

ADVENTURE PATH PLUG-INS



NAUTICAL HEROES

By Neil Spicer



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

NAUTICAL HEROES

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Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. 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, but at the same time are rich additions for your home game regardless of what campaign you may be running. 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, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

Hey, What's With the Names?

You will see us use phrases such as "Pirate Adventure Path" instead of the official title of issues #55 through #60 of the official Adventure Path series produced by Paizo, Inc. Or, you may see us use names such as the "Pirate Isles," the "Great Maelstrom," the "Hazard Harbor" where the "Pirate King" rules, or the "Empire of Devils" to the north that lurks as a jack-booted menace to all freebooters and buccaneers 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.

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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NOTE: The following notations are used in the stat blocks contained in this product:

ACG = Pathfinder Roleplaying Game Advanced Class Guide

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

B = Bonus feat

L = Placeholder language standing in for a similar language in the official Pathfinder Roleplaying Game campaign world.

UC = Pathfinder Roleplaying Game Ultimate Combat

UE = Pathfinder Roleplaying Game Ultimate Equipment

UM = Pathfinder Roleplaying Game Ultimate Magic

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 pre-gens 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!

Paizo products have long been as much about story as about combat, and these pre-gens 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 pre-gens 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!

~ Jason Nelson



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 the official Pathfinder RPG organized play society standards. And, while we won’t incorporate every rule difference from organized play society, 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*, *Pathfinder Roleplaying Game Advanced Player’s Guide*, *Pathfinder Roleplaying Game Advanced Race Guide*, *Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic* as can be found in the Pathfinder Reference Document (paizo.com/pathfinderRPG/prd/). Traits were selected from the online *Character Traits Web Enhancement* as well as the *Player’s Guide* for the Pirate 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 other superscript.

Aethan Calder

"My father sailed these seas—a scourge to any who crossed his path. He heard the pirate's call at an early age and made many enemies over the years. It proved his undoing in the end, betrayed by a crew which despised him more than those he pillaged. But I'll tack to a different wind. I believe winning the hearts of those who sail with you gains their friendship and loyalty to the end of their days...and not just your own. For me, that's more valuable than any plundered cargo or buried treasure. And you can carry it proudly, unashamed and unafraid someone stronger will try and take it from you."

—words of camaraderie by Aethan Calder, son of deceased pirate lord, Alexander Calder.



Bob Gray

AETHAN CALDER

Male human swashbuckler^{ACG} 1

CG Medium humanoid (human)

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

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield)

hp 15 (1d10+5)

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

OFFENSE

Spd 30 ft.

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

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

Special Attacks fencer, panache (2)

STATISTICS

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

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

Feats Dodge, Toughness

Skills Acrobatics +5, Bluff +6, Intimidate +7, Perception +5, Profession (sailor) +6, Swim +3

Languages Common, Polglut^L

SQ buccaneer's blood, deeds (derring-do, dodging panache, opportune parry and riposte), swashbuckler finesse

Gear studded leather, buckler, rapier, dagger, light crossbow with 10 bolts, backpack, bedroll, flint and steel, trail rations (3 days), traveler's outfit, waterskin, whetstone, 5 pp, 6 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Buccaneer's Blood (Ex) One of Aethan's ancestors—Captain Alexander Calder—was an infamous raider from the Pirate Isles whose very name struck fear in the hearts of those who sailed the open sea. Piracy is in Aethan's blood, and despite his good heart, he's always longed for adventure on a sailing ship. When drawing on his heritage, he gains a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition,

he gains a one-time +1 trait bonus to his Disrepute and Infamy scores.

Fencer (Ex) Aethan trained with blades for long hours as a youth, taken under the wing of a disenfranchised nobleman who taught him the art of fencing. As a result, he gains a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.

Background: Aethan Calder (AY-thun CAWL-duhr) grew up in the Pirate Isles as the unrealized son of a well-known pirate named Alexander Calder. When making port, his father would woo his young mother, Emelyn Tace, owner of a local tavern called the Tempest's Brew. For years, Aethan had no idea of his father's identity as Emelyn sought to protect him from Calder's enemies and steer him away from a pirate's life. But Aethan relished the tales of piracy and derring-do he overheard in his mother's tavern anyway. And he would often visit the docks to learn about ships and swordplay rather than making beds and running errands. As a result, an adventurer's heart bloomed in him despite his mother's efforts.

In time, Aethan's father perished at the hands of a mutinous crew. Squabbling over unequal shares of treasure, they murdered him and tossed his body overboard. It eventually washed ashore at the same port Aethan and his mother called home. Only then, in her grief, did Emelyn explain Aethan's true heritage. And, despite her best intentions, it caused a rift between them, as Aethan resented both the nature of his father's demise, as well as being kept in the dark about him for so long.

During this same time, a traveler came to their tavern, an exotic, half-elven explorer named Cathran Tyvirian who took room and board in their upstairs loft. She drew Aethan's interest and they developed a romantic relationship despite his mother's disapproval. For Aethan, the attraction was more than a means to rebel against his mother. He fell in love with Cathran, but their time together was merely a dalliance to the half-elf. Her research and exploration of the Cyclope-

an ruins among the Pirate Isles left little room for putting down roots, and she had no interest in long-term attachments she'd eventually outlive.

Cathran finally decided to leave, taking passage on a ship bound for a more distant shore. Running away from home, Aethan followed her with youthful determination, childishly imagining he could leave behind his boring life while simultaneously winning Cathran's heart and convincing her to let him adventure by her side. The half-elf sought to dissuade him, and while arguing, they unexpectedly ran afoul of a dockside scallywag running a press gang for a local pirate crew. Falling into his trap, they now find themselves looking out for one another in a situation which promises to bring them together through hardships neither could have imagined.

Physical Description: Just 19 years old, Aethan has a lean, athletic build, having honed his muscles and reflexes through rigorous exercise and martial training. He stands 5 feet, 11 inches tall and weighs 170 lbs., keeping his dark hair trimmed in a rakish cut so it hangs down just in line with the thin beard and goatee tracing his hard-set jaw. His eyes are the color of the storm-ridden sky, and he dresses in matching colors of gray and white. He wears a brown, polished, studded leather breastplate with greaves for his shoulders, arms, and legs over his normal clothes. Aside from the ornate rapier constantly belted at his waist, he also straps a well-used buckler to his left forearm, keeps a trusty dagger in his boot, and carries a light crossbow with a small quiver of bolts on his back when expecting trouble.

Personality: Aethan has a devil-may-care attitude about most things. He chafes at any sense of authority which others try to wield over him, preferring to chart his own course and heed his own conscience. Inherently good at heart, he recognizes a lot of injustice exists in the world, including the tyranny which outside interests want to wield over those living in the Pirate Isles.

He abhors a bully, often getting in over his head when coming to the aid of others, but relishes the conflict, eagerly pitting himself against evil-minded men with the same adventurous heart his father held as a pirate. But in Aethan's mind, he measures himself by his heroic deeds and derring-do more than any personal gain he receives for his efforts.

Advancement

During his early adventuring career, Aethan advances as a swashbuckler with each new level, always raising his ranks in Acrobatics, Bluff, and Perception. At 2nd level, he adds ranks in Diplomacy, Knowledge (local), and Profession (sailor), alternating these skill choices with Intimidate, Sense Motive, and Swim with each new level thereafter. He also gains the swashbuckler's charmed life ability, usable 3 times/day. At 3rd level, he gains Weapon Focus with his rapier, while adding swashbuckler deeds for kip-up, menacing swordplay, precise strike, and swashbuckler initiative. He also becomes more nimble, gaining a +1 dodge bonus to his AC. At 4th level, Aethan increases his Charisma by 1 and gains Weapon Specialization as a bonus feat with his rapier. Thereafter, he continues improving his swordplay with combat feats such as Combat Expertise, Dazzling Display, Greater Disarm, Greater Feint, Improved Critical, Improved Disarm, Improved Feint, Mobility, and Spring Attack.

Note: For maximum roleplaying impact, if there's another charismatic, wildhearted PC in the group (and no one plays Aethan's love interest, Cathran), that character, with their player's consent, should be chosen as the recipient of his romantic interest instead.

ROLEPLAYING IDEAS

- Aethan clings to his romantic feelings for Cathran Tyvirian despite their difficult circumstances at sea. He comes to her aid in any battle, caring little for himself if it means keeping her safe and winning her heart by displaying the bravery and honor he legitimately feels inside himself.
- While Aethan never desired a pirate's life, he proves exceptionally good at matching his father's accomplishments once fully devoted to keeping the Pirate Isles free of imperial subjugation. His natural leadership and daring spirit inspires those around him, and he feels obligated to live up to the trust they place in him.
- Aethan resents truly evil acts of piracy and would like nothing more than to usher in a new era of unity among the pirate lords during the campaign. Over time, this could manifest as a stated goal for taking over the Pirate Council and forming a more legitimate and prosperous government under his guidance.
- Aethan follows a personal code of honor instilled in him by his fencing mentor, Javairius Kyle, and feels duty-bound to respond to challenges and duels, even forcing such confrontations if someone insults him or his friends.

SCALING THE PC

Under a 15-point buy, Aethan reduces his Strength, Constitution, and Intelligence by 1, and his Wisdom by 2. This lowers his Will save by 1 and any skill scores related to Intelligence and Wisdom by 1, as well. He would also lose his bonus language and current skill rank in Intimidate.

Cathran Tyvirian

"Hah! Can you feel that? The shift in the wind? The snap of the sails? We're really moving now! The goddess shows her favor. She watches from the stars. She knows our needs. And now, she speeds our journey to the horizon itself...to a place where fortunes are found and our dreams can be made real, but only if we're brave enough to face the unknown and whatever lies ahead. Who knows what that'll be? There's a new challenge every day, you know? It's what makes life worth living! And when the ride is finally over, I want to look back and say I let the wind take me wherever it wanted! I lived the journey! And I was fearless!"

—happy assertions shouted into a strong headwind by the adventurous Cathran Tyvirian, well-traveled handmaiden of the goddess of stars and good fortune



CATHRAN TYVIRIAN

Female half-elf cleric of the Goddess of Stars, Luck, and Dreams 1

CG Medium humanoid (elf, human)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +2, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Spd 40 ft.

Melee light mace +1 (1d6+1) or starknife +1 (1d4+1/x3)

Ranged starknife +2 (1d4+1/x3)

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

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

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

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

D Domain spell; **Domains** Liberation, Travel

STATISTICS

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

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

Feats Human Spirit^{ARG}, Skill Focus (Knowledge [geography])

Skills Bluff +2, Diplomacy +5, Knowledge (geography) +5, Knowledge (history) +6, Knowledge (religion) +5, Sense Motive +4, Survival +3 (+7 to avoid becoming lost);

Racial Modifiers +1 Bluff, +1 Sense Motive

Languages Common, Cyclops, Elven, Sylvan

SQ agile feet (6/day), ancient explorer, aura, elf blood, liberation (1 round/day), starchild, wary

Gear studded leather, light wooden shield, light mace, starknife, backpack, bedroll, flint and steel, trail rations (3 days), traveler's outfit, waterskin, whetstone, wooden holy symbol, 8 pp, 6 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Ancient Explorer (Ex) Cathran has studied ancient history for much of her life and came to the Pirate Isles to explore the myriad, vine-choked ruins of an ancient Cyclopean civilization. Her studies and interaction with current inhabitants of the island chain have given her a +1 trait bonus on Knowledge (history) and Knowledge (local) checks, and Knowledge (local) is always a class skill for her. In addition, she learned the ancient Cyclops tongue as a bonus language.

Starchild (Ex) When Cathran devoted her life to the priesthood, the Goddess of Stars, Luck, and Dreams sensed her love of travel and promised she would always find her way home no matter how far she sailed. As a result, Cathran can automatically determine where true north lies, and she gains a +4 trait bonus on Survival checks to avoid becoming lost.

Wary (Ex) Like many half-elves, Cathran spent much of her life moving from place to place, always alert for any misgivings when dealing with strangers. Such experiences made her wary of others' motivations, granting her a +1 racial bonus on Sense Motive and Bluff checks. This racial trait replaces keen senses.

Background: Cathran Tyvirian (KATH-rin TY-veer-EE-uhn) came to the Pirate Isles because of her dreams and visions of an ancient Cyclopean civilization which once existed among the islands. She takes such portents very seriously and attributes them as direct messages from her goddess, whose dreams and stars have always guided her path. She hopes they'll lead to a great discovery, a stronger faith, and the grandest adventure of her life. She also looks forward to sharing that experience with any who travel with her.

Cathran's upbringing was much less optimistic. Her elven father worked as a maritime soldier for an isolationist island kingdom closed to outsiders. He met her seamstress mother a few times

on shore leave while visiting the coastlands, but always left with the tide, shirking all responsibility for raising a child. As a result, Cathran grew up fatherless, rebellious, and independent-minded. Longing to see the world, she readily accepted the faith of the Goddess of Dreams, following her fortune to the Pirate Isles. And, much like her father, she entertained a number of romantic relationships along the way while never settling down.

One of Cathran's more heartbreaking trysts included young Aethan Calder, a charismatic swashbuckler with his own family issues and adventurous spirit. She met him at his mother's tavern, the Tempest's Brew. But, in time, she sensed he'd become too serious. Not ready for true love, Cathran packed her things and left for another island to continue researching the Cyclopean civilization from her dreams. She never anticipated Aethan would chase after her. And, when he caught up to her on the seedy docks of a distant port, she argued with him to turn back. In that moment of distraction, both were unexpectedly accosted by a press gang for a local pirate crew. Knocked unconscious and dragged aboard the pirates' ship, Cathran and Aethan now find themselves in dire circumstances, forced to look out for one another as they begin an entirely different journey together.

Physical Description: Cathran bears the glow of a sun-kissed traveler, having spent most of her 30 years wandering the open sea from one port to another. Her once chestnut brown hair has lightened considerably over the years, giving it almost a sandy-blond appearance now, but it's her deep blue eyes which capture the most attention. They bear a stronger resemblance to her human mother than her elven father, instantly drawing in those who speak with her. She stands 5 feet, 9 inches tall and weighs 135 lbs., dressing in faded green leggings, a plain, white tunic, and knee-length, brown leather boots. She wears studded leather armor over this ensemble and wields a narrow mace with a light wooden shield in battle. She also keeps an ever-sharp starknife

belted at her waist and a wooden butterfly charm on a leather cord around her neck.

Personality: Cathran has a confident optimism about her, always steadfast, loyal, and supportive of her friends, believing she can overcome any problem with sufficient planning, patience, and flexibility. She roots this conviction in her faith, relying on the Goddess of Dreams, Stars, and Luck to guide her path and keep her safe. An ever-curious loreseeker, she's also eager to travel and experience the world, valuing her freedom above all else. Genuinely interested in new people, new lands, and ancient mysteries, she projects a friendly demeanor to earn the trust of those she meets. But, despite her positive outlook, Cathran wisely faces the world with open eyes, always prepared to defend herself and those close to her.

Advancement

With each new level, Cathran advances as a cleric. At 2nd level, she gains new skill ranks in Heal, Knowledge (arcana), Sense Motive, and Swim. She also prepares *detect magic* and *air bubble*^{UC} with her additional spell slots. At 3rd level, she gains skill ranks in Diplomacy, Knowledge (geography), Knowledge (religion), and Spellcraft. She also selects Extra Channel as her new feat and prepares *augury* and *returning weapon* as new spells, plus *locate object* with her new domain spell slot. At 4th level, she increases her Charisma by 1 to further her channel energy ability. She also gains ranks in Diplomacy, Knowledge (religion), Sense Motive, and Swim, while preparing *magic weapon* and *silence* as new spells.

Note: For maximum roleplaying impact, if there's another wide-eyed, youthful PC in the group (and no one plays Cathran's would-be paramour, Aethan), that character, with their player's consent, should be chosen as her potential love interest instead.

ROLEPLAYING IDEAS

- Cathran's headstrong obsession with the ancient ruins and sunken treasure of the Pirate Isles may lead her into situations which put her and her friends in undue danger. This could foster further tension, concern, or even guilt depending on the outcome. Regardless, she feels something pulling her onward. It even affects her dreams and she wonders if her goddess is leading to her something important—one of the main reasons she won't allow herself to settle down.
- While Cathran may ultimately rebuff the romantic feelings Aethan Calder holds for her, their shared principles and spirit for adventure could still establish a solid foundation for lasting friendship. Their relationship could take all manner of twists and turns as they seek their fortunes together on the high sea. Jealousy and bitterness could form if Cathran or Aethan show affection for an NPC during the campaign. Or, true love could blossom as each is forced to sacrifice something to keep the other safe.
- The stars, and astrology in general, have always guided Cathran's life. She feels they represent the will of her goddess, written across the sky for all to see. But sometimes, Cathran might misread their intent, leading to interpretations both dangerous and humorous.

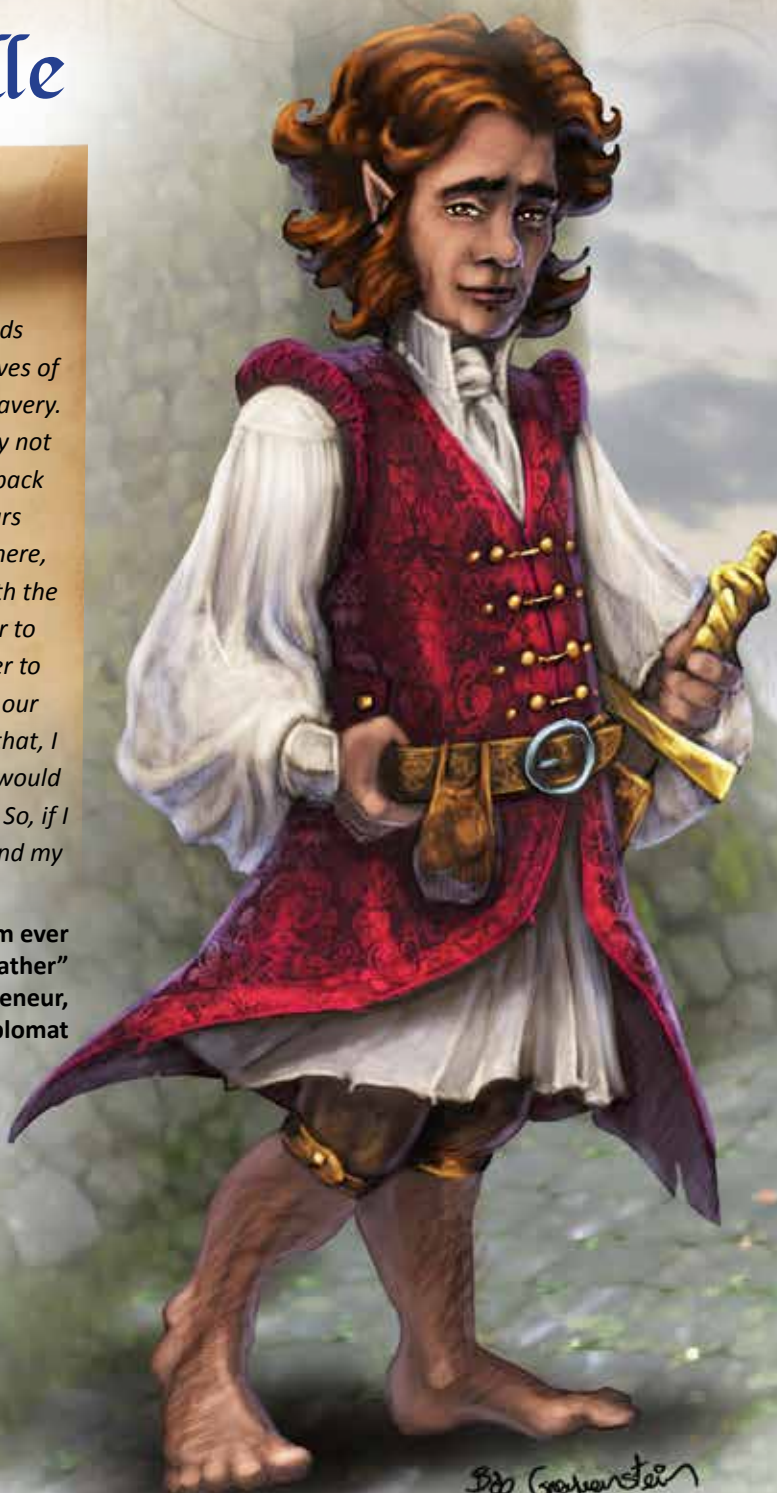
SCALING THE PC

Under a 15-point buy, Cathran reduces her Strength and Dexterity by 1, and her Constitution by 2. This lowers her Will and Reflex saves, her AC, hit points, and CMD, as well as her ranged attacks by 1.

“Fairweather” Lumis Prindle

“Oh, come now, Captain. These goods were bought with blood coin and the lives of those you kidnapped and forced into slavery. So, who’s the real pirate here? Certainly not us! We’re just the hand of fate, taking back that which should have never been yours from the outset. And once we’re done here, we’ll make free men of these slaves with the full knowledge that many will volunteer to serve among our crew, more than eager to visit further punishment on you should our paths cross again. If you don’t believe that, I urge you to look into their eyes. Many would set upon you now if we gave the word. So, if I were in your place, I’d take my losses and my leave and be thankful for my life.”

—not so idle threats from ever loquacious and eloquent, “Fairweather” Prindle, educated halfling, entrepreneur, and master diplomat



"FAIRWEATHER" LUMIS PRINDLE

Male halfling bard (sea singer^{APG}) 1

NG Small humanoid (halfling)

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

DEFENSE

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

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +2; +2 vs. fear

OFFENSE

Spd 30 ft.

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

Ranged sling +4 (1d3) or dagger +4 (1d3/19–20)

Special Attacks bardic performance 7 rounds/day (distraction, fascination, inspire courage +1, sea shanty)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*chord of shards*^{UM} (DC 14),
hideous laughter (DC 14)

0 (at will)—*ghost sound* (DC 13), *mage hand*,
prestidigitation, *resistance*

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 12

Feats Lucky Halfling^{ARG}

Skills Acrobatics +6, Bluff +7, Diplomacy +8 (+9 to gather information), Knowledge (geography) +7, Knowledge (local) +8, Perception +2, Perform (oratory) +4, Perform (sing) +7, Perform (string) +7, Stealth +10;

Racial Modifiers +1 Diplomacy to gather information, +2 Perception

Languages Common, Elven, Halfling, Polglut^L

SQ adaptable luck, barroom talespinner, fleet of foot, well-informed, world traveler +1

Gear studded leather armor, short sword, dagger, sling w/ 10 bullets, backpack, bedroll, belt pouch, fishhook, flask (empty), trail rations (5 days), traveler's outfit, waterskin, whetstone, 10 pp, 6 gp, 1 sp, 5 cp

SPECIAL ABILITIES

Adaptable Luck (Ex) Unlike most halflings, Lumis has greater control over his innate luck. This gives him more options for applying his good fortune from day to day, but also narrows its scope. Three times per day, Lumis can gain a +2 luck bonus on an ability check, attack roll, saving throw, or skill check. If he chooses to use the ability before making the roll or check, he gains the full +2 bonus; if he chooses to do so afterward, he only gains a +1 bonus. Using adaptive luck in this way is not an action and he can use it in tandem with his Lucky Halfling feat. This racial trait replaces halfling luck.

Barroom Talespinner (Ex) Lumis grew up on tales of adventure and piracy shared in dockside dives and the sea shanties of old salts who sailed the high seas. He's learned all about what it's like to be a pirate by talking with sailors on shore leave, and learned how to tell a good tale. He gains a +1 trait bonus on Diplomacy checks and Perform (oratory). In addition, once per week Lumis can make a DC 15 Knowledge (local) check to see if he knows a popular legendary pirate tale, the telling of which grants him a +1 trait bonus on checks made to influence NPCs.

Fleet of Foot (Ex) Lumis is quicker than his normal kin, but also less cautious. With this racial trait, he moves at normal speed and has a base speed of 30 feet. This racial trait replaces slow speed and sure-footed.

Well-Informed (Ex) Lumis makes a point of knowing everyone and being connected to everything around him. He frequents the best taverns, attends the right events, and graciously helps those in need. Because of this, he gains a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks to gather information. Knowledge (local) is always a class skill for him.

Background: Lumis Prindle (LOO-miss PREN-duhl)—also known as “Fairweather” to his friends—came to the Pirate Isles as a wandering musician and storyteller five years ago. Narrowly avoiding a group of slavers wanting to add him to their ship’s ‘cargo,’ he realized he’d better make lots of friends to assure his continued freedom and safety. Since then, he’s worked hard at knowing someone he can count on in every port of call—law-abiding or not—by making himself indispensable as an informant, diplomat, and entertainer. As a result, he’s learned quite a bit about the local politics of the Pirate Isles, all while steering clear of associating too strongly with any particular faction. He holds a healthy respect for the lords of the Pirate Council—especially those who do well by the ones they protect—even spinning barroom tales to heighten their legends.

Unfortunately, Lumis once embellished a tale of two pirates who turned on one another over a golden idol. He painted one of them in a more favorable light than the other and unknowingly insulted the remaining pirate and his crew who were drinking at the same bar. Under the guise of buying him a few drinks for his performance, the pirates took revenge by drugging him and hauling him off to become an unwilling member of their crew. Now Lumis laments his plight alongside his fellow press-ganged shipmates, hoping his legendary halfling luck will somehow see him out of his predicament.

Physical Description: As a diminutive halfling, Lumis Prindle takes exceptional pride that his height still eclipses the 3-foot average of his kin by a full inch—a fact he readily announces to any who would question it. Weighing just 35 lbs., his frame resembles that of a small child rather than the veteran, 25-year old talespinner he’s become, and his curly brown hair, long sideburns, and wizened eyes also help belie that image. He dresses in brown pants with a maroon surcoat over a long-sleeved, white tunic. And, while he shuns footgear altogether, his feet are as tough as the studded leather armor he dons when ex-

pecting trouble. He also straps a well-maintained short sword and dagger to his belt, alongside his favorite sling and a pouch of pebbles collected from the many beaches he’s visited.

Personality: Lumis has a hearty laugh and smile for everyone he meets, naturally winning over friends and would-be enemies alike. Many consider him a good luck charm for warding off evil spirits and bad weather—a welcome conclusion he does little to discourage, even reminding those who consider leaving him behind that they should always stick close to their ‘lucky halfling.’ He also has a tremendous love for stories and adventure, especially anything involving legends about pirates on the high sea. Their tales resonate with the wanderlust deeply rooted in his psyche, as well as his willingness to set aside the rule of law to do right by his friends. He’s always eager to reach a new port of call so he can savor the hospitality of acquaintances both old and new. And he’s as steadfast and loyal as the day is long.

Advancement

Lumis advances as a sea singer bard with each new level, always increasing his skill ranks in Bluff, Diplomacy, Knowledge (local), Perform (oratory), Perform (sing), and Stealth. At 2nd level, he picks up extra ranks in Perception and Sense Motive, alternating these choices with other Perform skills, Sleight of Hand, and Use Magic Device with each level thereafter. He also gains the sea legs ability as a sea singer bard and acquires a monkey familiar which he names Milo. In addition, he adds *detect magic* and *vanish*^{APG} to his known spells. At 3rd level, he acquires the still water performance as well as the bonus feat, Weapon Finesse. He also adds *dancing lights* and *silent image* to his known spells. At 4th level, Lumis increases his Charisma by 1 and he gains *pilfering hand*^{UC} and *suggestion* as new spells.

ROLEPLAYING IDEAS

- Lumis has a story for every occasion, often regaling his friends with comical tales and fables which provide social commentary. Sometimes these prove entirely made up, though the halfling never lets on to the truth, using them as much to entertain as educate.
- Despite continued sensitivity over his short stature, Lumis recognizes the value in sticking close to someone larger than himself. As such, he may seek a supporting role alongside capable leaders like Aethan Calder, Taren Torrenato, or Silvio Devaulis.
- Lumis prides himself on being a resourceful ally who can “get things” (legitimately or otherwise), constantly fussing over the perfect items to provision a ship’s stores so it has more creature comforts for the captain and officers of the crew (including himself). As such, he serves quite capably as a quartermaster or first mate.

SCALING THE PC

Under a 15-point buy, Lumis reduces his Dexterity by 1 and his Intelligence by 2. This lowers his Reflex save by 1, his Dexterity- and Intelligence-based skill scores by 1, and he loses access to his skill rank in Acrobatics and one of his bonus languages.

Miriel "Miri" Kalantee

"The sea holds many secrets, and so do I—each one a treasured gift best unwrapped and slowly savored—preferably with good company, good wine, and the soft roll of a ship. I've shared my own secrets with those who please me. And they've always been pleased in return. But the sea is also a vengeful thing, laying low the disrespectful with storms, waves, and the deep, dark oblivion. You should know I feel the same toward any who cross me or my friends. And, just like the sea, I won't hesitate...you won't see me coming...and there'll be no way to stay my hand. If you doubt that, you'd best sleep with one eye open tonight. Because, as pleasant as I can make your dreams, I can also turn them into a nightmare from which there'll be no awakening."

**—a sultry promise and whispered threat by the seductive sea witch,
Miri Kalantee**



MIRIEL "MIRI" KALANTÉE

Female elf witch (sea witch^{UM}) 1

CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +3 (+5 when Caramia is within arm's reach)

DEFENSE

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

hp 8 (1d6+2)

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

OFFENSE

Spd 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged dagger +2 (1d4–1/19–20)

Spell-Like Abilities (CL 1st; concentration +3)

At will—*know direction* (if near a sizable body of water)

1/day—*dream*

Witch Spells Prepared (CL 1st; concentration +4 [+6 to cast defensively])

1st—*charm person* (DC 15), *sleep* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *read magic*

Patron Water

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 11

Feats Alertness (when Caramia is within arm's reach), Spell Focus (enchantment)

Skills Bluff +3 (+4 if a character could be sexually attracted to her), Diplomacy +2 (+3 if a character could be sexually attracted to her), Knowledge (arcana) +7, Knowledge (nature) +7, Perception +3 (+5 when Caramia is within arm's reach), Spellcraft +7 (+9 to identify properties of magic items), Survival +4, Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft (to identify properties of magic items)

Languages Aquan, Common, Elven, Draconic, Sylvan

SQ arcane focus^{ARG}, charming, dreamspeaker^{ARG}, elven magic, know direction, sea creature empathy +3, touched by the sea, witch's familiar (osprey seahawk named Caramia)

Gear dagger, backpack, bedroll, candles (3), flint and steel, ink (1 vial), ink pen, ornate bracer, paper (5 sheets), scroll case, signet ring, soap (1 lb.), trail rations (3 days), traveler's outfit, waterskin, whetstone, 12 gp, 4 gp, 12 sp, 4 cp

SPECIAL ABILITIES

Arcane Focus (Ex) Miri's family has a long tradition of producing arcane spellcasters, and they raised her under the assumption she'd become a powerful magic-user with little need for mundane concerns such as skill with weapons. As a result, she gains a +2 trait bonus on concentration checks to cast spells defensively. This elven racial trait replaces weapon familiarity.

Charming (Ex) Blessed with good looks, Miri depends on the fact that others find her attractive. She gains a +1 trait bonus when using Bluff or Diplomacy on a character who could be sexually attracted to her, and a +1 trait bonus to the save DCs of any language-dependent spells she casts on such characters or creatures.

Dreamspeaker (Ex/Sp) Miri can tap into the ambient power of sleep, dreams, and prescient reverie. This racial trait adds +1 to the saving throw DCs of spells from the divination school and any sleep effects she casts. In addition, Miri may use *dream* once per day as a spell-like ability (with a caster level equal to her character level). This racial trait replaces elven immunities.

Know Direction (Sp) So long as Miri is near a sizable body of water (at least a lake with a diameter of 1 mile or more), she may cast *know direction* at will as a spell-like ability.

Touched by the Sea (Ex) Miri's blood surges with the ebb and flow of the tides. An aquatic elf impacted her bloodline somewhere in her ancestry, and now she's as comfortable in the water as she is on land. As a result, Miri gains a +1 trait bonus on Swim checks and Swim is always a class skill for her. In addition, her penalties on attack rolls made underwater are lessened by 1.

Background: Miriel Kalantee (MEER-ee-uhl KUH-lan-TEE) has always made her home by the sea, eschewing traditional elven culture to better attune herself with the rhythm of the tides and the deep sea patron who mysteriously taught her witchcraft through her osprey familiar. Though she doesn't fully understand this entity, she trusts the power invested in her, and she's coupled it with voodoo superstitions and a hodge-podge of religious doctrines strung together from a sisterhood of female deities from her elven upbringing and seaborne travels.

Miri first came to the Pirate Isles by way of an enamored merchant captain who thought she'd agreed to run away with him to become his wife. Instead, she left him tied up in his quarters before making off with a purse full of coin and an expensive ring. The ring proved her undoing, however, as the captain unknowingly bought it from a fence who'd stolen it from a pirate lord. Miri wore it openly and the pirates soon tracked her down and carried her off to their ship. Now she plots her escape and an extra special revenge for those who dared treat her in such an unruly manner.

Physical Description: Miri's aquamarine eyes and elven ancestry provide a sultry, exotic look which she plays upon to charm and seduce those around her. She pins back her long, white hair with small, tortoise shell combs while wearing a tan skirt below a white chemise and tight-fitting, yellow corset with black ties. Her long, brown boots bear multiple leather straps and brass buckles designed to accentuate her legs, and she wears a distinctive bracer on her left forearm resembling fronds of intertwined seaweed. Still young at 145 years old, Miri stands 5 feet, 8 inches tall and weighs 118 lbs., armed with little more than a simple dagger strapped to her thigh.

Personality: Miri has a mercurial mood and playful sense of humor. She can be equally passionate and vengeful, or mischievous and light-hearted, depending on the circumstances and

how slighted or flattered she feels. She enjoys luring others into lowering their guard with her flirtatious behavior, often convincing even the most ill-intentioned enemies to side with her point of view or to cater to her whims. Miri also holds a deep spiritual reverence for a variety of religious traditions. Extremely superstitious and sensitive to portents and divine influence, she honors the goddesses of dreams, revenge, piracy, and trickery in addition to the unknown patron which sponsors her witchcraft.

Advancement

Miri advances as a witch with each new class level, increasing her skill ranks in Knowledge (arcana) and Spellcraft. At 2nd level, she also adds ranks in Bluff, Craft (alchemy), and Use Magic Device, alternating these choices with other skills like Knowledge (nature), Knowledge (planes), Perception, Survival, and Swim with each additional level thereafter. She also gains the slumber witch hex while adding *message*, *command*, and *touch of the sea* as new spells. At 3rd level, she gains the Extra Hex^{APG} feat and selects water lung^{UM}, while expanding her spells to include *enthrall* and *hold person*. At 4th level, Miri increases her Intelligence by 1 and selects the charm witch hex to further increase her ability to manipulate others. She also adds *ill omen*^{APG} and *false life* as new spells.

ROLEPLAYING IDEAS

- Miri may occasionally engineer playful affairs or romantic situations with her companions, which could create difficult circumstances for the unrequited love interest between Aethan and Cathran. While she means no lasting harm by these dalliances, she may feel affronted if no one sees fit to chase her, as well. Over time, she could develop her own infatuation, creating a potential love triangle or rivalry.
- Each night, if left undirected, Miri's dreamspeaker ability subconsciously creates shared dreams with one of her companions. These may serve as timely warnings from her patron or embarrassing reveries drawn from their connected minds.
- Miri struggles with understanding the source of her witchcraft. Ultra-sensitive to superstitions, she becomes more unstable and paranoid about this otherworldly influence as the campaign plays out.

SCALING THE PC

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

CARAMIA, OSPREY FAMILIAR

CN Tiny magical beast

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 4

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

Defensive Abilities improved evasion

OFFENSE

Spd 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +14; **Racial Modifiers** +8 Perception

SQ alertness, empathic link, share spells

Stored Spells 0—all; 1st—*charm person*, *chill touch*, *command*, *cure light wounds*, *mage armor*, *sleep*

Ondirra Shirahz

"There's an ebb and flow to everything. The tide rolls in and pulls away. It's a fact of life and the way I choose to see the world around me. Friends today may be enemies tomorrow. The wisest among us move with the currents rather than against them. By doing so, if you take the right angle, you can still reach your goals, even if it takes you further off-course than you intended. As long as you avoid being dashed on the rocks or pulled down by an undertow, you'll reach shore eventually. What you do after that is up to you. In my experience, far more dangers await inland than at sea. That's because more people live there to betray you. So you have to stay aware, always ready to push forward or recede—whatever the situation warrants."

—words of wisdom by the undine wanderer, Ondirra Shirahz



ONDIRRA SHIRAHZ

Female undine monk (flowing monk^{UC}) 1
LN Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +1 dodge, +3 Wis)
hp 10 (1d8+2)
Fort +4, **Ref** +5, **Will** +5

OFFENSE

Spd 30 ft., swim 30 ft.
Melee unarmed strike +3 (1d6+1) or flurry of blows +2/+2 (1d6+1) or dagger +3 (1d4+1/19–20)
Ranged light crossbow +3 (1d8/19–20) or dagger +3 (1d4+1/19–20)
Special Attacks flurry of blows, redirection (1 round, DC 13)
Spell-Like Abilities (CL 1st; concentration +4) 1/day—*hydraulic push*^{APG}

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 10
Base Atk +0; **CMB** +1; **CMD** 18
Feats Dodge, Improved Unarmed Strike, Weapon Finesse
Skills Acrobatics +7, Disguise +1 (+5 to appear human), Perception +7, Sense Motive +4, Stealth +7, Survival +4, Swim +13;
Racial Modifiers +4 Disguise to appear human
Languages Aquan, Common
SQ flesh chameleon^{ARG}, hydrated vitality^{ARG}, native islander, poverty-stricken
Gear dagger, light crossbow w/ 20 bolts, backpack, bedroll, monk's outfit, quiver, trail rations (5 days), waterskin, whetstone, wooden holy symbol, 10 pp, 6 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Flesh Chameleon (Ex) As a standard action, Ondirra can change her coloration from her natural blue hue to any human skin tone, and revert to normal as a free action. This grants a +4 racial bonus on Disguise

checks to appear human. This racial trait replaces energy resistance.

Hydrated Vitality (Ex) Ondirra gains fast healing 2 for 1 round anytime she submerges completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as an artificial pit or a *bag of holding*) does not activate this ability. She can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces water affinity.

Native Islander (Ex) Ondirra grew up in a pirate port infamous for both the scoundrels who visit it and the feared assassins who run it. She's been around pirates and killers her entire life, and she's learned to be wary in her dealings with people, as there's no telling who might be an assassin or a raider in disguise. She gains a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for her. In addition, her familiarity with the pirate's life allows her to make untrained Knowledge (local) checks regarding pirates and the region of the Pirate Isles.

Poverty-Stricken (Ex) Ondirra's childhood was tough, and her parents had to make every copper count. Hunger was her constant companion, and she often had to live off the sea or sleep under the docks. She gains a +1 bonus on Survival checks, and Survival is always a class skill for her.

Background: Born to an insular family of undines, Ondirra Shirahz (ON-deer-UH SHEER-rahz) has lived her entire life in the Pirate Isles. Her bloodline traces back a thousand years to a marid's supposed influence on the local islanders, but her generation never benefited from the genie's power over wishes. Instead, Ondirra spent her early years struggling to survive on the docks of a well-known port for smugglers, pirates, and assassins. She considered a similar path to earn money for her family, even training with an ex-assassin for several years before abandoning that

dream when their guild branded her mentor a heretic and put her to death.

Since then, Ondirra has distanced herself from her family to protect them. Though she fiercely misses them, she feels she can fend for herself—and being apart, means one less mouth to feed so her brothers and sisters have a better chance at survival. In her subsequent adventures, Ondirra spent much of her time in the wild, living off the coastland and hunting the shoals along the island shore. One day, while swimming at sea, she became caught in a net and hauled aboard a fishing vessel. The drunken fisherman thought he'd captured an exotic sea creature, and after bludgeoning the entangled undine unconscious, he sold Ondirra to a passing slaver ship. She wasted little time escaping her captors, but struggled to make the long swim back to shore. Eventually, a pirate ship happened upon her and fished her from the water, intending to loot her body. To their surprise, Ondirra still lived and they kept her aboard as a newly press-ganged recruit. Now she plots yet another escape, seeking allies who might mutiny alongside her.

Physical Description: In her natural coloration, Ondirra has turquoise skin and sky-blue eyes. Even the lone, hair-braid she grows from the back of her shaven head is a darker tone of the deep, blue sea. She has a compact, almost thin physique with smooth skin overlaying hard muscle honed by years of swimming. She wears only the barest amount of clothing, primarily just enough to cover herself while leaving her limbs free for greater mobility. However, she does frequently don a decorative, sheer, shawl-like wrap when venturing into town, tying it about her like a long skirt, knotted at her waist. As an undine, her hands and feet are webbed, the latter often wrapped or shod in form-fitting sandals. At the young age of 88 years, she stands 5 feet, 6 inches tall and weighs 140 lbs.

Personality: Ondirra has an incredibly patient attitude about everything, knowing full well the ocean can wear down even the mightiest rocks and bring swift change with the next tide. She's exceptionally cautious, no doubt owing to her many interactions with plunderers and killers among the Pirate Isles. She has an independent, survivalist streak to her, having learned to look after her own needs and defend herself in a fight even with her bare hands, if necessary. She absolutely reveres the God of Nature, finding her truest joy in the setting sun, the wind and water on her skin, and the stunning beauty of tropical plants and creatures living among the undersea grottoes she likes to visit along the shore.

Advancement

As Ondirra gains experience, she seeks to perfect her flowing style of martial art in addition to her deep, spiritual connection to the sea. At 2nd level, she chooses to multiclass as a druid with the undine adept^{ARG} archetype. She selects the Water domain for her nature bond and cements that connection with the Oceans subdomain. This grants her spellcasting ability, the surge domain power, and a greater affinity for influencing creatures of the sea. She prepares *create water*, *detect poison*, and *stabilize* as 0-level orisons, and *cure light wounds*, *feather step*^{APG}, and the domain spell *obscuring mist* for her 1st level spells. She also picks up new skill ranks in Heal, Knowledge (nature), Survival, and Swim. At 3rd level, Ondirra takes another level in druid, becoming fully amphibious and enabling her to breathe water or air. She also gains *light* and *alter winds*^{APG} as newly prepared spells, Agile Maneuvers as a combat feat, and new ranks in Climb, Knowledge (geography), Perception, and Swim. At 4th level, Ondirra increases her Wisdom by 1 and takes another level as a flowing monk. She gains the unbalancing counter ability in place of a bonus feat, increases her defensive abilities with evasion, and picks up new ranks in Acrobatics, Intimidate, Stealth, and Swim.

ROLEPLAYING IDEAS

- Ondirra's past includes martial training with an ex-assassin from her native port. This mentor was hunted and slain as a heretic, and Ondirra lives in fear that the same killers will track her down and slay her, as well. This makes the undead suspicious of any newcomers she encounters, and she always hides her identity when going ashore by disguising herself with her flesh chameleon ability.
- The deep reverence Ondirra holds for the ocean and the natural cycle of life gives her a unique outlook. Every conflict becomes another fight for survival and she meets it head on, her normally calm demeanor exploding into a shark-like savagery heightened by the sight and scent of blood.
- Ondirra soothes the aches and pains of her body every day by going swimming, trusting in her hydrated vitality to help her recover. She holds her breath while meditating underwater for several minutes, always emerging with a renewed energy and endurance.

SCALING THE PC

Under a 15-point buy, Ondirra reduces her Constitution and Intelligence by 2. This lowers her Fortitude save and hit points by 1, and also removes her skill rank in Disguise.



“Rookroost” Evon Bloodbeak

“If there’s gold on this ship, I’ll have it even if I’ve gotta pry it out of your teeth! And if you lied to me about it, I’ll leave the rest of you for the sharks. Somebody’s gotta keep ‘em fed. Might as well be you. If you’re thinking different—and you wanna test your luck—now’s the time to settle it with a blade in your hand. But be warned, fool. I’m not afraid to bleed, and I’m not afraid to kill. I’ve done my share of it. And I’ve seen you about. Braggin’ on your dueling skills and challengin’ your lessers. Your swordsmanship ain’t nearly good enough. That’s because I don’t just fight to win. I fight to kill! And if you lose, it won’t just be you I throw overboard. Your whole damn crew will be following you over the rail.”

—a terrifying threat from the eternally greedy and bloodthirsty tengu pirate, Evon Bloodbeak



"ROOKROOST" EVON BLOODBEEK

Male tengu^{ARG} rogue (swashbuckler^{APG}) 1

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

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

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +0

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d6+2/18–20), bite –2 (1d3+1) or boarding axe +3 (1d6+2/x3), bite –2 (1d3+1)

Ranged shortbow +3 (1d6/x3)

Special Attacks killer, natural weapon, sneak attack +1d6

STATISTICS

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

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

Feats Martial Weapon Proficiency (boarding axe)^B, Weapon Finesse

Skills Acrobatics +6, Appraise +7, Bluff +5, Climb +5, Disable Device +6, Fly +3, Perception +6 (+7 to find concealed or secret objects, doors, and traps), Profession (sailor) +4, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Polglut^L, Sylvan, Tengu

SQ eye for plunder, glide^{ARG}, martial training, sneaky, swordtrained

Combat Gear alchemist's fire (3); **Other Gear** studded leather armor, rapier, boarding axe, shortbow with 20 arrows, backpack, bedroll, belt pouch, caltrops (2 bags), flint and steel, thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 9 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Eye for Plunder (Ex) Evon has always had a keen eye for the glitter of gold, and he's raided enough merchant ships to have a feel for where the most valuable plunder is hidden. He gains a +1 trait bonus on

Appraise checks and Perception checks to find concealed or secret objects (including secret doors and traps). In addition, he begins the campaign with a selection of mundane trade goods worth 50 gp which he scrounged together during his first day aboard ship.

Glide (Ex) Evon can use his feathered arms to glide by making a DC 15 Fly check. This allows him to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, he may also make an additional DC 15 Fly check to move 5 feet laterally for every 20 feet he falls. This racial trait replaces gifted linguist.

Killer (Ex) Evon made his first kill at a young age and found the task of murder and swordplay to his liking. He takes particular pride in a well-placed blow, and deals additional damage equal to his weapon's critical hit modifier whenever he scores a successful critical hit with a weapon. This additional damage is added to the final total, and is not multiplied by the modifier itself. This extra damage is a trait bonus.

Background: Evon Bloodbeak (EHV-uhn BLUHD-beek) has always lusted for battle and gold. The orphaned son of tengu immigrants from the Far East, he dreamt of transcending his lowly beginnings by seizing power through piracy and force of arms. During his early years, he struggled to make it on his own, growing up among seedy shantytowns and dockside dives. He naturally turned to crime to survive, and joined his first pirate ship when he was only 15. A practiced swordsman, he's already made a mark for himself, scarring, maiming, and killing several would-be toughs to climb higher in his mercenary pecking order.

Three weeks ago, Evon helped his friends raid a wealthy coastal settlement on a distant island. Though the plunder proved lucrative, their ship became damaged by a freak storm before they could make port again. Heavily-damaged and listing badly while taking on water, they barely

made landfall, and the ship has lain in dry dock for several days to make repairs. The downtime gave Evon an excuse to temporarily part ways to enjoy his ill-gotten gains in the gambling houses and taverns further inland. While looking for trouble, he drank enough to loosen his tongue, boasting of his accomplishments and threatening those who disrespected him. His inebriated state caused him to miss the drug slipped into his drink, and it knocked him out cold. When Evon awakened, he found himself aboard an entirely new ship, press-ganged into a band of pirates where he held no status. More determined than ever, the tengu has finally tired of taking orders from others, and he'd like nothing more than to stage a coup and claim the ship as his own—a matter he intends to pursue once he secures enough trustworthy allies.

Physical Description: Evon resembles a jet-black, humanoid crow with oily, dark feathers and powerful talons. With his hunched posture, he stands just 5 feet tall, and his hollow bones give him a weight of only 92 lbs. Despite his small frame, he remains physically fit, carrying a number of weapons in addition to his studded leather armor, including a shortbow and quiver of arrows on his back and a rapier and wicked-looking boarding axe belted at his waist. To set himself apart from other tengus, Evon likes to paint his broad beak with the blood of his enemies, believing it gives him a more fearsome aspect in battle. At 19 years old, he's more than ready to carve his way to the top.

Personality: Evon has the instincts of a predator, always eager to draw blood whether with his weapons or beak. He has a strong desire to prove himself the best at swordplay and martial combat, gliding into any melee so he can take down his enemies with a well-placed strike. He's also filled with avarice, possessing a keen instinct for acquiring and evaluating the most valuable loot. He often quarrels with those who would seek to deprive him of the shiny baubles he covets. And he doesn't mind a bit of deception or skulldug-

gery to take what he wants. One day, he'd like nothing more than to acquire a ship and crew loyal only to himself and then raid the seas as one of the most bloodthirsty pirates in history.

Advancement

Evon splits time advancing as a swashbuckler rogue and a free hand fighter, eschewing two-weapon techniques to perfect his skill with the rapier alone. At 2nd level, he takes his first level as a fighter with the free hand fighter^{APG} archetype. He also acquires new skill ranks in Bluff, Intimidate, Stealth, and Swim, and gains the Weapon Focus feat with his rapier. At 3rd level, he takes another level in rogue, picking up evasion and the combat trick rogue talent to acquire Combat Expertise. He also gains new skill ranks in Acrobatics, Bluff, Climb, Disable Device, Fly, Intimidate, Knowledge (local), Perception, Sleight of Hand, Stealth, and Swim. And he selects Improved Feint as his bonus feat to further his ability to execute sneak attacks in the midst of a fight. At 4th level, Evon increases his Dexterity by 1 and takes another level as a fighter, gaining the deceptive strike ability. He also raises his skill ranks in Bluff, Intimidate, Perception, and Stealth, and he acquires the Dazzling Display feat to better frighten those who witness his skill with a blade. As Evon continues advancing in experience, he alternates levels in rogue and fighter, using his rogue talents and bonus feats to continue improving his abilities with making foes flat-footed in combat. He also acquires the racial feats for [Blood Beak](#)^{ARG} and [Tengu Wings](#)^{ARG} to strike further his combat options. Once he acquires the necessary prerequisites, he may also consider taking levels in the assassin prestige class.

ROLEPLAYING IDEAS

- Evon's unending appetite for plunder leads him to pursue every ill-gotten gain. From simple pickpocketing and clandestine burglary to active piracy and chasing down rumors of buried treasure and valuable artifacts, his greed knows no bounds. He may even filch small items from his adventuring companions, provided he can quickly fence them.
- Because of his long-term goals and innate avarice, Evon is the most likely adventurer to sponsor or lead a mutiny, always eager to gather more power to himself or overthrow those he resents or questions.
- Evon has an active desire to make a name for himself as a pirate with unmatched swordsmanship. On the rare occasions he doesn't outright kill an opponent during a performance challenge or duel, he likes to carve the symbol of a crow in the flesh of his victims so their scars can spread word of his prowess.

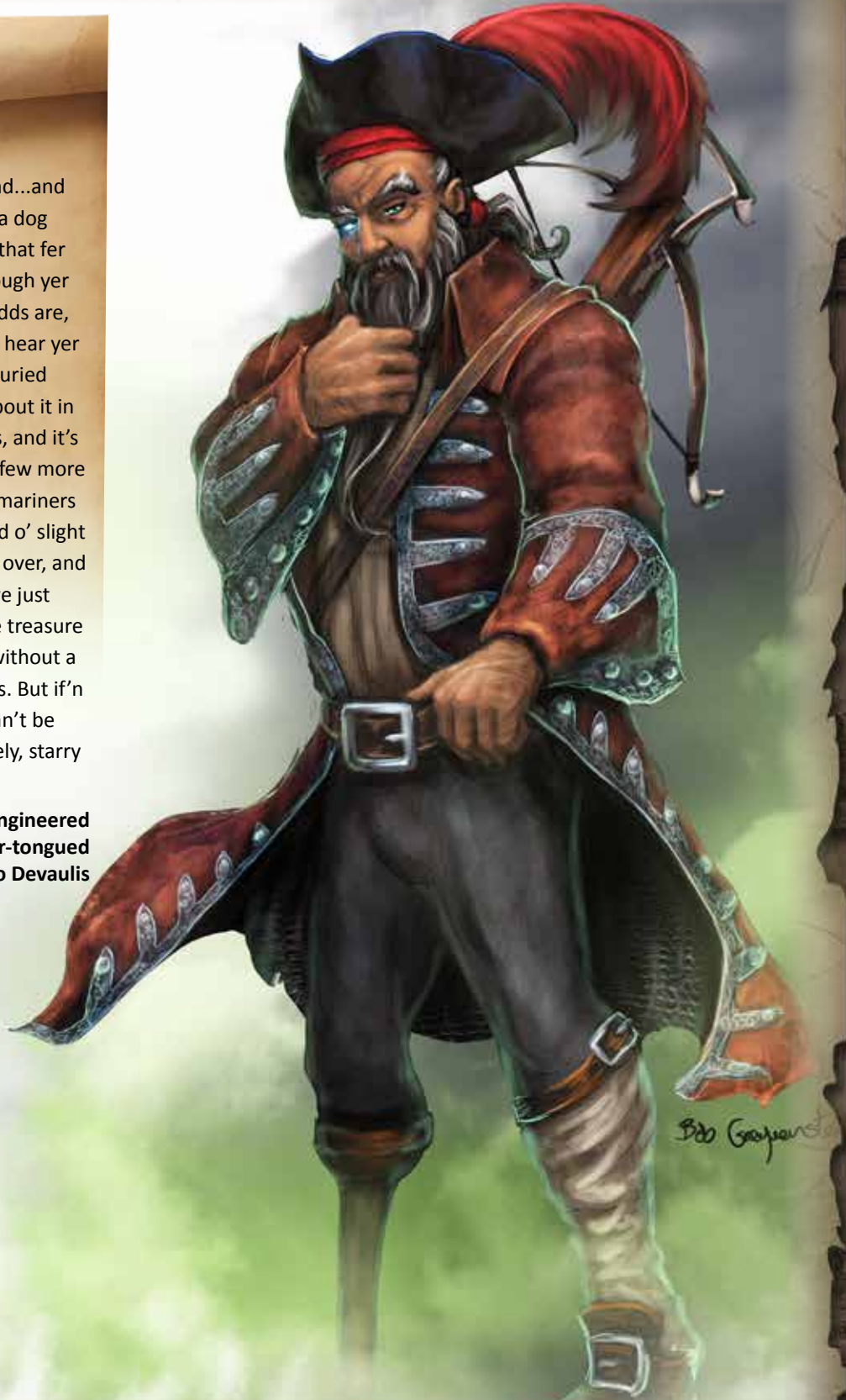
SCALING THE PC

Under a 15-point buy, Evon reduces his Strength and Charisma by 2. This lowers his melee damage and Bluff skill score by 1.

Silvio “Sivertongue” Devaulis

“I may be showin’ my age, friend...and a bit o’ wear and tear fer an old sea dog on one leg. But don’t be mistakin’ that fer weakness. I can still put a bolt through yer thick skull from a fair range. And odds are, ya won’t even see it comin’. Now, I hear yer also the one with a map ta some buried treasure. Yer crew’s been talkin’ about it in every ale-swillin’ dive on the docks, and it’s a shame ya didn’t think to invite a few more o’ us skilled, capable, *trustworthy* mariners ta share in yer enterprise. That kind o’ slight got me and the boys here talkin’ it over, and we be thinkin’ it might be best if we just relieve ya o’ that map and take the treasure fer ourselves. If’n ya hand it over without a fuss, we’ll part ways on good terms. But if’n ya keep it from us, I’m afraid we can’t be guaranteein’ yer safety on this lovely, starry night.”

—an opportune moment engineered by the ever-enterprising, silver-tongued pirate, Silvio Devaulis



SILVIO "SILVERTONGUE" DEVAULIS

Male middle-aged human oracle 1

CN Medium humanoid (human)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 10 (1d8+2)

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

OFFENSE

Spd 20 ft. (30 ft. base speed)

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

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

Special Attacks +1 on damage rolls vs. sharks and aquatic animals

Oracle Spells Known (CL 1st; concentration +4)

1st (4/day)—*command* (DC 14), *cure light wounds*, *obscuring mist*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *guidance*, *light*, *mage hand*, *stabilize*

Mystery waves

STATISTICS

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

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

Feats Point-Blank Shot, Precise Shot

Skills Bluff +10, Diplomacy +9, Knowledge (nature) +6, Profession (sailor) +5, Sense Motive +5, Swim +2; **Racial Modifiers** +2 Bluff, +2 Diplomacy

Languages Aquan, Common, Polglut^L

SQ fast-talker, oracle's curse (haunted), peg leg, revelations (water sight), silver tongued^{ARG}

Gear armored coat^{APG}, light mace, dagger, light crossbow w/ 20 bolts, backpack, bedroll, belt pouch, fishhook, flint and steel, hooded lantern, ink (1 vial), ink pen, map case, oil (2 flasks), paper (5 sheets), peg leg, trail rations (5 days), traveler's outfit, tricorne hat, waterskin, whetstone, wooden holy symbol, 3 pp, 1 gp, 4 sp, 8 cp

SPECIAL ABILITIES

Fast-Talker (Ex) Silvio always found trouble as a child and quickly developed a silver tongue to extricate himself from situations when caught. He gains a +1 trait bonus on Bluff checks, and Bluff is always a class skill for him.

Peg Leg (Ex) During his years at sea, one of Silvio's legs was bitten off below the knee by a shark, and he replaced it with a wooden peg leg. He's long since gotten used to the prosthesis and takes none of the normal penalties from having a peg leg. He's also learned to deal with the pain of the injury, gaining a +1 trait bonus on Fortitude saves. Since his accident, however, he's hated sharks and other sea predators with a passion, granting him a +1 trait bonus on damage rolls against sharks and animals with the aquatic subtype.

Silver Tongued (Ex) Silvio is exceptionally adept at subtle manipulation and putting even sworn enemies at ease. He gains a +2 bonus on Diplomacy and Bluff checks. In addition, when he uses Diplomacy to shift a creature's attitude, he may shift it up to three steps rather than just two. This racial trait replaces skilled.

Background: Silvio Devaulis (SIHL-vee-OH duh-VAW-lus) earned the nickname "Silvertongue" by successfully arguing his innocence—and that of his entire crew—when an imperial corsair boarded his ship and accused them of engaging in piracy. Guilty as sin, he bluffed his way through the zealous captain's questions and even convinced him to resupply their ship's stores for a supposed long-term journey along the northern trade route. He and his men celebrated their success and proceeded to raid three different merchant ships the next morning, causing his legend to grow even more.

Regrettably, however, Silvio's fortunes have always had a tendency to rise and fall at the whims of the Pirate Queen. Subsequent forays proved less successful and brought him into

conflict with the same curse-worthy imperials. This time, they captured his ship and hanged his crew. Silvio himself barely saved his own life by convincing the captain to strand him on a desert island instead—all so he could ‘contemplate’ his misdeeds while slowly starving to death. His luck turned once more when debris floated ashore from a recently sunken trader ship. He used its driftwood to make a raft so he could reach civilization again.

Destitute and crest-fallen, it took a year for Silvio to work his way out of the gutter. He convinced a merchant captain to take him on, all while making plans to influence his down-trodden sailors to mutiny and select him as their new captain. He shared this idea over drinks at a local tavern, but offended the sailors who knocked him unconscious in disgust. Things became hazy after that, but someone dragged him from the bar and onto a ship at the docks. When Silvio came to, he found himself press-ganged among several new pirate ‘recruits’—a fitting enough irony which Silvio intends to turn in his favor.

Physical Description: Silvio is a bit heavysset for a 44-year old man with so much sailing experience, weighing 215 lbs., while standing 5 feet, 9 inches tall. He proves nimble despite his girth and the worn-down peg leg he hobbles around on. His primary ensemble includes a stylish, armored coat which he can slip on more easily when expecting trouble. He also counts a well-crafted crossbow and light mace among his most prized possessions, but, in truth, his vanity holds the highest value to him. While he keeps his gear in good repair, he also meticulously combs his scraggly hair and heavy beard each morning before donning his handsome, tricorne hat with its signature red plume.

Personality: Silvio is quite simply a skilled conversationalist, experienced sailor, and all around scallywag. He exults in outsmarting those he considers worthy challenges for his keen intellect and underhanded schemes, and he handsomely

rewards those he can influence into helping him with such endeavors. Life is a high-stakes game to him, played out on the challenging seas and mysterious ports of call. Whether looting the holds of trading ships, reclaiming buried treasure, or crossing swords while engaging in a battle of wits with his enemies, he’s almost always a step ahead of everyone, calling upon the divine aid of the Pirate Queen to see him through life’s challenges.

Advancement

As he gains experience, Silvio advances both as an oracle and an investigator^{ACG}, combining his superstitious quasi-religion with the well-studied practicality of science and alchemy. At 2nd level, he takes his first level as an investigator with the mastermind archetype. This gives him new skill ranks in Appraise, Bluff, Craft (alchemy), Diplomacy, Disable Device, Intimidate, Perception, and Sleight of Hand. He also gains the mastermind’s inspiration and quiet word abilities, while preparing alchemy extracts for *shield* and *true strike*. At 3rd level, he takes another level in oracle, adding *purify food and drink* and *touch of the sea*^{APG} to his known spells. He gains new ranks in Diplomacy, Knowledge (arcana), Knowledge (religion), Sense Motive, Spellcraft, and Use Magic Device. He also adds Rapid Reload as a new bonus feat to increase his proficiency with crossbows. At 4th level, Silvio increases his Dexterity by 1 while adding another level as an investigator. This grants him the poison lore ability so he can add toxins to his crossbow bolts, and he gains new skill ranks in Bluff, Craft (alchemy), Diplomacy, Disable Device, Intimidate, Perception, Stealth, and Use Magic Device. He also prepares *expeditious retreat* as an additional extract to increase his mobility in times of need. If the campaign introduces gunpowder, Silvio also pursues the Exotic Weapon Proficiency (firearms) and Amateur Gunslinger feats to replace his crossbow with a brace of pistols.

ROLEPLAYING IDEAS

- Silvio excels in putting everyone at ease. Even in the middle of a heated argument or disagreement, he finds the right words or right motivation to turn such moments to his advantage. A natural leader, he hopes to someday captain another ship of his own so he can continue playing the games of manipulation he enjoys—whether escaping those pursuing him or simply keeping one step ahead of a larcenous, mutinous crew.
- Legendary secrets, myths, and treasure always draw Silvio's interest. Whether divine, arcane, or natural in origin, he enjoys solving mysteries and being the first to reclaim or discover something distinctive and valuable. This could bring him into competition with fellow adventurers like Cathran Tyvirian and Evon Bloodbeak.
- Silvio's oracle curse derives from the moods and whimsy of the Goddess of Piracy, Strife, and Trickery. Malevolent spirits serving the Pirate Queen frequently follow him, causing minor mishaps and strange occurrences designed to vex and test him. He reads and reacts to these manifestations as best he can, but his relationship with the goddess remains as stormy as the sea.

SCALING THE PC

Under a 15-point buy, Silvio reduces his Strength and Wisdom by 2, and his Intelligence by 1. This lowers his melee damage, Will save, and any corresponding skill scores by 1. He also loses one bonus language and his skill rank in Swim.

Taren Torrenato

"There's an entire ocean between me and my countrymen, but still they chase after me. I've been branded a murderer, a thief, and now a pirate. All unintended and undeserved. Instead, I just think of myself as the unluckiest person alive. Despite that, at least I am alive. A wise woman in port once told me she remembered my family, and even shared a berth with us on the crossing to our homeland. She recalled the night I was born at sea—one of the stormiest on record. They say it was a sign—a blessing from the Pirate Queen herself. Given all that's happened to me, I can't help but wonder if she's the source of my bad luck. If so, it's time I did something to change that. And if it means being a pirate and honoring her ways, so be it."

—ruminations of misery and determination from Taren Torrenato, reluctant pirate and fugitive



TAREN TORRENATO

Male human gunslinger (buccaneer^{ARG}) 1

CN Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 12 (1d10+2)

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

OFFENSE

Spd 30 ft.

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

Ranged pistol +4 (1d6/x4) or dagger +4 (1d4+1/19–20)

Special Attacks grit (2)

STATISTICS

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

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

Feats Dodge, Gunsmithing, Sea Legs^{UC}, Weapon Finesse

Skills Acrobatics +5, Bluff +6, Climb +3, Craft (alchemy) +5, Knowledge (engineering) +5, Perception +6, Profession (sailor) +8, Swim +5; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common, Polglut^L

SQ deeds (deadeye, gunslinger's dodge, seadog's gait), exile, gunsmith, heart of the sea, pirate queen's blessing

Gear leather armor, rapier, dagger, battered pistol with 30 bullets, backpack, blanket, flint and steel, gunsmith's kit, hooded lantern, oil (2 flasks), powder horn with 10 doses of black powder, trail rations (3 days), traveler's outfit, tricorn hat, water-skin, whetstone, 7 pp, 3 gp, 7 sp, 8 cp

SPECIAL ABILITIES

Exile (Ex) Due to an altercation resulting in unintentional murder charges, Taren was forced to flee his homeland. His enemies still pursue him, making him extremely paranoid while honing his reactions to pos-

sible danger. As a result, he gains a +2 trait bonus on Initiative checks.

Heart of the Sea (Ex) Taren has always felt drawn to the sea, granting him a +2 racial bonus on Profession (sailor) and Swim checks. These skills are always class skills for him, and he can hold his breath twice as long as normal. This racial trait replaces skilled.

Pirate Queen's Blessing (Ex) Taren was born at sea on an auspicious, stormy day. Old salts and sea dogs knowingly say the Pirate Queen has marked him for a greater destiny—even if it's included plenty of hardship along the way. Taren doesn't put much stock in such claims, but he's always felt more at home on the sea, and his keen eyes can easily pick out a sail on the distant horizon. As a result, he gains a +1 trait bonus on Perception checks and Profession (sailor) checks. In addition, once per week he can reroll a Profession (sailor) check and take the higher result (but he must announce he's using this ability before the results of the check are known).

Background: Taren Torrenato (TAYR-in TOR-uh-nah-TOH) once made his home in a land of industry and invention far across the sea where he grew up tending his father's smithy and ironworks, manufacturing the necessary components for firearms and gunpowder. Over time, he became proficient with his own creations, garnering a reputation as a better than average marksman and a crackshot with a pistol. His success ultimately led to youthful boasting and rivalries with his jealous siblings—three brothers and a sister. An unexpected argument on his oldest brother's birthday caused a gunshot while wrestling over a loaded gun which took the latter's life. Witnesses claimed Taren intentionally shot him and he fled rather than face trial.

Taren's flight took him to the Pirate Isles, a region as far away from home as he could imagine. He'd always found the sea to his liking, and never realized he had such a knack for sailing until he

worked his way there as part of a merchant crew. He kept the gun he and his brother had argued over—a one-of-a-kind prototype which he stashed with his meager belongings, intending to keep it hidden to avoid drawing attention to himself. Unfortunately, their trader ship came under heavy attack and Taren was pressed into defending himself. His gun skills helped turned the battle, but stories of his heroics reached the ears of mercantile interests back home. Their agents have since sought to hunt him down in an effort to retrieve the weapon and bring him to justice. While trying to avoid them, Taren ran afoul of a press-gang operation which landed him as the newest crew member on a pirate ship. Their illicit activities have only added to his disrepute, and now Taren fears he'll never clear his name.

Physical Description: Taren wears the tight-fitting trousers and long-sleeved doublet of his native homeland, as well as a pair of leather boots and matching tricorne hat to keep his shoulder-length brown hair in check. Just 20 years old, his steel-gray eyes have already seen a number of ports of call across the sea lanes and tradeways. He stands 6 feet tall and weighs 175 lbs., clean-shaven for all but a simple goatee and shortened sideburns. A battered pistol and powder horn hang next to an ornate rapier belted at his waist. And he also wears a suit of hand-tooled, studded leather armor to protect himself, in addition to a narrow bracer embossed with the image of a growling lion's head on his left arm.

Personality: Taren always has a determined look about him, intently focused on the task at hand to assure he and his friends experience the best possible outcome when facing any challenge. If idle, his hands often stray to the hilt of his rapier and the pistol he designed at his father's smithy. He rarely talks about the life he left behind, searching instead for a new home as he follows the open sea to distant lands and cultures. He longs to meet someone like himself, starting over in an effort to leave their past behind. Any friends he makes while sailing the

seas earn his undying support, as he stands ready to come their aid any way he can. But he's looked after himself for so long, he finds it difficult to trust the motives of those around him unless they've been through mutual struggles first.

Advancement

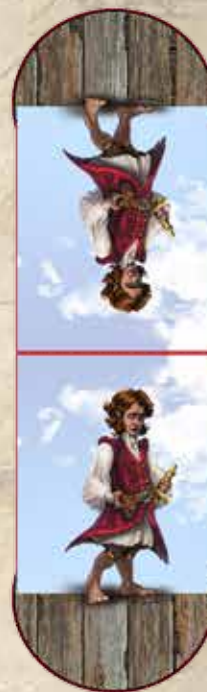
Taren advances as a gunslinger using the buccaneer archetype with each new level, while always increasing his skill ranks in Bluff and Perception. At 2nd level, he also adds ranks in Acrobatics, Climb, and Intimidate, while augmenting his luck with the liquid courage ability as a buccaneer. At 3rd level, he acquires new deeds for gunslinger's initiative, pirate's jargon, and utility shot. He also selects the Rapid Reload feat and gains new skill ranks in Acrobatics, Intimidate, and Swim. If he's amassed enough personal wealth, he seeks to upgrade his pistol to a masterwork firearm, as well. At 4th level, Taren increases his Strength by 1 to increase his carrying capacity and damage output in battle. He also adds Point-Blank Shot as a bonus combat feat, increases his skill ranks in Intimidate, Knowledge (geography), and Knowledge (local), and he upgrades his armor to masterwork studded leather.

ROLEPLAYING IDEAS

- Taren sometimes drinks away the troubles of his past, leading some to question his focus. Strangely enough, alcohol has the opposite effect on him, steeling his nerves, sharpening his aim, and leaving him more emboldened than ever when it comes to confrontations and risky endeavors.
- Tenacious agents from Taren's homeland still search for him in an effort to bring him home to stand trial for his crimes, but their true desire is the weapon design he carries with him. These single-minded bounty hunters could join forces with any enemies Taren makes over the course of the campaign, bringing more danger to the lives of him and his friends.
- Taren has an eye for the ladies, and a pleasing demeanor about him which more easily draws their attention. Companions like Miri, Cathran, or even the undine Ondirra could develop romantic feelings toward him. In the case of Cathran, this could also lead to a jealous rivalry between Taren and Aethan.
- The pistol Taren stole from his father's smithy means more to him than anything. Aside from a memento of his past, he also sees it—and firearms, in general—as the key to making a new life for himself in the Pirate Isles. He obsesses about maintaining and caring for the weapon, continuously experimenting with replica designs and ammunition while also helping train his friends and fellow crew in the use of such weapons. This may lead to in-game reasons for his adventuring companions to take proficiency in firearms as well as the Amateur Gunslinger feat.

SCALING THE PC

Under a 15-point buy, Taren reduces his Intelligence and Wisdom by 2, and Strength by 1. This lowers his melee damage, Will save, and corresponding skill scores by 1. He also loses his bonus language and skill rank in Craft (alchemy).



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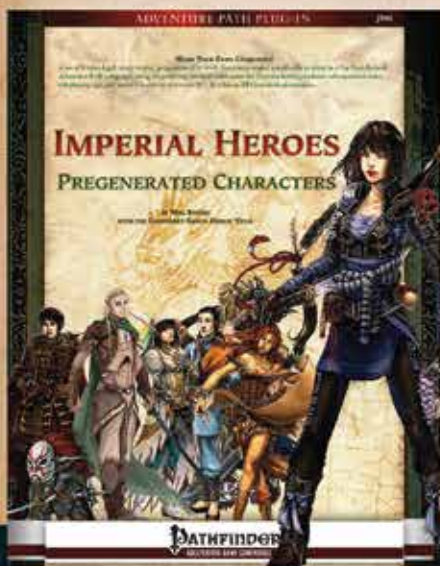
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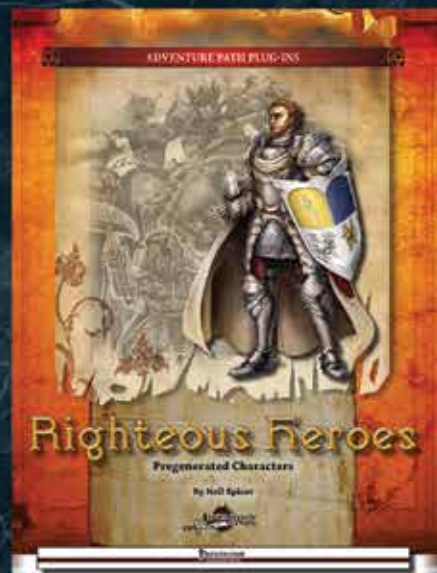


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