS MENDREN

Male human [arcanist](#) ([blood arcanist](#))^{ACG} 1
LN Medium humanoid (human)

Init +2; **Senses** Perception +0 (+2 when tumor familiar attached)

DEFENSE

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

hp 8 (1d6+2)

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

OFFENSE

Speed 30 ft.

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

Ranged dagger +2 (1d4+1/19–20)

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

5/day—acidic ray (1d6 acid)

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

1st (3/day)—*color spray* (DC 14), *mage armor*, *shocking grasp*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*

Bloodline aberrant

STATISTICS

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

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

Feats [Aberrant Tumor](#)^{ACG}, Alertness (when [tumor familiar](#) attached), [Expanded Preparation](#)^{ACG}

Skills Craft (alchemy) +7, Fly +5, Knowledge (arcana) +8, Knowledge (dungeoneering) +7, Knowledge (engineering) +8, Knowledge (geography) +4, Perception +0 (+2 when tumor familiar attached), Sense Motive +0 (+2 when tumor familiar attached), Spellcraft +7, Use Magic Device +6

Languages Aklo, Andromedan, Common, Haleet

SQ arcane reservoir (4), bloodline (aberrant), bloodline arcana (+50% duration on polymorphs), consume spells,

mathematical prodigy, stargazer, tumor familiar (bat-like)

Gear quarterstaff, dagger, backpack, bedroll, everburning torch, ink (1 oz. vial), ink pen, iron pot, map case, paper (5 sheets), signet ring, soap (1 lb.), spellbook (0—all, 1st—all prepared spells plus: *enlarge person*, *grease*, and [shock shield](#)^{UC}), spell component pouch, trail rations (5 days), traveler's outfit, water-skin, whetstone, 10 gp, 4 sp, 7 cp

SPECIAL ABILITIES

Mathematical Prodigy (Ex) Because of the alien affliction remapping his brain, calculations have come more easily for Bersaivius, and he's able to see the math in the physical and magical world. As a result, he gains a +1 bonus on Knowledge (arcana) and Knowledge (engineering) checks, and Knowledge (engineering) is always a class skill for him.

Stargazer (Ex) Bersaivius hopes to learn all he can about the strange creatures lurking in the technological ruins and dungeons of his homeland so he can better understand his symbiotic relationship with the alien parasite the League discovered there. He gains a +2 trait bonus on Knowledge checks to identify alien monster abilities and weaknesses. In addition, he gains a +1 trait bonus on Knowledge (geography) checks, and Knowledge (geography) is always a class skill for him. He's treated as if he possessed the Technologist feat for the purposes of resolving checks to identify an alien creature using a Knowledge skill and for all Knowledge (geography) checks. If he eventually possesses the Technologist feat, his trait bonus on Knowledge (geography) checks increases to +3.

Background: Bersaivius Mendren (buh-SAY-vee-US MEN-druhn) once lived on the outskirts of his native homeland, the third son of local farmers working to supply crusaders with grain and livestock for the long journey to the Demon Lands. When he was ten, his family unknowingly hosted a group of fugitives from the Science League carrying a canister of alien parasites. One of the creatures escaped

and hid itself by bonding with Bersaivius as he slept. When their guests left, the creature's resulting infestation began to ravage Bersaivius with a transformative disease he still struggles to understand. Faced with the growing horror of his condition, he eventually fled his village to save himself the embarrassment of the physical changes it wrought on his body.

Turning south, Bersaivius skirted the major power centers controlled by the Science League, taking care to examine any technological ruins encountered along the way—all in an effort to determine the origin and purpose of the parasite growing inside him. During this time, he began to manifest strange, new abilities—sometimes unintentionally activating them to defend himself from predators and bandits alike. Chief among them is an aberrant tumor capable of separating from his body, a bat-like creature with which he shares a symbiotic relationship. He eventually named this companion Oturu, and he can sense it trying to communicate with him as it grows in intelligence. But he also loses a little more of himself as it does.

Physical Description: Bersaivius keeps himself covered at all times, wearing a long, black robe, boots, and gloves. Even his head is kept hidden within a heavy hooded cloak with his mouth and nose covered by a dark, silk scarf. Absent these garments, his skin has a sickly, ghoulish pallor—signs of an obvious, if misunderstood, infection. His hair has long since fallen away, but his eyes remain a startling, piercing blue. He stands 5 feet, 10 inches tall and weighs 175 lbs, wielding an iron shod quarterstaff and a curved dagger. At 25 years old, he still has a young, healthy body, even if it continues to grow and change in ways he can't yet comprehend.

Personality: Along with the more radical changes to his physiology, Bersaivius manifests an undeniably impressive intellect. He can literally perceive an overlay of alien, mathematical equations attributed to the creatures, objects, and terrain within his gaze. And, though he struggles to process this information, it often guides his perception of the

world and those around him. He remains considerably self-conscious about his appearance and unnerving nature, taking great strides to cover himself and avoid the stares, fears, and questions of those he encounters. Even among his adventuring companions, he works hard to keep his condition hidden, afraid it'll cost him their friendship if they ever learn the truth.

ADVANCEMENT

Bersaivius advances as a blood arcanist with each new level, always adding skill ranks in Craft (alchemy), Knowledge (arcana), Knowledge (engineering), and Spellcraft. At 2nd level, he also adds ranks in Appraise and Knowledge (local) while preparing *prestidigitation* as a new cantrip. At 3rd level, he adds more ranks in Knowledge (dungeoneering) and Knowledge (geography). He also selects the Die For Your Master feat and gains long limbs as an aberrant bloodline power while preparing *memory lapse*^{APG} as a new spell. At 4th level, Bersaivius increases his Constitution by 1 and adds new skill ranks in Knowledge (planes) and Linguistics. This lets him expand his known languages to include any alien tongue encountered during his adventures. He also prepares *touch of fatigue* and *sonic scream*^{APG} as new spells, while seeking to arm himself with a magic wand or weapon of advanced technology.

ROLEPLAYING IDEAS

- Bersaivius recoils from anyone attempting to touch him or remove his hood and scarf, unwilling to let them look upon the alien transformation ravaging his flesh. While his adventuring companions may eventually gain his trust enough for him to share his condition, he's still never fully comfortable revealing his physical deformities.

- The alien disease ravaging Bersaivius is slowly altering his brain, and he fears he's becoming someone—or *something*—else. Over the course of the campaign, his personality should undergo a similar transformation to his body. Even his alignment could shift as a

result of his neural pathways being remapped for the hidden purpose of the alien parasite inhabiting him.

•Bersaivius desperately assesses each and every mutated or alien lifeform he encounters, hoping to better understand his condition. As a result, he may become fast friends with gnome preservationist, Falston Katcherby, or skilled investigator, Kheldric Lybrien—two like-minded souls willing to explore the unknown.

•Bersaivius has a symbiotic relationship with Oturu—his parasitic, tumor familiar. Whenever it dies (either in the course of combat or by using his eventual Die For Your Master feat), his body suffers a host of ill effects for a full week until he can treat it with a specially-cultivated alchemical formula. This procedure costs 200 gp per arcanist level and takes 8 hours for him to endure once administered. It also regrows the tumor familiar.

SCALING THE PC

Under a 15-point buy, Bersaivius lowers his Strength and Dexterity by 2. This decreases his attack rolls, armor class, and Reflex save by 1.

OTURU, TUMOR FAMILIAR^{UM}

N Diminutive magical beast

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 4 (1 HD); fast healing 5 (when attached to master)

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

Defensive Abilities improved evasion

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee bite +6 (1d3–5)

Space 1 ft. **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 15, **Con** 6, **Int** 6, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –2; **CMD** 3

Feats Weapon Finesse

Skills Fly +16, Perception +6; **Racial Modifier** +4 Perception

SQ alertness, empathic link, share spells

DRUNAH DAGUR

"A mechanical beast slew my husband just weeks after we married—before we could even start our new life together. We'd planned on having lots of children and he was going to raise horses to sell the other tribes. But then a beast of metal burned him to ash with a single beam of light. Everyone told me the pain of my loss would eventually pass, but it never did. The rage always burns—white-hot—inside me. So, I took his axe and shield and I left our tribe with a single purpose—to bring a storm of vengeance on these abominations until none remain. I'm called a dar'shyn among my people, and I've always carried the lightning inside me. It's a blessing from the gods, and each time I use it to kill these machines, some of that pain finally leaves me."

—the tortured self-reflection of Drunah Dagur, widowed daughter of the Stormlord tribe



DRUNAH DAGUR

Female human (Kell) [bloodrager](#)^{ACG 1}

CG Medium humanoid (human)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +2 shield); (+1 dodge vs. robots)

hp 13 (1d10+3)

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

OFFENSE

Speed 40 ft.

Melee battleaxe +5 (1d8+3/x3) or dagger +4 (1d4+3/19–20)

Ranged longbow +3 (1d8/x3) or dagger +3 (1d4+3/19–20)

Special Attacks bloodrage (6 rounds/day), elemental strikes 3/day (swift action, +1d6 electricity), +1 on attack rolls vs. robots

STATISTICS

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

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

Feats Dodge, Weapon Focus (battleaxe)

Skills Intimidate +5, Perception +5, Stealth +5 (+6 in hilly or rocky areas), Survival +5, Swim +5

Languages Common, Haleet

SQ bloodline (elemental [air]), fast movement, highlander, robot slayer

Gear leather armor, heavy steel shield, battleaxe, dagger, longbow w/ 20 arrows, backpack, bedroll, trail rations (5 days), small sack, traveler's outfit, waterskin, whetstone, 26 gp, 1 sp, 8 cp

SPECIAL ABILITIES

Highlander (Ex) Drunah was born and raised in the rugged badlands and canyons of her native homeland, becoming an expert at evading the predators, monsters, and worse which haunt such wilds. She gains a +1 trait bonus on Stealth checks, and Stealth is always a class skill for her. This bonus increases to +2 in hilly or rocky areas.

Robot Slayer (Ex) Drunah believes the strange automatons plaguing the wilds are a blight upon the world and holds a personal grudge against them for slaying her husband. She gains a +1 trait bonus on attack rolls against robots and a +1 dodge bonus to AC against attacks made by robots.

Background: Drunah Dagur (DREW-nuh DAY-guhr) lived her early life as the sturdy daughter of a barbarian tribe referring to themselves as the Stormlords. Legends claim her people share common ancestry with an ancient civilization of storm giants which passed into the east many centuries ago during the Time of Falling Stars. By the time she came of age, Drunah manifested this influence on her family bloodline, exhibiting considerable strength and elemental abilities of lightning and thunder. As a result, she took up the mantle of a *dar'shyn* to defend her people against their enemies. Performing well in a number of battles, she gathered a reputation as a powerful warrior, and, just a year ago, she agreed to marry her chieftain's son—a handsome, honorable man named Tohmar with whom she shared a deep love and mutual respect.

Unfortunately, Drunah's new husband perished just days after their wedding, slain by a renegade robot during a dark night filled with screaming horses and flashes of light as it stormed through their encampment. Drunah's grief consumed her for many months, and she lost her purpose as a *dar'shyn*, wandering away to commune with the sky spirits and trace the movements of the flying machine which killed Tohmar. Though she never caught up to it, she ran afoul of lesser robots which nearly overcame her with stun weapons and tranquilizers. She drove them off, but the battle left her drained and unconscious, exposed to the desert heat for several hours in a debilitating delirium. Scavengers nearly took her, but a frontier lawbringer named Kheldric Lybrien found her and carried her back to the nearby town of Forge to recover. They've spent the last several weeks getting to know one another, sharing stories of personal loss and life on the frontier. Drunah senses a kindred spirit in Khel-

dric, and their interaction has done much to replace her melancholy with hope—and, possibly even the capacity to love again.

Note: For maximum roleplaying impact, if there's another human PC in the group (and no one plays Drunah's love interest, Kheldric), that person, with their consent, should be chosen as the recipient of a possible romance with her instead.

Physical Description: Drunah is a powerful young woman of 19 years descended from the hardy, barbarian stock of the Stormlord tribe. She stands 5 feet, 10 inches tall and weighs 165 lbs. with sun-browed skin and long, auburn hair hanging free and untamed. Her steely, grey eyes promise a painful death to anyone who crosses her, a fact made all the more evident by the wickedly sharp battleaxe she wields with such ease. She keeps this weapon close at hand along with her deceased husband's round, metal shield. Her leather armor is both functional and practical, padded with wool to keep her warm in the coldest wilds. And it includes a skirt of leather tassels with fur-wrapped boots and bracers.

Personality: Drunah has a fiery, passionate demeanor, and it's difficult sometimes to dissuade her from strongly held opinions or beliefs. She reinforces this reputation with dangerous bloodrages which often leave her adversaries bruised, bloodied, and singed. Static electricity almost always precedes these outbursts, and her friends usually know when to drop a particular conversation before fully rousing her anger. In truth, Drunah is exceptionally loyal, dedicated, and good-hearted to her friends. She abhors evil-minded bullies and schemers, particularly those who prey on others from a position of power—but she reserves her greatest hatred for the heartless machines ravaging her homeland and those who control them. She'd like nothing better than to put down every last one of them, and welcomes any allies who can aid her in that regard. At the same time, Drunah has a heavy heart due to the untimely loss of her husband, Tohmar. She continues to grieve him and hasn't yet found the means to start a new life without him.

ADVANCEMENT

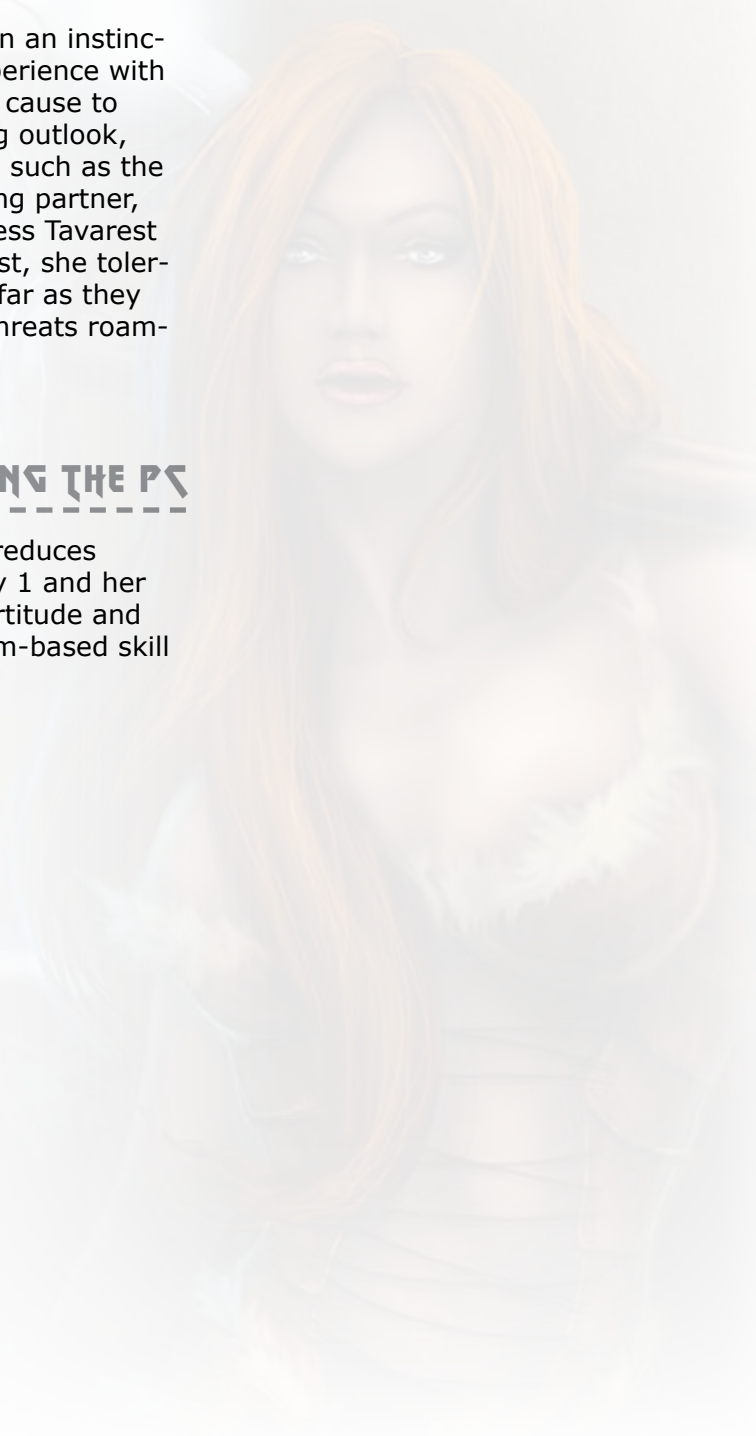
Drunah advances as a bloodrager with each new level, always increasing her skill ranks in Intimidate, Stealth, and Survival. At 2nd level, she gains the uncanny dodge ability so she can anticipate danger, while adding new ranks in Acrobatics and Climb to avoid or meet it. At 3rd level, she gains the blood sanctuary class ability and the Shield Focus feat to better protect herself against her enemies. She also adds new ranks in Perception and Ride. At 4th level, Drunah increases her Charisma by 1 and gains the bloodcasting ability so she can cast spells while bloodraging. She learns *enlarge person* and *shocking grasp* as her first spells and gains electricity resistance 10 as her next bloodline power. She also takes her first ranks in Knowledge (arcana) and Spellcraft. As Drunah continues to gain experience, she selects spells and feats to improve her effectiveness with axe and shield, and she continues upgrading her weapons and armor while shunning the advanced technology of her enemies.

ROLEPLAYING IDEAS

- Because of her elemental bloodline, Drunah's temper sometimes manifests as a sudden surge in static electricity, causing the hair of those around her to stand on end. After such times, anyone touching a metal object may accidentally give themselves a static shock—an annoying experience, as Drunah's temper seems to linger well beyond any disagreement or confrontation.

- Drunah carries an unresolved grief due to the untimely death of her husband, Tohmar—a man she loved with a passion more intense than any bloodrage. While she throws herself into every battle against robots, her emotions get the best of her once the rage subsides and she retreats into the memories of her loss.

- The long recovery after Drunah's ordeal in the desert wastelands against several robots gave her lots of time to get to know her fellow adventuring companion, Kheldric Lybrien. The two have a lot in common and she greatly



respects his resourcefulness and experience. More than any other, she trusts his motives and believes she owes him a life debt. Her only concern is the degree to which he trusts and uses the strange items taken from technological ruins where robots have been known to tread.

•Drunah distrusts technology on an instinctual, visceral level. While her experience with Kheldric's alchemy has given her cause to re-evaluate this all-encompassing outlook, her interactions with companions such as the android, Ander Six, his gunslinging partner, Lyel Vergess, or the oread priestess Tavarest Ivaine are far from cordial. At best, she tolerates their contributions only insofar as they help eliminate more dangerous threats roaming her homeland.

SCALING THE PC

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

FALSTON KATCHERBY

"Ohhhh! Look at the purple hairs on its carapace, the yellow stripes, and its beady, little eyes! Aren't they adorable?! It'll make the perfect specimen! A centerpiece of this land's unusual nature in all its wild glory. I'll have to start a whole new collection, right alongside those orange slimeworms we saw the other day! Of course, I'll need the right mix of ether and ground reagents to give it a sustainable equilibrium until I can release it later for presentation and further study. My colleagues will be so impressed we've discovered this specimen—a whole new lifeform to document and record for our research. I'm going to cast a new mold to capture its detail in miniature right away. Keep an eye on it for me, and don't let it get away! This is so exciting!"

—the obsessive zeal of the multi-talented Falston Katcherby, gnome alchemist, adventurer, inventor, and excitable collector



FALSTON KATCHERBY

Male gnome **alchemist**^{APG} (*preservationist*^{UM}) 1

CG Small humanoid (gnome)

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

DEFENSE

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

hp 11 (1d8+3)

Fort +4, **Ref** +4, **Will** +0 (+1 if non-hostile animal within 30 ft.); +2 vs. illusions

OFFENSE

Speed 20 ft.

Melee gnome hooked hammer +1 (1d6/x3 or 1d4/x4) or gnome hooked hammer -3/-3 (1d6/1d4/x3/x4) or dagger +1 (1d3/19-20)

Ranged bomb +4 (1d6+3 fire) or light crossbow +3 (1d6/19-20)

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

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

Alchemist's Extracts Prepared (CL 1st; concentration +4)

1st—*cure light wounds*, *expeditious retreat*

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11

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

Feats Brew Potion, Throw Anything, Two-Weapon Fighting

Skills Craft (alchemy) +9 (+10 to craft alchemical items), Craft (weapons) +7, Disable Device +7, Handle Animal +4, Knowledge (engineering) +9, Knowledge (local) +4, Perception +2, Stealth +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Draconic, Dwarven, Gnome, Orc, Sylvan

SQ alchemy (alchemy crafting +1, identify potions), animal friend, gnome magic, local ties, *master tinker*^{ARG}, mutagen (+4/-2, +2 natural, 10 minutes), weapon familiarity

Gear leather armor, gnome hooked hammer, dagger, light crossbow w/ 10 bolts, alchemy crafting kit, artisan's tools, backpack, belt pouch, blanket, fishhook, flask (empty), formula book (contains all prepared extracts, plus: *bomber's eye*^{APG}, *disguise self*, and *shock shield*^{UC}), mutagen (Str), pet rat (named Millicent), thieves' tools, trail rations (3 days), traveler's outfit, vials (9), water-skin, whetstone, 4 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Animal Friend (Ex) Falston has long been a friend to animals, and feels safer when there are animals nearby. He gains a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward him) is within 30 feet, and Handle Animal is always a class skill for him.

Local Ties (Ex) Falston has ties to a prominent citizen in the town of Forge: a missing wizard who was his friend and business associate. His relationship with this mentor gave him insight into how technology works, granting him a +1 trait bonus on Knowledge (engineering) checks, and Knowledge (engineering) is always a class skill for him. In addition, Falston is treated as if he possessed the Technologist feat for the purposes of resolving checks associated with Knowledge (engineering). If he ever gains the Technologist feat, his trait bonus for Knowledge (engineering) increases to +3.

Master Tinker (Ex) Falston has experimented with all manner of mechanical devices, both exotic and mundane. As a result, he gains a +1 bonus on Disable Device and Knowledge (engineering) checks. In addition, he is also treated as proficient with his makeshift gnome hooked hammer, which he personally crafted. This racial trait replaces a gnome's defensive training and hatred abilities.

Background: Falston Katcherby (FAWL-stuhn KATCH-uhr-BEE) was born and raised in the frontier town of Forge, building many lasting friendships with his amicable demeanor and willingness to help those in need. From the outset of his alchemy career, he experimented with strange substances, specimens, and equipment scavenged from the technological ruins of his homeland, and took charge of caring for several rats and other lab animals used in these efforts. He keeps one as a pet to this day, and has a particular interest—or some would say, obsession—in studying and cataloging creatures smaller than himself. This includes insects, animals, and any mutated or alien wildlife he encounters.

Falston also has a strong bond with one of Forge's primary councillors, an alchemy-trained wizard struggling to raise an orphan girl on his own. This colleague went missing recently and Falston has taken it upon himself to care for the wizard's daughter in his absence. The girl shares Falston's wide-ranging interests in alchemy, metallurgy, and biology, and he's come to view her as a kindred spirit. The two of them have proven inseparable over the years, as her youthful enthusiasm matches his own. Sometimes, they venture to the town's junkyard to search for salvageable items together, and this helped them meet and befriend the ratfolk scavenger, Rikka Nufhari.

Physical Description: Wise beyond his years, Falston has seen 72 winters in the town of Forge, developing relationships with its many engineers, miners, and herbalists. Like most gnomes, he has a diminutive stature, standing 3 feet, 5 inches tall and weighing a meager 42 lbs. His thin beard and mustache match his reddish hair, and his wide, unnerving, green eyes look past his prominent nose on a world filled with wonder and merriment. He keeps a dizzying array of pouches, straps, and rawhide fringe to tie down or hold his alchemical and engineering implements, but his prize possession remains the masterwork hooked hammer he made himself from scavenged scrap metal. Battered, soot-stained leather armor and boots completes his travel-

ing outfit, and he keeps a dagger and light crossbow to augment his considerable defenses.

Personality: Falston packs an incredible amount of infectious enthusiasm in his zeal for life. All manner of uncataloged plants, creatures, rocks, and technological items and inventions capture his interest, and he shifts from topic to topic while discussing these subjects so quickly it's hard for others to follow his train of thought. Nevertheless, Falston is exceptionally bright, considerate, and innovative. His contraptions and herbal remedies prove trustworthy time and time again. Yet, his greatest obsession is collecting unusual specimens of oozes, insects, and animals, all of which he shrinks down so he can preserve them for further study and contemplation. He keeps them within small, glass bottles among his possessions and sometimes carries on imaginary conversations with them, leading others to question his sanity.

ADVANCEMENT

With each new level, Falston advances as an alchemist with the preservationist archetype, always increasing his skill ranks in Craft (alchemy), Disable Device, Knowledge (engineering), and Stealth. At 2nd level, he adds new ranks in Knowledge (arcana), Knowledge (nature), and Use Magic Device, while also learning *summon nature's ally* for his formula book and preparing such an extract for use in his adventures. He also chooses the infusion discovery so he can share extracts with his friends, and he becomes more resistant to poisons. At 3rd level, his bombs produce more powerful explosions and he gains the swift alchemy class ability. He also prepares *bomber's eye*^{APG} as a new extract, chooses Extra Discovery (precise bombs) as a new feat, and adds ranks in Appraise, Handle Animal, and Knowledge (nature). At 4th level, Falston increases his Dexterity by 1 to improve his aim and AC. He also adds *alchemical allocation*^{APG} as a new extract to his formula book and acquires or brews a collection of different potions to use with it. He also selects enhance potion as his new discovery to magnify their potency, and he picks up skill ranks in Knowl-

edge (arcana), Perception, and Use Magic Device.

ROLEPLAYING IDEAS

- Falston has a unique obsession with collecting unusual specimens of plants, insects, worms, and even animals. He preserves them in small bottles and vials he specially prepares and carries with him. And he always makes sure to record each creature's characteristics, native environment, and impact on the local ecology in an effort to better understand them.

- With Falston's unflappable spirit of optimism and intense curiosity, he's naturally drawn to those who share his interest in science and biology. He could become fast friends with working colleagues like Kheldric Lybrien, Bersaivius Mendren, and Rikka Nufhari—always comparing notes, collaborating on new discoveries, and soliciting one another's assistance.

- Falston carries a vast array of drugs, pharmaceuticals, and reagents in tiny bottles which he swears by for easing ailments of various kinds. Sometimes, he gets these containers mixed up with those he uses to preserve his specimens, much to everyone's dismay.

- A small, albino rat named Milicent always accompanies Falston wherever he goes. He's used his Handle Animal skill to teach her tricks for fetch, heel, perform, stay, track, and work, and often converses with her using his *Speak with Animals* spell-like ability. His concern whenever she's close by grants him the continuous benefit of his Animal Friend trait. And he goes out of his way to assure she survives their adventures together.

SCALING THE PC

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

TAVAREST IVAINE

"Our future lies in the innovation of stone and metal—of elements and energy. I've seen it in the mechanical machines strewn across our homeland. And from the tools and technologies the goddess brought us from the sky. All the things we make of them honor her. And, though there are some who would hide or hoard this knowledge to keep the bright star of invention to themselves, we must fight that heresy with every fiber of our being. Knowledge and industry are meant for all—the greatest equalizers and advancements of our time—and the harbingers of a new age. We could be so much more as a nation of engineers, united in purpose and forging a new destiny from the lessons and secrets presented to us. That's my mission, and that's my message to all who would hear it."

—the passionate beliefs of
Tavarest Ivaine, oread follower of
the Goddess of Invention



TAVAREST IVAXINE

Female **oread**^{ARG} cleric of the Goddess of Invention 1

NG Medium outsider (native)

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

DEFENSE

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +1 natural, +2 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +5; +2 vs. emotion-based and fear effects

OFFENSE

Speed 20 ft.

Melee metal fist +2 (1d6+2) or light hammer +2 (1d4+2) or dagger +2 (1d4+2/19–20)

Ranged *magic stone* +2 (1d6+3) or sling +1 (1d4+2) or light hammer +1 (1d4+2)

Special Attacks channel positive energy 4/day (DC 11, 1d6)

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

At-will—*mending*

Domain Spell-Like Abilities (CL 1st [2nd for Earth domain]; concentration +4)

6/day—artificer's touch (1d6, bypasses 1 DR and hardness)

6/day—metal fist (1d6+2, ignores item hardness 10 or less)

Cleric Spells Prepared (CL 1st [2nd for Earth domain]; concentration +4)

1st—*magic stone*^D, *mighty fist of the earth*^{ARG}, *stone shield*^{ARG}

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

D Domain spell; **Domains** Artifice, Earth (Metal)

STATISTICS

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

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

Feats Dwarf Blooded^{ARG}

Skills Craft (armor) +5, Knowledge (engineering) +6, Knowledge (religion) +5, Perception +3 (+5 to notice unusual

stonework); **Racial Modifiers** +2 Perception to notice unusual stonework

Languages Common, Dwarven, Terran

SQ aura, earth affinity, ferrous growth^{ARG}, granite skin^{ARG}, metal-smith, slow and steady, stonecunning, student of gears

Gear scale mail, heavy steel shield, light hammer, dagger, sling w/ 10 bullets, adamantite holy symbol, artisan's tools, backpack, bedroll, flint and steel, spell component pouch, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 59 gp, 7 sp, 8 cp

SPECIAL ABILITIES

Earth Affinity (Ex) As an oread cleric, Tavarest can use her Earth domain powers and spells at +1 caster level.

Ferrous Growth (Ex) Tavarest has learned to mimic the magic and craftsmanship of her dwarven and elemental ancestors. Once per day, she can cause a touched piece of nonmagical iron or steel to grow into an object up to 10 pounds in weight, such as a sword, crowbar, or light steel shield. The object remains in this form for 10 minutes or until broken or destroyed, at which point it shrinks back to its original shape and size. This racial trait replaces a normal oread's spell-like ability.

Granite Skin (Ex) Rocky growths cover Tavarest's skin, granting her a +1 racial bonus to her natural armor. This racial trait replaces a normal oread's energy resistance.

Metalsmith (Ex) Tavarest has long hoped to work with the unusual metals of her homeland, and begins the game with a small holy symbol in the shape of a rune-marked mask made of adamantite. The item itself is worth 100 gp, but as long as she keeps it, her pride in its crafting grants her a +2 trait bonus on Will saves made against emotion and fear effects. She loses this bonus if she sells or gives up the item, but, if lost or destroyed through no fault of her own, she still retains a +1 trait bonus.

Slow and Steady (Ex) Tavarest's dwarven blood gives her a base speed of 20 feet, but her speed is never modified by armor or encumbrance.

Stonecunning (Ex) Tavarest's dwarven blood gives her a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors in stone walls or floors. She receives a check to notice such features whenever she passes within 10 feet of them, whether or not she's actively looking.

Student of Gears (Ex) Tavarest's faith in the Goddess of Invention grants her particular insight into the inner workings of clockworks and technology. She gains a +1 trait bonus on Knowledge (engineering) skill checks and Knowledge (engineering) is always a class skill for her.

Background: Tavarest Ivaine (tah-VAHR-est ih-VAYN) only recently arrived in the town of Forge, having traveled a circuit through a number of settlements to deliver her message of faith to those who haven't yet embraced the Goddess of Invention. She spent her youth in a remote highland village, born the only daughter of a healer woman and a surface dwarf. The latter's lineage included several unusual influences—from shaitan genies and mephits to deep earth elementals and even a crystal dragon—all of which she believes led to her divinely-inspired birth as a very unique oread. This belief crystallized even further as she grew older and developed an ever-present affinity for rocks and metals.

Tavarest eventually found her priestly calling after encountering a wounded follower of the Lady in Bronze named Callas. The man nearly lost his life after being crushed by a predatory drake hunting the open plains, and Tavarest helped care for him during his long recovery. In return, he taught her of his faith, as well as more advanced principles of engineering and metallurgy. Over time, Tavarest outlived Callas and both her parents. Feeling somewhat estranged from the dwarves and humans of her village, she finally decided to follow in his footsteps by undertaking a personal sojourn to spread the word of her goddess to all the foundries and forges of the world.

Physical Description: Tavarest has rocky, granite-like skin, marbled with steel-gray

veins which shimmer an iridescent blue in direct sunlight. Her silvery, platinum hair is nearly metallic in appearance and offsets her electric-blue eyes. Standing 4 foot, 9 inches tall and weighing 162 lbs., she's considered short and stocky by the local townsfolk even though she's unusually tall and lean for an 88-year old oread. In her travels, Tavarest has taken to wearing battered scale mail and wields a light hammer and heavy steel shield. This causes others to often mistake her for a female dwarf until closer inspection.

Personality: Tavarest has a distant look about her with nigh-unreadable eyes even under moments of duress. Yet, like most adventurers, she possesses an earnest enthusiasm for exploration, always in search of new revelations which lead to a deeper understanding of the teachings and gifts of her goddess. This causes Tavarest to appear rigorously dogmatic when dealing with fragments of advanced technology, and she has little patience for those who abuse or disregard such things without valuing their true purpose. She holds an even worse opinion of those who hoard technology for themselves. Her advanced years have already given her a long view of the world, as many times in her lifetime, she's lost people close to her. This sometimes makes her difficult to approach, but once someone earns her friendship, she remains stubbornly loyal to a fault.

ADVANCEMENT

Tavarest advances as a cleric with each new level, always increasing her skill ranks in Knowledge (engineering) and Knowledge (religion). At 2nd level, she adds a rank in Diplomacy so she can further the influence of her church while educating others on the benefits of technology. She also prepares *mending* and *magic weapon* as new spells. At 3rd level, she selects the Extra Channel feat to better aid her companions. She also prepares [bestow weapon proficiency](#)^{UC}, *find traps*, and *heat metal* as new spells, while adding a skill rank in Perception. At 4th level, Tavarest increases her Wisdom by 1, and prepares [dancing lantern](#)^{APG} and [groundswell](#)^{ARG} as new spells. She also adds a rank in Sense Motive.

ROLEPLAYING IDEAS

•Tavarest is viewed as an enigma within her clergy, as the blue, vein-like marbling across her granite skin gives her an appearance similar to an android or animate statue. This simultaneously serves as a source of pride and guilt, as she recognizes it's led to swifter advancement than others of her faith and some resent her for it.

•Because of her age disparity, Tavarest has a hard time establishing lasting relationships with others. Among her adventuring companions, she respects the gnome alchemist, Falston Katcherby, and the android, Ander Six, the most. Though, in truth, she actively engages anyone who shares her love of engineering.

•Tavarest keeps a surprising number of knickknacks and broken, metal fragments in her pack. While these sometimes prove useful for trade, she's become extremely skilled in reshaping and modifying such items into juryrigged parts for repairing equipment she encounters during her adventures.

SCALING THE PC

Under a 15-point buy, Tavarest reduces her Strength by 2 and her Dexterity by 3. This lowers her melee attack and damage bonus, her AC, and Reflex save by 1. It also reduces her CMB by 1 and her CMD by 2.

KHELDRIC LYBRIEN

"There's more happening here than most will ever realize. The creatures which crawl from these ruins all have designs on our world. Everyone else—the rest of us—we're just scavengers living off the metal carcass which gave birth to them. Legends say they came from the stars, falling from the sky in a rain of fire. Now the League works to bend their scattered creations to their will, just like the Sovereign who rules in the capital. But even the black wizards don't know what they're dealing with. There's a greater mystery behind all this. One that even they haven't figured out in hundreds of years. That means it's still waiting for someone more perceptive and more enterprising to solve it. I plan on being that person. Because, given what I've seen of the League, I don't trust them to do it."

—a determined assertion
from Kheldric Lybrien, waste-
land lawbringer and adventuring
archaeologist



HELDRIC LYBRIEN

Male middle-aged human *investigator*^{ACG}
(*steel hound*) 1

LG Medium humanoid (human)

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 13 (1d8+5)

Fort +2, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft. (30 ft. base)

Melee rapier +1 (1d6+1/18–20) or dagger +1 (1d4+1/19–20) or sap +1 (1d6+1 nonlethal)

Ranged light crossbow +2 (1d8/19–20) or dagger +2 (1d4+1/19–20)

Investigator Extracts Prepared (CL 1st; concentration +4)

1st—*cure light wounds*, *shield*

STATISTICS

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

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

Feats Exotic Weapon Proficiency (pistol), *Technologist*^{TG}, Toughness

Skills Bluff +6, Craft (alchemy) +7 (+8 to create alchemical items), Diplomacy +6, Disable Device +4 (+5 vs. traps), Intimidate +6, Knowledge (engineering) +7, Knowledge (local) +7, Perception +5 (+6 vs. traps), Sense Motive +5, Stealth +3

Languages Andromedan, Common, Draconic, Haleet

SQ alchemy (alchemy crafting +1, identify potions), alien archaeologist, inspiration (3), resilient, trapfinding +1

Gear studded leather, rapier, dagger, sap, light crossbow with 10 bolts, alchemy crafting kit, backpack, belt pouch, blanket, flint and steel, formula book (containing all prepared extracts plus *ant haul*, *disguise self*, *true strike*), thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 3 gp, 9 sp

SPECIAL ABILITIES

Alien Archaeologist (Ex) Kheldric has studied his homeland's eerie technological ruins over many years. He gains Andromedan as an additional bonus language, and he also possesses a knack for technological items. When using a timeworn technological device, he always rolls twice when determining any glitches the item might experience and gets to choose which outcome to use as his actual result.

Resilient (Ex) Having spent many years navigating the unforgiving wilds, Kheldric was often forced to subsist on food and water from doubtful sources. As a result, he's built up his mettle and gains a +1 trait bonus on all Fortitude saves.

Background: Kheldric Lybrien (KEL-drihk lihb-REE-uhn) has lived in Forge for most of his adult life, immigrating with his family from the Riverlands when he was just a boy. In time, he became a member of the town militia and served as a once-authorized lawman, keeping the peace by chasing criminals across the barren wastes to ensure the flow of commerce. Recently, his wife of the past 5 years—a half-elf named Chlarys—left him for another man so she could pursue a more decadent lifestyle in the League capital rather than spending it with him on the frontier. This event emotionally scarred Kheldric, as he truly loved Chlarys. Unknown to him, however, his ex-wife actually served as an agent of the Science League and their marriage only provided a cover so she could spy on the metal industry in Forge. Recalled to League headquarters, she cared little for the emotional damage she caused Kheldric, and has since moved on to other assignments.

In the wake of his failed marriage, Kheldric resigned from the town militia and started a new business using his knowledge of the wastelands to scavenge valuable materials for sale in the Forge marketplace. He secretly hopes to amass a sizable enough fortune to convince Chlarys to rejoin him. However, a new development has unexpectedly delayed this goal. While traveling the badlands, he discovered an unconscious and wounded

barbarian girl named Drunah Dagur, whom he rescued from certain death of severe dehydration. There's a considerable age difference between them, but their interactions during Drunah's recovery have slowly blossomed into a lasting friendship. And, while Kheldric hasn't yet abandoned thoughts of reuniting with his wife, he feels a growing attraction to Drunah because of their shared circumstances in the recent loss of her own husband.

Note: For maximum roleplaying impact, if there's another human PC in the group (and no one plays Kheldric's love interest, Drunah), that person, with their consent, should be chosen as the recipient of Kheldric's potential romance instead.

Physical Description: Kheldric is a middle-aged man of 35 years, standing 5 feet, 11 inches tall and weighing 175 lbs. Already balding, his remaining hair, mustache, and beard still cling to their natural brown color, though a bit of graying just recently started to appear. His brown eyes are deep and wise, giving the impression that little escapes his notice. He dresses in rugged clothes and a hooded cloak meant for traveling and surviving in the badlands. And he always wears a blue kerchief about his neck which he can draw over his mouth and nose during sandstorms or when adventuring through particularly toxic ruins. A bandolier of orb-like, alchemical vials and the strap of his trusted crossbow lays across the chest-piece of his studded leather armor, and he carries a short sword and dagger belted at his waist.

Personality: Kheldric has a veteran attitude about him, having seen all manner of atrocities and wonders across his native homeland. Very little surprises or rattles him anymore, and he possesses the perfect demeanor for setting aside his fears or uncertainties before taking action and doing what's right. He embraces the virtues of law and good, taking on lost causes and the troubles of the downtrodden with little prodding or compensation. And he opposes evil doers wherever he finds them, either clandestinely or openly combatting their schemes. He also has a natural curiosity and concern for the technological ruins of what

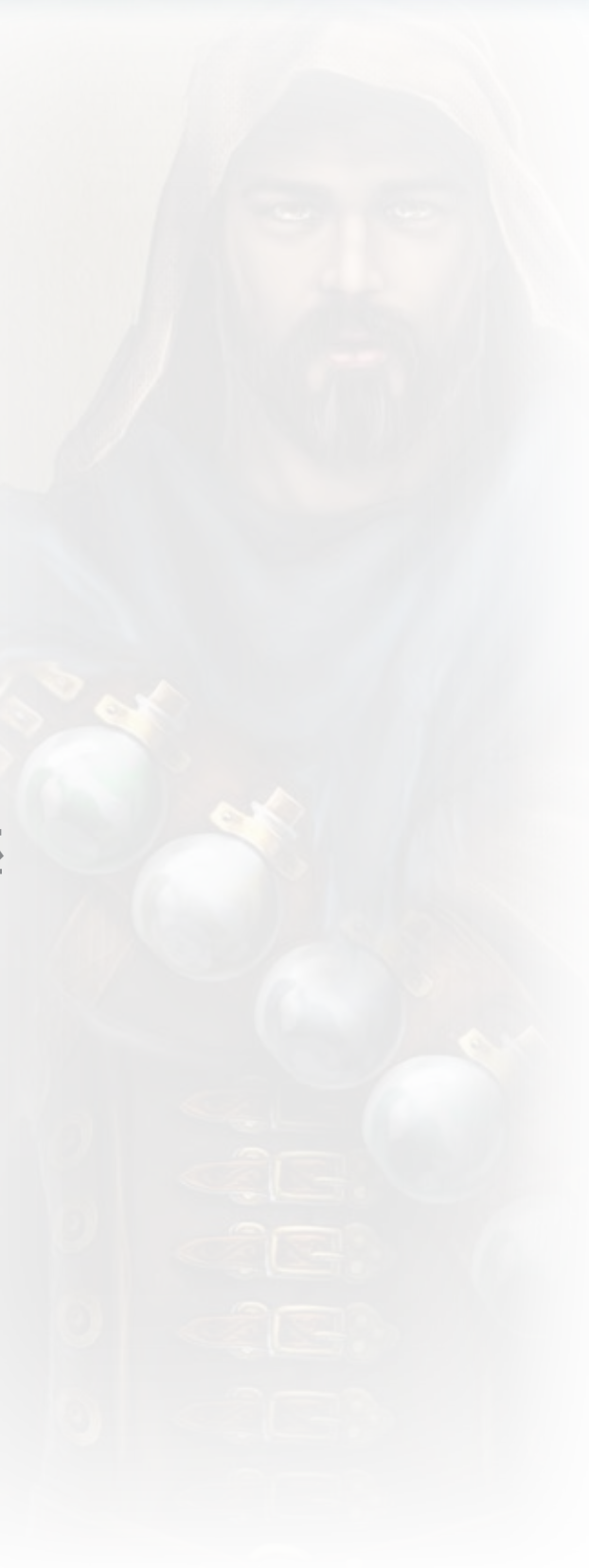
he's come to regard as "the Ancients from the stars." And, while he believes much good comes from studying and using their relics, he also recognizes such technology must have proven the undoing of their creators, so he proceeds with far more caution and respect when dealing with them than the dreaded members of the Science League.

ADVANCEMENT

With each new level, Kheldric advances as an investigator with the steel hound archetype, always increasing his skill ranks in Bluff, Craft (alchemy), Diplomacy, Disable Device, Knowledge (engineering), Perception, Sense Motive, and Stealth. At 2nd level, he adds new ranks in Intimidate and Sleight of Hand, alternating these choices with Disguise and various Knowledge skills with each new level thereafter. He also gains the packing heat and poison resistance class abilities, acquiring the *Amateur Gunslinger*^{UC} and *Gunsmithing*^{UC} feats, the deadeye deed, as well as a battered gun. He adds *true strike* to his extracts to further ensure he finds the mark with this weapon. At 3rd level, he gains the *Extra Grit*^{UC} feat and selects Rapid Reload with his investigator talent. He also receives keen recollection and trap sense, and adds *keen senses*^{APG} as a newly prepared extract. At 4th level, Kheldric increases his Intelligence by 1 and gains the studied combat and studied strike abilities. He also adds the shot in the dark ability and the blind shot deed, while preparing *aid* and *detect thoughts* as new extracts.

ROLEPLAYING IDEAS

- Kheldric's relationship with his fellow adventuring companion, Drunah Dagur, proves more complicated as they spend time together. While he recognizes her interest in him—and feels the same in some ways—neither of them have come to grips with the loss of their former spouses yet. As a result, he finds it difficult to accept the possibility of finding love again, much less with a woman nearly half his age. But circumstances and shared experiences may still bring them together, and he remains open to the idea as he continues to



assess his feelings and learns more about his ex-wife's betrayal.

- The many years Kheldric spent in the town militia gave him an appreciation for the difficulties in enforcing the law, but he's always seen it as his duty to safeguard the lives of those surviving on the frontier. At the same time, he recognizes the tyranny of the Science League, and he disagrees with the manner in which they exploit the people and resources of his native homeland. By interacting with their agents, he may finally learn of his ex-wife's allegiance to them.

- Kheldric has a keen eye for the advanced technology scavenged from the surrounding countryside, and he excels in determining its purpose while making the best use of it. This often brings him into contact with the craftsmen and smiths of Forge, and he feels especially protective of them. This could lead him to establish strong friendships with fellow companions like Falston Katcherby, Tavarest Ivaine, and Lyel Vergess.

SCALING THE PC

Under a 15-point buy, Kheldric reduces his Dexterity by 2 and his Wisdom by 1. This lowers his AC, ranged attack bonus, Reflex save, Will save, and corresponding skill scores by 1.

LYEL VERGESS

"Hold it right there! You're probably too stupid to know it, but you're looking down the barrel of a weapon that'll take your head off at fifty paces. Imagine what it'll do at this close a range. Now I don't know you or your kind, or what has you all interested in my friends here, but I'll be damned if I'm going to sit by and watch you talk down to them like a self-absorbed bastard with no commonsense or a filter for his condescending mouth. So, you better take your hand away from that blade or your friends will be carrying the rest of you out of here with a hole in that cracked skull of yours! If I ever see or hear of you causing trouble here again, there won't be another warning. I'll shoot first and leave the questions to those who lay you out back in the alley."

—a steely intervention by the practiced gunslinger, Lyel Vergess



LYEL VERGESS

Male human gunslinger (*pistolero*^{UC}) 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6+1/18–20) or dagger +4 (1d4+1/19–20)

Ranged mwk pistol +5 (1d8/x4) or dagger +4 (1d4+1/19–20)

Special Attacks grit (2), +2 on damage rolls vs. targets associated with Science League

STATISTICS

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

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

Feats *Gunsmithing*^{UC}, Point-Blank Shot, Weapon Finesse

Skills Bluff +5, Intimidate +5, Knowledge (engineering) +5, Knowledge (local) +5, Perception +6, Profession (gambler) +6

Languages Common, Haleet

SQ against the League, deeds (gunslinger's dodge, quick clear, up close and deadly [1d6]), gunsmith, rich parents

Gear masterwork leather lamellar, masterwork rapier, dagger, masterwork pistol with 30 bullets, backpack, blanket, gunsmith's kit, lucky coin, powder horn with 10 doses of black powder, trail rations (3 days), traveler's outfit, waterskin, whetstone, 11 gp, 9 sp, 8 cp

SPECIAL ABILITIES

Against the League (Ex) Ever since one of his family's business deals went bad, Lyel has held a grudge against the Science League. He's convinced they're responsible for making trouble for his father, and he despises the control they have over trade, taxes, and the technological ruins he explores with his broth-

ers. As a result, he gains a +2 trait bonus on all weapon damage rolls made against targets he knows are associated with the League.

Rich Parents (Ex) Despite frequent run-ins with Science League enforcers, Lyel's family has succeeded in making a small fortune in the metal and gunsmithing trade. Even though Lyel turned to a life of adventure anyway, he enjoys a one-time benefit to his initial finances, increasing his starting cash to 900 gp, which he used to purchase better gear and upgrade his pistol to a masterwork weapon.

Background: Lyel Vergess (LYE-uhl VUHR-jiss) grew up in the capital city of the Land of Savage Science, the wealthy son of a foreign craftsman and engineer. When he was 9 years old, his father relocated their family from the saltpeter mines of a distant country far to the south in an effort to expand their business and take advantage of the new markets and exotic ores in the north. As foreigners, however, they struggled to fit into the local culture, and it was only his family's expertise with metalworking and gunsmithing which assured their continued financial success.

Along with his older siblings, Lyel often worked with his father, learning the trade despite his rebellious youth and gambling addiction. The latter caused several arguments with his parents, as he would often fritter away his hard-earned coin or garner a reputation for brash brawls and altercations with those who suffered under his incredible turns of good luck. During this time, Lyel also developed an especial hatred for the Science League, as their enforcers would often break up these fights, and he resented their monopoly on the trade and taxation of his father's business, as well.

Everything came to a head when Lyel won a valuable cache of technology from an off-duty officer of the Science League. He'd put up much of his father's business holdings for the outrageous bet, but, when it paid off, the sore loser and his fellow guardsmen double-crossed Lyel and threw him out of town, taking all the winnings for themselves. Afraid to return and

face his father's wrath, Lyel chose exile and fled into the wastelands. Along the way, he encountered and befriended a similarly down-trodden figure—the League's former android enforcer, Ander Six. The two have become partners ever since, and Lyel has done much to educate the android on the vagaries of the League and the world-at-large.

Note: For maximum roleplaying impact, if there's another android PC in the group (and no one plays Lyel's brother-in-arms, Ander), that person, with their consent, should be chosen as Lyel's partner instead.

Physical Description: Lyel has a rather tall, rangy physique, standing 6 feet even and weighing 175 lbs. He has a mop of unruly, jet-black hair and hard, brown eyes, and he keeps himself in good physical shape to carry the armor, gear, and weaponry he brought with him from his family holdings in the capital. But, it's his honed reflexes which set him apart from most adventurers, as he always seems wired for trouble, able to sense it ahead of time and draw a pistol or blade to defend himself before violence has a chance to escalate. Lyel wears a finely-crafted chain shirt, and both his pistol and rapier are masterwork quality, courtesy of his family's wealth and craftsmanship. The rest of his outfit includes stylish clothes, embroidered with gold thread on blue fabric, a black leather hat, and a pair of matching boots.

Personality: At 20 years of age, Lyel is one of the younger siblings in his family, sometimes displaying an impetuous attitude where he acts before he thinks through everything. The ramifications of these incidents sometimes land him in trouble, but just as often, his quick-thinking has caught enemies off-guard and allowed him to gain the upper hand. He has a rebellious, devil-may-care attitude at times, particularly with respect to authority figures. And, he's generally out for himself except when those he's befriended are in trouble, or he's witnessed a gross injustice or heavy-handed application of the law. In these moments, he feels not only obliged to act, but sometimes welcomes the conflict as a chance to further his growing legend. He'd like noth-

ing more than to become a rebellious outlaw with a hero's heart and—more importantly—a hero's rewards.

ADVANCEMENT

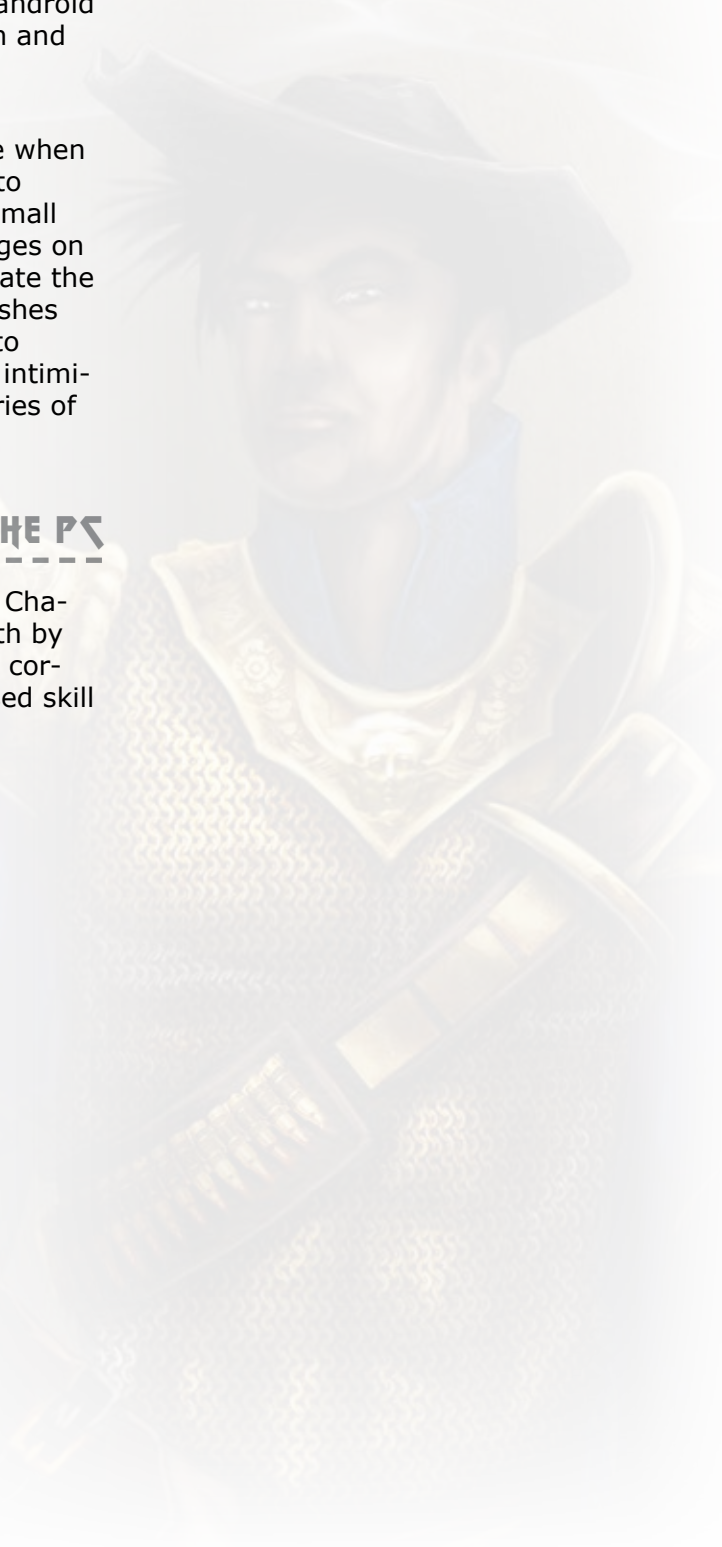
With each new level, Lyel advances as a gunslinger under the *pistolero*^{UC} archetype, always increasing his skill ranks in Bluff, Intimidate, and Perception. At 2nd level, he takes new ranks in Acrobatics, Climb, and Sleight of Hand, alternating these choices with Knowledge (engineering), Knowledge (local), and Profession (gambler) with each new level thereafter. He also gains the nimble class ability, improving his AC with a +1 dodge bonus. At 3rd level, he gains gunslinger initiative, pistol-whip, and utility shot as new deeds. And he also acquires the Rapid Reload feat to improve his reload time with pistols. At 4th level, Lyel increases his Constitution by 1 to raise his staying power in combat. He also selects *Extra Grit*^{UC} as a bonus feat, while acquiring additional firearms (preferably pistols) to add to his ensemble.

ROLEPLAYING IDEAS

- At times, Lyel has a greedy, mercenary streak to him. Having come from money, his fondness for coin can lead him to make rash decisions based on how he'll benefit moreso than the kindness of his heart. He also enjoys gambling, taking on high stakes in order to maximize his potential winnings. Sometimes his skill at games of chance can land him in hot water when others accuse him of cheating.

- Lyel always has a tremendous interest in new firearms and weapons technology scavenged from ruins or sold in the Forge marketplace. He can seemingly assess any gun for its use and potential effectiveness at a glance, and he enjoys tinkering with such designs in hopes of improving them or duplicating their manufacture.

- Among his adventuring companions, Lyel has developed a special bond with the fugitive android, Ander Six. The two barely made it away from the capital alive and they both



harbor a special brand of hate for Science League enforcers. Ander often watches Lyel's back and pulls the gunslinger out of situations that get out of control. And, in return, Lyel has spent considerable time educating the android on the finer points of human interaction and free will.

- Lyel has a 'lucky' coin he likes to use when making important decisions. Unknown to anyone but him, the coin is actually a small disc capable of projecting different images on either side. As a result, he can manipulate the outcome of any coin flip however he wishes and only feigns leaving such decisions to fate—usually in an effort to unnerve or intimidate others, but also to perpetuate stories of his seemingly inexhaustible luck.

SCALING THE PC

Under a 15-point buy, Lyel lowers his Charisma by 2 and his Wisdom and Strength by 1. This reduces his Will saves, grit, and corresponding Charisma- and Wisdom-based skill scores by 1.

RIKKA NUFHARI

"People throw away the strangest things, even stuff they don't understand—but it's all valuable if you know how where to find a market for it. Yes, I'm a scavenger, but I'm the best scavenger you'll ever meet. I could steal you blind if I wanted, but I'm not gonna until you get on my bad side. Until then, we're friends and partners, see? I'm tiny enough to get into all the places you can't go. And I can hide better than anyone. In and out before any guards or lookouts even have a chance to see me, much less raise an alarm. I bet you could use someone like that, right? Going into the ruins and all, you'll need somebody to watch your back and deal with all those traps. You know it. I know it. And, I'm your girl! When do we get started?"

—a convincing argument from the talented ratfolk burglar, Rikka Nufhari



RIKKA NUFHARI

Female **ratfolk**^{ARG} rogue (burglar) 1

CN Small humanoid (ratfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 11 (1d8+3)

Fort +2, **Ref** +5, **Will** +0

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4/19–20) or dagger +4 (1d3/19–20)

Ranged light crossbow +4 (1d6/19–20) or dagger +4 (1d3/19–20)

Special Attacks cornered fury^{ARG}, sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 12

Feats Weapon Finesse

Skills Appraise +7, Bluff +5, Craft (alchemy) +9, Disable Device +8, Handle Animal +2 (+6 to influence rodents), Knowledge (engineering) +8, Knowledge (local) +7, Perception +6, Stealth +11, Survival +5, Use Magic Device +7;

Racial Modifiers +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Dwarven, Orc, Undercommon

SQ local ties, poverty-stricken, rodent empathy, tinker, trapfinding +1

Combat Gear alchemist's fire (1 flask), caltrops (1 bag), thunderstone; **Other Gear** leather armor, short sword, dagger, light crossbow with 10 bolts, backpack, bedroll, belt pouch, caltrops (1 bag), flint and steel, thieves' tools, trail rations (3 days), traveler's outfit, water-skin, whetstone, 4 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Cornered Fury (Ex) Rikka can fight with vicious tenacity when cut off from

her friends and allies. Whenever she's reduced to half or fewer hit points, and has no conscious ally within 30 feet, she gains a +2 racial bonus on melee attack rolls and Armor Class. This racial trait replaces a ratfolk's swarming ability.

Local Ties (Ex) Rikka has ties to a prominent local citizen in town: a missing wizard who was a friend and business associate. She even has a bond of friendship with the wizard's adopted daughter, and her association with their workshop has given her insight into how technology works. She gains a +1 trait bonus on Knowledge (engineering) checks, and Knowledge (engineering) is a class skill for her. In addition, she's treated as if she possessed the Technologist feat for the purposes of resolving checks associated with Knowledge (engineering). If she ever gains the Technologist feat, her trait bonus for Knowledge (engineering) increases to +3.

Poverty-Stricken (Ex) Rikka's childhood has always been tough, and her parents had to make every copper count. Hunger was her constant companion, and due to rampant prejudice against her kind, she often had to live and sleep in the streets. She gains a +1 bonus on Survival checks, and Survival is always a class skill for her.

Rodent Empathy (Ex) Rikka gains a +4 racial bonus on Handle Animal checks made to influence rodents.

Tinker (Ex) Rikka gains a +2 racial bonus on Craft (alchemy), Perception, and Use Magic Device checks.

Background: Despite her young age, Rikka Nufhari (RIHK-uh new-FAHR-ee) already knows the hurried streets of Forge like the back of her hand. She thrives on knowing everyone and everything in town, having built a solid reputation as a fixer, a guide, and a purveyor of hard-to-get items. A recent immigrant from neighboring Junkwall, she broke with her thieving pack of fellow ratfolk five years ago to get away from the warring gangs and frightening cultists who constantly bullied and harassed her. She's always lived her life as the runt of the litter anyway, and she's struggled to make it on her own—even in Forge. But Rikka is also a competent survivor,

and has a knack for scraping together just enough to persevere, while befriendng allies to help her along.

Since coming to Forge, Rikka has developed a strong partnership with one of its foremost councilors—an alchemy-trained wizard and engineer. His adopted daughter and her friend—a gnome alchemist named Falston Katcherby—found her in the town’s junkyard, living in a nest of discarded crates and metal shingles. After they invited her to help them scavenge for parts to carry back to the councilor’s workshop, she spent over a year there learning the trade of salvage and repair. As a result, Rikka has developed more of an honest trade, though she still has the instincts of an experienced burglar honed from her time in Junkwall. For the past year or so, she’s worked hard to establish good relations with most of the merchants who pass through town, either bartering her own scavenged junk or selling her appraisal services to them.

Physical Description: With her short lifespan, Rikka has only reached her 14th birthday, but she already has more experience running the junkyards and wastelands than those twice her age. At 4 feet tall and only 71 lbs., she’s lean and agile, capable of skittering through the tightest of spaces and hiding herself in the smallest bolt-holes. Her patchwork leather armor has seen better days, and even the rest of her gear seems timeworn and in ill repair. But her short sword, dagger, and crossbow function well enough, particularly when she gains the upper hand on someone with a sneak attack. Among the rest of her clothing, she has swaddled and wrapped herself in rags and scraps of cloth, usually of a crimson hue, because that color appeals to her more than any other.

Personality: Rikka has a cunning intelligence and a flair for using it in just the right way at just the right time. She also has a bit of greed about her—mostly in the carryover survival instincts of her childhood spent on the streets hoarding food, water, and valuable gear. But she knows the value of good friends well enough to leave her companions and their belongings alone. Though she resents any de-

gree of restriction in her life, her carefree attitude is often infectious, but she instinctively knows when to rein things in so as not to draw attention to herself. Rikka’s greatest interest remains the timeworn ruins of her native homeland and the various scrapyards of junk and cast-off debris other scavengers have left behind. She has an exceptional knack for locating hard-to-find goods and spare parts with a nearly eidetic memory for where she last saw or encountered them. Her penchant for tinkering with such things leads her to dream of one day securing a fortune in workable items she can sell on the open market.

ADVANCEMENT

Rikka always advances as a rogue with the burglar archetype. With each new level, she primarily adds skill ranks in Acrobatics, Bluff, Climb, Disable Device, Knowledge (engineering), Perception, Sleight of Hand, and Stealth, but she also picks up ranks in Appraise, Craft (alchemy), Knowledge (dungeoneering), Knowledge (local), Sense Motive, Survival, and Use Magic Device as she can. At 2nd level, she gains evasion and selects trap spotter as a new rogue talent. At 3rd level, she increases her sneak attack damage and gains trap sense, while selecting *Go Unnoticed*^{APG} as a new feat. At 4th level, Rikka increases her Dexterity by 1. She also gains the careful disarm ability as a burglar and selects the Improved Steal feat in anticipation of pilfering items from her enemies in the middle of combat. To improve on this capability, she focuses on acquiring feats such as Agile Maneuvers, Dodge, Mobility, Spring Attack, and *Underfoot*^{APG} thereafter.

ROLEPLAYING IDEAS

- Because of her ratfolk physiology and poverty-stricken childhood subsisting on less than adequate food sources, Rikka is capable of eating things which turns the stomachs of all her traveling companions. She finds humor in calling attention to this talent and it always absolves her of cooking and foraging duties.

Rikka has an affinity for mice and rats, always using her rodent empathy to make friends with local pests wherever she goes. If the gnome alchemist, Falston Katcherby, adventures alongside her, she becomes fast friends with him and his pet rat Millicent.

- Shiny objects and mechanical equipment always draw Rikka's interest, and she has kleptomaniac tendencies if around such things for any length of time. She's raided the local junkyard a number of times already and sells jury-rigged components at a stall in the local market.

- Rikka frequently disappears (particularly after acquiring the [Go Unnoticed](#)^{APG} feat) and follows her natural curiosity further afield than is prudent sometimes, counting on her cornered fury ability to see her through any troubles she may encounter.

SCALING THE PC

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



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PATHFINDER
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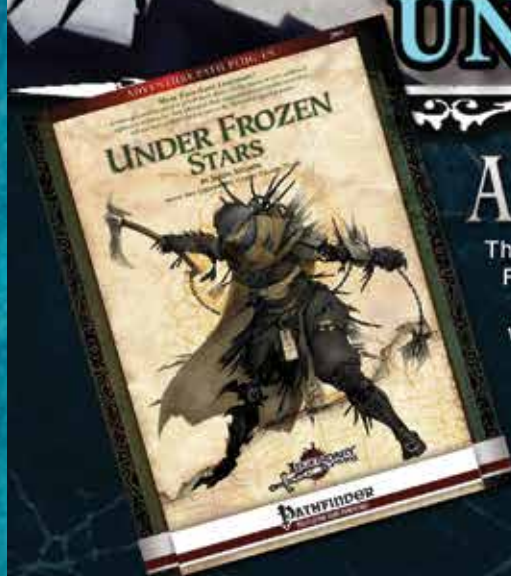


UNDER FROZEN STARS

ADVENTURE PATH PLUG-IN

This adventure for characters of 7th to 9th level fits perfectly at the midpoint of the Far East Adventure Path campaign. It allows PCs a chance to stop and explore one of the notable locations they discover along the way, helping balance out what can become an arduous grind of seemingly disconnected events on their polar crossing. Surely you cannot simply pass it by without exploring it and seeing what mysteries have lain untouched for time out of mind.

Then again, if the rumors told in the caravan are true, perhaps others have come not so long ago, leaving behind a mysterious treasure that may be of great aid in claiming your imperial destiny in the eastern realms.



ADVENTURE PATH PLUG-INS

EIGHT HEROES READY TO BATTLE THROUGH SAVAGE SCIENCE TO THE STARS!

Metal Heroes is our sixth set of 8 ready-to-play pregenerated 1st level characters created specifically to shine in a **Metal Gods Adventure Path** but ideal for any campaign venturing into the marvelous mash-up of the fantastical and the futuristic! Ideal for use as allies, cohorts, long-running NPCs, or replacement player characters, superstar author Neil Spicer brings you amazingly detailed and lushly developed characters including:

- Ander Six, android slayer
- Bersaiivus Mendren, human blood arcanist growing his own tumor familiar
- Drunah Dagur, human bloodrager
- Falston Katcherby, gnome preservationist alchemist
- Tavarest Ivaine, oread cleric of the Goddess of Invention
- Kheldric Lybrien, human steel hound investigator
- Lyel Vergess, human pistolero gunslinger
- and last but not least, the clever and conniving Rika Nufhari, ratfolk burglar!

Built according to organized play specifications, using the 20-point-buy method and with scaling notes for 15-point builds, these characters are not just piles of statistics. Each one is as much about story as combat, with robust links built in to each other as well as the official **Metal Gods Adventure Path**, though every one easily stands on its own in any setting where savage barbarians battle technological terrors. The crunch for every character more than measures up to its incredible flavor text, though, and when it's time to throw down in combat none of these **Metal Heroes** will be stepping to the sidelines.

Each character includes a detailed backstory, roleplaying tips, special equipment, and links to the published campaign, including a campaign trait selection from the **Pirate Adventure Path** player's guide. Each also lists detailed level advancement information for their first few levels, with further suggestions for developing the character's long-term mechanical build. We haven't even mentioned the fantastic character portraits courtesy of Bob Greyvenstein, or the included foldable paper miniatures for every character!

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