



# CRIMSON HEROES



by Neil Spicer

**BATTFINDER**  
ROLEPLAYING GAME COMPATIBLE





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## WHY PREGENERATED CHARACTERS? I'LL TELL YOU ...

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

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.

A stylized, calligraphic signature in black ink, likely belonging to Jason Nelson. It features large, flowing letters that are difficult to decipher but appear to start with 'JN'.

- Jason Nelson



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

You will see us use phrases such as “Crimson Campaign” instead of the title of “Red Throne” adventure series (Adventure Path issues #7-12), re-released as a hardback compilation for the Pathfinder Roleplaying Game. Or, you may see us use names such as the “Crimon-Cursed Queen,” the “Cruel Crimelord,” the “People’s Hero,” the “Harrowed Spirit,” the “Goddess of Death,” or the “City of Vaults” 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 “Red Throne Adventure Path,” helping to unravel the mystery of the “Cursed Throne.” 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 and coordinated by Jason Nelson. 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!

Visit us on Facebook, follow us on Twitter, and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).



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## 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:

- <sup>ACG</sup> *Pathfinder Roleplaying Game Advanced Class Guide*
- <sup>APG</sup> *Pathfinder Roleplaying Game Advanced Player’s Guide*
- <sup>ARG</sup> *Pathfinder Roleplaying Game Advanced Race Guide*
- <sup>B1</sup> *Pathfinder Roleplaying Game Bestiary*
- <sup>B2</sup> *Pathfinder Roleplaying Game Bestiary 2*
- <sup>B3</sup> *Pathfinder Roleplaying Game Bestiary 3*
- <sup>B4</sup> *Pathfinder Roleplaying Game Bestiary 4*
- <sup>GMG</sup> *Pathfinder Roleplaying Game Gamemastery Guide*
- <sup>ISM</sup> Softcover guide to intrigue campaigns in the inland sea in the official Pathfinder campaign setting
- <sup>NPCC</sup> *Pathfinder Roleplaying Game NPC Codex*
- <sup>OA</sup> *Pathfinder Roleplaying Game Occult Adventures*
- <sup>PU</sup> *Pathfinder Roleplaying Game Pathfinder Unchained*
- <sup>UCam</sup> *Pathfinder Roleplaying Game Ultimate Campaign*
- <sup>UC</sup> *Pathfinder Roleplaying Game Ultimate Combat*
- <sup>UE</sup> *Pathfinder Roleplaying Game Ultimate Equipment*
- <sup>UI</sup> *Pathfinder Roleplaying Game Ultimate Intrigue*
- <sup>UM</sup> *Pathfinder Roleplaying Game Ultimate Magic*

All of the above references can be found in the online Pathfinder Reference Document ([paizo.com/pathfinderRPG/prd/](http://paizo.com/pathfinderRPG/prd/)) or at [d20pfsrd.com](http://d20pfsrd.com). Traits were selected from the online *Character Traits Web Enhancement* as well as the player’s guide for the Red Throne adventure path, both available free at [paizo.com](http://paizo.com). Content used from any source other than the core rules is identified with an asterisk (\*) or other superscript mark, as noted above.





## Ardimaius Trente

"I've served the watch for three years now, proudly wearing the city's colors alongside my fellow guardsman. But we can't be everywhere at once. There's just too many lowlifes and criminals preying on the weak, and too few of us to stop them. It might be frowned on by my superiors—and I'd get in trouble if they heard me say it—but I've always welcomed the assistance of citizens bold enough to take action on their own. And, I guess I see myself as more than just a guardsman. I'm a citizen, too. So, if the city lacks the resources to combat the drug trade and corruption, I'm ready to do it myself—even in my off-hours, as long as it's within the law. And when I'm done, I'll have the satisfaction of knowing I made a difference. Will you?"

—the determined words of Ardimaius Trente, city guardsman and martial master



### ARDIMAIUS TRENTE

Male human fighter (martial master<sup>ACG</sup>) 1

LG Medium humanoid (human)

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

#### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

**hp** 16 (1d10+6)

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

#### OFFENSE

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

**Melee** longsword +5 (1d8+3/19–20), dagger +4 (1d4+3/19–20)

**Ranged** light crossbow +3 (1d8/19–20)

#### STATISTICS

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

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

**Feats** Improved Unarmed Strike, Toughness, Weapon Focus (longsword)

**Skills** Diplomacy +6, Intimidate +5, Knowledge (local) +6, Profession (soldier) +4

**Languages** Common, Shonti

**SQ** addicted friend, influence

**Gear** scale mail, heavy steel shield, longsword, dagger, light crossbow with 10 bolts, backpack, bedroll, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, 2 gp, 8 sp, 8 cp

#### SPECIAL ABILITIES

**Addicted Friend (Ex)** One of Ardimaius's fellow soldiers and a close friend in the city guard became addicted to a drug distilled from the venom of an exotic spider. The drug induces sleep filled with vivid dreams, during which the user's body often shakes and shivers. Particularly dangerous for the desperate, its promises of dreams and oblivion are often viewed as the only alternative apart from suicide for escaping a difficult life. Ardimaius always thought of it as a problem for the lower class, but then his friend overdosed on the stuff. He's done a bit of investigating since then and learned the one who got his friend addicted in the first place is the Cruel Crimelord. Unfortunately, the rest of the city guard seems more focused on the bigger dealers. His superiors don't have time to devote resources to what they call, "a bit player in a beggar's problem." So, it would seem that it falls to Ardimaius to stop the gangster's operation, and his research into the drug scene and local politics has given him a respectable education in street etiquette. As a result, Ardimaius gains a +1 bonus on Knowledge (local) checks and Knowledge (local) is always a class skill for him.

**Influence (Ex)** His position in the city guard grants Ardimaius special insight into local politics, and special consideration or outright awe from regular citizens. As a result, he gains a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for him.

**Background:** Ardimaius Trente (AR-duh-MAY-uss TRINT) was born and raised in the City of Vaults, only rarely venturing beyond its walls to visit his grandfather's horse farm on the northern frontier. As a boy, he more regularly frequented the docks, watching foreign ships make their way upriver, each one bringing new wares and strange oddities to the marketplace. Even as a youth, he understood the importance of trade in keeping the city going. This led him to join the city guard when he came of age, vowing to protect such interests by patrolling the markets, opposing crime, and ensuring the common good so commerce could flow unimpeded.

Over the years, Ardimaius excelled in his calling, making a name for himself as a skilled swordsman, and even picking up odd jobs in his off-hours as added security for foreign merchants and visiting nobles. After earning enough coin, he enrolled in prestigious fighting schools to augment his training. The insights gleaned from this instruction proved useful enough that the guard soon asked him to teach their newer recruits. One of them—a girl named Semantha—drew added interest because of her destitute upbringing. Ardimaius took her under his wing in hopes of helping her find a better future. Unfortunately, he never realized she suffered from a powerful drug addiction. It all but ruined her career and threatened to undermine his own as he covered for her lapses lest their superiors rescind her commission. Ardimaius eventually traced her supplier to the Cruel Crimelord, but the guard withheld permission to move against him. He suspects the gangster bribed his superiors for protection, but can't yet prove it. In the meantime, he searches for another means of ending his operation, hoping to form or join another like-minded group while off-duty.

**Note:** For maximum roleplaying impact, if there's another city-sworn, good-aligned PC in the group (and no one plays Ardimaius's potential love interest, Portia), that character, with their player's consent, could become the recipient of his romantic admiration instead.

**Physical Description:** Just 21 years old, Ardimaius has the impressive stance of a trained soldier, augmented by a genuine care for the well-being of those he's



sworn to protect. At 6-foot, 3-inches tall and 200 lbs., he presents an intimidating figure to any would-be criminal. He has close-cropped brown hair and a matching goatee with a trimmed mustache. His eyes seem more green than blue, a fact which his green cloak and kerchief around his neck often highlights. He wears a guardsman's armor with bronze-tinted scales artistically woven among the harder, steel-colored plates. His rounded shield also bears the embossed image of a golden hippogriff rampant on an inner circle of white. For armament, Ardimauius carries an ornate longsword, its pommel carved to resemble the hooked beak of a bird of prey and its crossguard shaped like miniature wings. He also keeps a dagger belted next to a small quiver of bolts at his waist and a light crossbow strapped to his back.

**Personality:** Ardimauius embodies the best qualities of a loyal soldier, steadfast guardian, and trained leader. His time with the city watch enhanced these traits, and they shine through all his endeavors—whether on behalf of his fellow guardsmen or during personal undertakings. He exercises caution in any conflict, routinely seeking a diplomatic solution before resorting to violence, but he also knows how to finish a confrontation with his fists or blade, if necessary. He takes his martial training very seriously, and dedicated himself long ago to mastering as many forms of combat as possible by enrolling in some of the city's best fighting schools. With his natural charisma and thoughtful intelligence, he gets along well with his superiors and adventuring companions, and even has aspirations of one day joining the city's military hierarchy or entering the political arena.

## ADVANCEMENT

With each new level, Ardimauius advances as a fighter with the martial master archetype. He always increases his skill ranks in Diplomacy and Intimidate, but alternates his other choices with Climb, Knowledge (local), Perception, Sense Motive, and Swim. At 2nd level, he gains the bravery class ability and selects Power Attack as a new combat feat. At 3rd level, he receives armor training and adds Combat Expertise as a new bonus feat. At 4th level, Ardimauius increases his Dexterity by 1 and selects Weapon Specialization (longsword) as his new combat feat. Thereafter, he continues to add gateway feats such as Dodge, Critical Focus, Two-Weapon Fighting, and Vital Strike in preparation of using his martial flexibility during combat to temporarily gain the benefits of chained feats he doesn't yet possess.

## ROLEPLAYING IDEAS

- With a heart of gold, Ardimauius has a hard time turning away from those in need. This includes the downtrodden he encounters during his adventures, as well as his drug-addicted friend, Samantha, in the city watch. If he succeeds in freeing Samantha from her addiction, she may eventually join the queen's personal guard, thereby putting them at odds when the throne transitions.
- Ardimauius may sometimes serve in the guard details and off-duty security teams of various nobles in the city. This could include his fellow adventuring companion, Portia Cromathis while in her social identity, the Crimson-Cursed Queen, or other members of the nobility, merchant houses, and military hierarchy seeking to influence the city.
- Some of the martial training Ardimauius receives could come from the fighting school secretly run by the black-masked People's Hero. His relationship with this mentor and the discovery of his teacher's vigilante identity could then color how he approaches his own crusade against corruption.
- Ardimauius maintains a healthy respect for authority, but keeps a close eye on the ruling nobility to ensure they safeguard the interests of the people. During the campaign, he may struggle when the two sides come into conflict and he's forced to choose between them.

## SCALING THE PC

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





## Eugeni Yozifari

"Yeah, I know these streets. And the sewers and rooftops, too. What's it to ya? You lookin' for directions? They don't matter much 'round here, 'cause every street leads to the same place. Trouble. This side of town ain't safe for your kind. I know, 'cause I've worked for the ruthless people who make it that way. Most of 'em don't have my likeable disposition, though, and they'd as soon gut ya as entertain yer conversation. In fact, there's a couple of 'em up the street right now. They been waitin' on a mark like you to come along. And, right as rain, they ain't friendly. But I can be. How 'bout I handle this little altercation on ya behalf, and ya compensate me with a few coins and a drink?"

—a friendly offer from Eugeni Yozifari,  
opportunistic rogue and experienced rake



## EUGENI YOZIFARI

Male human (Varisi) rogue (rake<sup>APG</sup>) 1

CN Medium humanoid (human)

Init +3; Senses Perception +4

### DEFENSE

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

hp 11 (1d8+3)

Fort +2, Ref +5, Will +0

### OFFENSE

Spd 30 ft.

Melee rapier +2 (1d6+2/18–20) or rapier +0 (1d6+2/18–20) and dagger +0 (1d4+1/19–20)

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

Special Attacks bravado's blade, hungry for revenge, sneak attack +1d6

### STATISTICS

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

Base Atk +0; CMB +2; CMD 15

Feats Dodge, Two-Weapon Fighting

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

Languages Common, Shonti, Varisi

SQ acrobat

Gear studded leather armor, rapier, dagger, shortbow with 20 arrows, backpack, bedroll, belt pouch, flint and steel, thieves' tools, trail rations (5 days), traveler's outfit, waterskin, whetstone, 4 gp, 27 sp, 30 cp

### SPECIAL ABILITIES

**Acrobat (Ex)** Having run the city's rooftops from a young age, Eugeni is capable of amazing feats of daring. He gains a +1 bonus on Acrobatics checks, and takes only a –2 penalty instead of the normal –5 penalty when using the Climb skill to attempt an accelerated climb.

**Hungry for Revenge (Ex)** Few would call Eugeni a model citizen. Even as a child, turning to a life of crime seemed inevitable, but he eventually fell in with the Cruel Crimelord. The man's reputation as a snake was well known to Eugeni, but he chose to take work from him anyway, thinking he'd be able to handle the old man and betray him first, if necessary. As it worked out, the gangster got the upper hand in their dealings and took Eugeni down, having him beaten by his thugs, his profits stolen, and then left for dead. Now, Eugeni's eager for revenge. He's never forgiven the crimelord for his betrayal, and vowed to make him pay for what he did. Whether that's seeing him rot in jail or a shallow grave, Eugeni hopes to taste vengeance someday soon. As a result, he gains a +1 trait bonus on damage rolls with a melee weapon against any creature that's flat-footed.

**Background:** Eugeni Yozifari (YOO-jihn-EE YOH-zih-FAHR-ee) has traveled the coastlands fairly extensively with the caravans of his people, but his immediate family all hails from the City of Vaults, squatting in tiny hovels among the city rooftops to eke out a living on the scraps of their betters. Some of his cousins joined various street gangs to survive, and Eugeni eventually did the same, carving out a reputation as a bravado with his rapier, and occasionally forced to leave town when things got too hot with the city guard. In time, he earned the confidence of an upstart criminal—the Cruel Crimelord—and Eugeni helped improve both their fortunes, building up his gang and eventually intending to supplant the old man to rule over it himself. Everything was going according to plan until one of Eugeni's own cousins ratted him out. As a result, the very next run became an ambush when his own crew turned on him. The Cruel Crimelord showed up only after Eugeni was bloodied and beaten. Then, the old man knifed him and dropped him in the river to drown. Eugeni's survival instincts served him well, however, and after out-swimming the river's alligators, he staggered to the home of an old flame, his fellow adventuring companion Lianna Ieduri.

The Varisi sorceress managed to save his life, but it still took many months for Eugeni to fully recover from his wounds. In that time, he formulated multiple plans for bringing down the Cruel Crimelord, but knew he didn't yet have the manpower to pull it off. He hoped to enlist Lianna's aid, for she too harbored her own resentment towards the old man. But, during his time under her care, he came to understand she'd made a clean break with the Cruel Crimelord and had worked hard to start a new life free of her criminal past. Pulling her back into his scheme for vengeance seemed like a disservice to all she'd done for him. So, he parted ways hoping to spare her any danger that came when he made his play.

**Note:** Eugeni and Lianna could easily renew their prior romance. However, if there's another charismatic, wild-hearted PC with a shady past in the group (and no one plays Lianna), that character, with their player's consent, could attract his attention instead. Alternatively, he could also find himself attracted to a nobler influence (like Portia Cromathis).

**Physical Description:** Eugeni's wiry physique gives the impression of coiled steel ready to spring into action at a moment's notice. His 5-foot, 9-inch frame and 165 lbs. generates both strength and nimbleness, and his dark eyes quickly determine which might be needed for any conflict. At 19 years old, he wears his jet black



hair shoulder-length, but often ties it back into a short ponytail held in place with a bronze-colored clasp in the shape of a wasp. He wears a black cloak over a well-oiled suit of reddish-brown leather armor highlighted with brass studs for added protection. His weapons include a stylish, silver-toned rapier with a basket hilt and crossguard. He also carries a slender throwing dagger in his boot, and a short bow with a quiver of arrows on his back.

**Personality:** Eugeni sports a self-confident smirk at all times, usually implying he knows more (or suspects more) about a situation than everyone else—and, because of his experience and innate cleverness, this often proves true. Ever colorful and entertaining, he enjoys interacting with other people, subtly engaging in a duel of words as often as his relished swordplay. He has a brash confidence and bravado about him, never shying away from a challenge, whether verbal or physical. Though initially more self-centered and focused on avenging himself upon the Cruel Crimelord, his heart eventually softens over time as he becomes more interested in helping others, particularly the poor and suffering among the street folk he's befriended.

## ADVANCEMENT

As Eugeni gains experience, he looks to add levels as both a rogue and a swashbuckler, always increasing his ranks in Acrobatics, Bluff, Diplomacy, Disable Device, Intimidate, Perception, and Stealth, while alternating his remaining skill choices among Climb, Disguise, Knowledge (local), Sense Motive, Sleight of Hand, and Use Magic Device. At 2nd level, Eugeni changes his alignment to Chaotic Good and multiclasses to a swashbuckler with the mysterious avenger archetype, picking up the benefits of the avenger's finesse class ability to more effectively wield his rapier and a newly-acquired whip. This also gives him the derring-do, dodging panache, and opportune parry and riposte deeds. At 3rd level, he advances again as a rogue, receiving the evasion class ability while adding Combat Expertise as a new bonus feat and Improved Feint as a combat trick with his rogue talent. At 4th level, Eugeni increases his Charisma by 1 and takes another level in swashbuckler, giving him the charmed life class ability. Thereafter, he continues to embrace his newfound purpose as a mysterious avenger, acquiring a secret identity to possibly become the newest incarnation of the People's Hero.

## ROLEPLAYING IDEAS

- Eugeni always maintains close ties to his people, the colorful Varisi, many of whom live on the city's streets and rooftops. This also puts him in frequent contact with them, including his fellow adventuring companion Lianna Ieduri. Even if they don't rekindle their romance, Lianna might still help to redeem him from his criminal past.
- After taking inspiration from the black-masked People's Hero, Eugeni may become a secret vigilante, as well—either as the former's sidekick and eventual successor, or as his own man with a uniquely different identity.
- Eugeni has always bristled at any form of authority or restriction of his freedom in moving about the city. His frequent run-in's with the city guard and close escapes from the law may create a bit of a rivalry with stalwart guardians like Ardimauius Trente or Runyar Locklin.

## SCALING THE PC

Under a 15-point buy, Eugeni reduces his Strength by 1 and his Constitution by 2. This lowers his melee attacks, melee damage, hit points, Fortitude save, and Climb skill score by 1.



# Istas Wraithscar

"Our lives follow the natural course of a fate determined by the goddess of death. But, even so, she doesn't preordain our entire existence. She simply guides us to the most important choices we'll face. And, like forks in the river, our decisions dictate which direction we'll go. That's what ultimately shapes our destiny. But, of course, all rivers lead to the ocean—much like we're all moving towards our life's end. And those choices are like water moving over, around, and even through the stone, shaping all we encounter and, thus, all we leave behind, as well. So, consider each choice carefully when it comes. Otherwise, one of those choices may cause our paths to cross and I'll be destined to carry out the final will of the goddess—your death at my hand."

—cold assertions by Istas Wraithscar,  
handmaiden of the Lady of Graves





### ISTAS WRAITHSCAR

Female human (Shonti) cleric of the Goddess of Death 1  
LN Medium humanoid (human)  
**Init** +1; **Senses** Perception +3

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)  
**hp** 11 (1d8+3)  
**Fort** +5, **Ref** +1, **Will** +5

#### OFFENSE

**Spd** 20 ft. (30 ft. base)  
**Melee** shortspear +2 (1d6+2), club +2 (1d6+2), dagger +2 (1d4+2/19–20)  
**Ranged** shortspear +1 (1d6+2), club +1 (1d6+2), dagger +1 (1d4+2/19–20)  
**Special Attacks** channel positive energy 4/day (DC 11, 1d6)  
**Domain Spell-Like Abilities** (CL 1st; concentration +4)  
6/day—*bleeding touch* (1 round)  
At will—*lore keeper* (19)  
**Cleric Spells Prepared** (CL 1st; concentration +4)  
1st—*cause fear*<sup>D</sup> (DC 14), *divine favor*, *shield of faith*  
o (at will)—*light*, *stabilize*, *virtue*  
D Domain spell; **Domains** Death, Knowledge

#### STATISTICS

**Str** 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13  
**Base Atk** +0; **CMB** +2; **CMD** 13  
**Feats** Diehard, Endurance  
**Skills** Knowledge (religion) +4, Sense Motive +7, Survival +8  
**Languages** Common, Shonti  
**SQ** aura, personal addiction, poverty-stricken  
**Gear** hide armor, heavy wooden shield, shortspear, club, dagger, backpack, bedroll, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, wooden holy symbol, 2 gp, 8 sp, 8 cp

#### SPECIAL ABILITIES

**Personal Addiction (Ex)** Istas became addicted to a drug distilled from the venom of an exotic spider which induces vivid dreams causing her body to shake and shiver. She always thought of it as a means for interpreting the dreams and prophecies of the Goddess of Death, but then she accidentally overdosed on the stuff. The Cruel Crimelord got her addicted in the first place and Istas blames the old man for her brush with death, believing her goddess returned her from the grave to bring him to justice. Fortunately, her body recovers more quickly from toxins now, and she receives a +1 bonus on Fortitude saving throws.

**Poverty-Stricken (Ex)** Istas had a rough childhood among the Shonti barbarians. Hunger was her constant companion, and she often had to live off the land and sleep in the wild. As a result, she gains a +1 bonus on Survival checks, and Survival is always a class skill for her.

**Background:** Istas Wraithscar (ISS-tuss RAYTH-skahr) has died and returned from the grave twice now. The first happened when orcs raided her Shonti tribe in the highlands, and she took a poisoned arrow in the back. The orcs cut down many innocents—Istas among them, and her family mourned her passing before interring her in a burial mound. Later, Istas regained consciousness and frantically dug her way out. She emerged carrying a human skull, caked in mud, still delirious from the poison infecting her wound. This caused great fear and concern among her people, as some believed she'd become a dead-walker and tried to kill her again. Thankfully, her grandfather, the tribe's shaman, saw through the situation and declared Istas had completed a rite of passage into the realm of death itself.

Afterward, she developed a greater relationship with her grandfather than anyone else, serving at his side for many years while studying and commanding divine powers beyond her people's understanding. These teachings served as the foundation for her faith in the Goddess of Death. During this time, Istas also developed an unusual gift. At night, her dreams warned her of future events. And during the day, visions of the past would impart timely knowledge. A particularly vivid dream of a shining city by the sea continued to call to her...both in her waking hours and her nightly slumber. After describing it to her grandfather, he recognized it as the City of Vaults in the southlands...a place their people lost to colonial invaders after many wars. Sensing her destiny somehow depended on the city, Istas willingly left the tribe to journey there.

Since arriving in the city, Istas has had a difficult time adapting to the culture. The Goddess of Death has yet to reveal her purpose for bringing her there, and the dreams continue unabated as Istas grows desperate to decipher their meaning. While exploring the city, Istas eventually discovered a popular street drug made from the distilled essence of an exotic spider's poison. Istas took it as a sign that it would reveal her goddess' message once and for all. She sampled the drug several times, but eventually took too large a dose. And so Istas 'died' a second time when her heart stopped. The dream-experience did finally give Istas clarity in her purpose, as she received a vision of her goddess instructing her to prepare for a great danger that would threaten the city. To what end, she doesn't know. But Istas senses it will somehow lead to the first steps of whatever destiny awaits her.

**Physical Description:** Istas stands 5-feet, 10 inches tall, looking most men eye-to-eye. Years of hard living



made her a lean, athletic runner, and she weighs 145 pounds with hardly an ounce of fat. Just 25 years old, she still follows Shonti tradition by shaving her head, thereby highlighting her deep brown eyes and a darker complexion. A gruesome scar marks her back below the right shoulder from the orc arrow that nearly killed her as a girl. She also bears a pale white birthmark close to her heart, earning her the surname of Wraithscar. Istas wears the gray robes of the Goddess of Death, and a silver chain holds a medallion depicting a spiraling comet around her neck. She also wears traditional tribal armor under her robes. For protection, she carries a spear and shield, backed by a war club and ceremonial dagger.

**Personality:** Istas has a stoic, fatalistic attitude stemming from her spiritual beliefs. She trusts in fated outcomes, but also believes limited opportunities exist to make significant choices which steer people down one path or another. She structures her life accordingly, following the laws of fate and sharing them with others when she believes their paths intersect. She always speaks her mind and means what she says, ready to administer the outcome for a choice someone else has made. When contemplating death, she becomes more withdrawn as a means of communing with her goddess. After particularly vivid dreams or visions, she may not speak for a day or more as she meditates and seeks to understand them so she can embrace her destiny.

## ADVANCEMENT

With each new level, Istas advances as a cleric, always increasing her skill ranks in Knowledge (religion) and Sense Motive. She alternates her other skill choices with Intimidate, other Knowledge skills, Spellcraft, and Survival. At 2nd level, she adds guidance and deathwatch to her prepared spells, while also upgrading her armor and weapons. At 3rd level, she gains the Selective Channeling feat, and adds defending bone, detect thoughts, and false life to her prepared spells. At 4th level, Istas increases her Charisma by 1, and adds remove sickness and bull's strength to her prepared spells.

## ROLEPLAYING IDEAS

- Istas always increases her life force with a virtue orison when preparing for a fight, believing it puts fate on her side. If she ever falls in battle, she counts on her spiritual faith (and Diehard feat) to sustain her long enough so she can heal her own injuries and “return from the dead” once again.

- Descended from strong-willed warrior stock, Istas fights with the tenacious spirit of a raging barbarian. She likes to hurl her grandfather's spear before closing on enemies with her club and shield, but never willingly leaves the spear behind, always aggressively fighting to regain it.
- Istas holds a somber reverence for sentient creatures she slays in combat, viewing herself as the hand of fate sending them to her goddess for judgment. She often uses her lorekeeper ability on exotic opponents she's never faced before so she can better understand them, even using it on their dead bodies in case she encounters more of their kind.
- After obtaining her domain power for remote viewing at 6th level, Istas uses it to peer into places others can't see or to overhear conversations they can't hear, then shares such information as otherworldly “divinations” provided by her goddess.

## SCALING THE PC

Under a 15-point buy, Istas reduces her Charisma, Constitution, and Wisdom by 1. This lowers her hit points, Fortitude saves, Will saves, concentration checks, spell DCs, domain abilities, and corresponding skills scores by 1, as well.



## Khostur Khyle

"I had one thing holding back the rage of my ancestors—one thing that could tame my heart—and she died, knifed to death in some back alley by a two-bit criminal who just wanted to steal the ring I'd given her. You know who he is! I've asked around and I can see it in your eyes! So, hear me clearly, cur! There'll be no sanctuary for him! No refuge! Nothing will keep me from taking my vengeance! And if you have even one piece of information you're holding from me, I'll beat it out of you and make you suffer enough you'll wish you were dead, too. You deserve that much for your own crimes, and if you think I'm kidding or that you can bargain your way out of this? You're dead wrong."

—an intimidating interrogation by Khostur Khyle, city-raised half-orc and urban ranger on a vengeful mission





## KHOSTUR KHYLE

Male half-orc ranger (urban ranger<sup>APG</sup>) 1

CG Medium humanoid (human, orc)

Init +2; Senses darkvision 60 ft.; Perception +1

### DEFENSE

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

hp 13 (1d10+3)

Fort +4, Ref +4, Will +1

Defensive Abilities orc ferocity

### OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3/19–20), dagger +4 (1d4+3/19–20), whip +4 (1d3 nonlethal)

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

Special Attacks favored enemy (humans +2)

### STATISTICS

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

Base Atk +1; CMB +4; CMD 17

Feats Dodge

Skills Climb +5, Disguise +5 (+9 to appear human), Intimidate +8, Knowledge (local) +6, Stealth +4, Survival +5 (+6 to follow tracks); Racial Modifiers +4 Disguise to appear human, +2 Intimidate

Languages Common, Orc

SQ all alone, almost human, city-raised<sup>ARG</sup>, orc blood, wild empathy +2

Gear studded leather, buckler, longsword, dagger, whip, shortbow w/ 20 arrows, backpack, bedroll, trail rations (5 days), traveler's outfit, waterskin, whetstone, 105 gp, 12 sp, 8 cp

### SPECIAL ABILITIES

**All Alone (Ex)** Someone murdered Khostur's newlywed wife, Aurelia, in a dark alley one night. The city guard called him to the scene to identify the body, and, as rough as that was for him, he also noticed a ring missing from her finger. Whoever murdered Aurelia stole that ring—he's convinced of it. Khostur's done some investigation on his own and recently found the ring for sale at a local merchant's shop. To his great frustration, he can't yet afford the 500 gp to buy it back, but the merchant did tell him who sold him the ring: the Cruel Crimelord. It seems likely this criminal killed Aurelia, or at the very least, knows who did. The only problem is finding him. Regardless, a part of Khostur died along with his wife, leaving him haunted, grim, and prone to dark musings. As a result, he gains a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for him.

**Almost Human (Ex)** Despite his orc ancestry, Khostur has enough human features that he can easily pass for a pureblooded human. He gains a +4 trait bonus on Disguise checks to look human, and Disguise is always a class skill for him.

**City-Raised (Ex)** Half-orcs with this trait know little about their orc ancestry and were raised among humans and other half-orcs in a large city. City-raised half-orcs are proficient with whips and longswords, and receive a +2 racial bonus on Knowledge (local) checks. This racial trait replaces weapon familiarity.

**Background:** Khostur Khyle (KOST-uhR KYL) came to the City of Vaults as the newborn child of a pregnant slave bought by a merchant traveling south to the coast. Sold into servitude to a noble house, his mother escaped before they could separate her from Khostur. Thereafter, she survived on the streets, raising him by herself through whatever means she could steal or find. Even so, she died of poor health when he turned fifteen, and Khostur continued surviving on his own for the next four years.

Wild at heart, he's constantly struggled to cope with the ferocity of his orc ancestors, getting into fights and earning a reputation as a bone-breaking brawler. This aptitude eventually became one of the few ways he could earn enough coin to support himself, and a couple of years later, Khostur met a tavern girl named Aurelia while celebrating his victories. In a very short time, the two fell madly in love and she became his wife. This gave Aurelia considerable influence over his heart, often guiding his steps while planning their future together. This steered Khostur down a different career path as he set aside his prizefighting to become an urban detective. Unfortunately, one of his recent cases unknowingly put him in conflict with the Cruel Crimelord. When Khostur helped put away one of his informants, the old gangster took exception and sought vengeance. The assassin sent to eliminate him mistook Aurelia for Khostur, and her death nearly broke him.

**Note:** For maximum roleplaying impact, if there's another PC built upon an avenging hero concept in the group (and no one plays Portia), that character, with their player's consent, could help Khostur overcome the heartache of his murdered wife and refocus his life on helping others in the City of Vaults.

**Physical Description:** Even at the age of 19, Khostur's mere presence creates a not-always unintended subtext of physical intimidation. At 6-foot, 6-inches tall and a muscle-packed weight of 250 lbs., he has to shoulder his



way through most crowded taverns to seek out the hard liquor he uses to drown his sorrows. Though his young gray eyes are sometimes bloodshot from these bouts of depression, they see far more than others assume. His stringy brown hair tends to hide the subtle features of his orc ancestry and he seems far more human to those unfamiliar with his parentage. He wears a scarred suit of dull-brown leather armor with tarnished black studs for protection, as well as a dented steel buckler on his left forearm. He keeps a well-used longsword and coiled whip belted at his waist, and a longknife dagger is tied sideways along the small of his back, just below the shortbow and quiver of arrows he carries when expecting a longer excursion.

**Personality:** Buried beneath Khostur's hard-drinking anguish and rough demeanor lives the spirit of a kind-hearted champion. It just takes time and patience for it to shine through under the right circumstances—moments when he can set aside his grief to focus on more positive things. Prior to his wife's death, he always suppressed the ferocity of his ancestors in an effort to earn her love and fit in. Now, he welcomes it, letting the rage pour forth on his enemies and even embracing death if it means he can join her again in the afterlife. Still struggling to find a new purpose, he quickly gravitates to those seeking justice—and even vengeance—on their own terms. Perfectly willing to set aside the law in favor of doing the right thing, he holds nothing back when facing down true evil, and feels a great responsibility to shield others from the same kind of loss he's had to endure.

## ADVANCEMENT

With each new level, Khostur advances as a ranger with the urban ranger archetype, always increasing his skill ranks in Intimidate, Knowledge (local), Stealth, and Survival. He further attunes himself to the city and its people by alternating his remaining skill choices among Bluff, Climb, Diplomacy, Disable Device, Perception, Sense Motive, and Swim. At 2nd level, he selects Two-Weapon Fighting as his combat style and seeks to upgrade his melee weapons to masterwork quality to offset the resulting combat penalties. At 3rd level, he gains the favored community class ability, relating it to the City of Vaults. He also selects Two-Weapon Defense as a bonus feat to replace his buckler, and receives the trapfinding class ability, making sure to increase his ranks in Disable Device to maximize its usefulness. At 4th level, Khostur increases his Strength by 1 and establishes a hunter's bond with his fellow adventuring companions. He also prepares longstrider as his first spell so he can more easily pursue his enemies.

## ROLEPLAYING IDEAS

- As soon as Khostur earns 500 gp from his adventures, he buys back his dead wife's ring, keeping it on a small chain as a reminder of the positive influence she had on his life.
- In the course of his adventures, Khostur builds up a reputation as a skilled street detective and rebellious enforcer. Operating outside the law, he doesn't hesitate to do what's necessary to safeguard the city. This ultimately fuels his opposition to the Crimson-Cursed Queen and her newly-formed sisterhood of guardswomen.
- Khostur's methods and rough interrogation techniques sometimes put him at odds with more principled adventuring companions, such as Portia Cromathis, Ardimauius Trente, or Virsander Tayne. Of them all, only Portia has the means of quelling his rage, especially when she channels the spirit of his dead wife, Aurelia, using the ghost's words and knowledge to soothe his heart.

## SCALING THE PC

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



## Lianna Ieduri

"It's all in the dance, you see? You attract someone's attention with the eyes—like this. Then, a graceful movement—like this—so they're intrigued by what you're wearing and how you wear it. A step closer, so they can smell the fragrance on you. A welcoming smile. A conversation with light, playful laughter. A small touch. A soft murmur against the ear, and—before a mark even realizes what's happening, you've won his heart and snipped his purse. What's more is if you're really good at it, they don't even mind after you leave, happy to have paid for such a memorable dance. But, of course, I left all that behind. I danced too close to the flame once, and it nearly burned me. Now, a dance is just a dance. Unless you want it to be something more?"

—the sweet distraction of Lianna Ieduri, tattooed sorceress and reformed criminal





## LIANNA IEDURI

Female human (half-Varisi, half-Vudri) sorcerer (tattooed sorcerer<sup>ISM</sup>) 1

CN Medium humanoid (human)

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

### DEFENSE

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

**hp** 12 (1d6+6)

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

### OFFENSE

**Spd** 30 ft.

**Melee** dagger +0 (1d4/19–20)

**Ranged** dagger +2 (1d4/19–20)

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

3/day—*daze* (DC 14)

**Sorcerer Spells Known** (CL 1st [2nd for enchantment]; concentration +4)

1st (4/day)—*hypnotism* (DC 15), *silent image* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *ray of frost*

**Bloodline** Rakshasa<sup>UM</sup>

### STATISTICS

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

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

**Feats** Mage's Tattoo (enchantment), Spell Focus (enchantment), Toughness

**Skills** Bluff +7 (+10 with familiar), Diplomacy +8, Knowledge (arcana) +6, Perform (dance) +4, Sleight of Hand +7, Spellcraft +6

**Languages** Common, Draconic, Varisi, Vudri

**SQ** bloodline arcana (spells are more difficult to identify as they're cast), child of the streets, familiar tattoo (viper), reformed criminal

**Gear** dagger, backpack, bedroll, belt pouch, flask (empty), pocketed scarf, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 16 gp, 13 sp, 16 cp

### SPECIAL ABILITIES

**Child of the Streets (Ex)** Lianna grew up on the streets of the City of Vaults, and as a result she developed a knack for picking pockets and hiding small objects on her person while dancing in crowded taverns and entertaining clients. She gains a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for her.

**Reformed Criminal (Ex)** Lianna was hardly a model citizen as a young adult. She turned to a life of crime to augment her income as a performer, and eventually fell in with the Cruel Crimelord. She knew of the old man's reputation as a scoundrel, but chose not to turn him down when he offered her a chance to work for him. She assumed she'd

be able to manipulate him like everyone else. As it turned out, though, the Cruel Crimelord needed a scapegoat for a deal gone wrong and made sure she took the fall. She nearly served time in jail, but managed to talk her way out of any repercussions, eventually giving up her life of crime entirely. Even so, the Crimelord still wronged her, and the concept of seeing him pay for his crimes appeals to her. As a result, Lianna gains a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

**Background:** Lianna Ieduri (LEE-AN-uh EYE-dyoor-EE) descends from mixed heritage, the result of a dalliance between a charming Vudri trader and a young Varisi dancer named Metilda. While Lianna never knew her father, she often wonders about him, and her mother still claims he lives somewhere in the city, lost among the crowded tenements on the far side of the river. In her youth, she would look for him, but soon turned her attention to her mother's people, growing up among the Varisi and fully embracing their culture and traditions.

At the age of 15, Lianna began to manifest magical abilities, mostly around illusion and enchantment—a powerful combination for deceiving others. Though she had no explanation for this power, she relished using it to improve the quality of life for herself and her mother. Eventually, a Cruel Crimelord recruited her for his schemes and she fell in with the wrong crowd, even developing a short-lived romance with one of his bravos, a Varisi rogue named Eugeni Yozifari. Soon thereafter, the crimelord made her the scapegoat for a crime that ran afoul of the city guard. Though she successfully defended herself in court, it embarrassed her in the eyes of her mother and Lianna now works to regain her trust.

**Note:** For maximum roleplaying impact, if there's another kind-hearted rogue in the group (and no one plays Lianna's potential love interest, Eugeni), that character, with their player's consent, could attract her interest instead. Alternatively, Lianna could fulfill her redemption by starting a romantic relationship with an equally troubled PC (such as Khostur), which could even create a romantic rivalry with Eugeni.

**Physical Description:** Blessed with the long, lean physique of a dancer, Lianna moves with a subtle grace wherever she goes. Her brown curls and dark eyes offset her flamboyant multicolored skirt and white top, and a low-slung belt of decorative coins usually accentuates her hips and bare midriff. At 20 years of age, she stands 5-feet, 9-inches tall and weighs 160 lbs. She often carries a



small tambourine when planning to perform, and always keeps a small dagger hidden within the folds of her skirt. A long scarf completes her ensemble, sewn with dozens of small pockets where she keeps her spell components. Her right arm and shoulder also bear a long tattoo of a green and blue viper—which can magically manifest as her overprotective familiar, Whisper.

**Personality:** Lianna has a welcoming, friendly, and sometimes sultry demeanor. When it suits her, she can wield her sexuality like a weapon to disarm and manipulate those around her. If that fails, she falls back on magic to get her way. While never a supporter of the ruling authorities in the City of Vaults, she regrets her criminal past and has worked hard to put it behind her in an effort to secure an honest living for herself. More recently, she's grown worried about her growing arcane abilities, especially since she hasn't yet identified its source—the first of her family to exhibit such powers. Lianna has a sharp, inquisitive mind, a boundless enthusiasm for socializing and dancing, as well as a strong reverence for the spiritual and occult traditions of the Varisi and Vudri people.

## ADVANCEMENT

With each new level, Lianna advances as a sorcerer with the tattooed sorcerer archetype, always increasing her skill ranks in Bluff, Diplomacy, Knowledge (arcana), and Spellcraft. She alternates her other skill choices with Disguise, Knowledge (history), Perception, Perform (dance), Sleight of Hand, and Use Magic Device. At 2nd level, she adds mage hand to her known spells. At 3rd level, she manifests a new bloodline tattoo with her charm person bloodline spell, casting it at +1 caster level with her Mage's Tattoo. She also adds magic missile to her known spells, and selects Expanded Arcana<sup>APG</sup> with her bonus feat to add message and resistance to her known spells. At 4th level, Lianna increases her Charisma by 1, and adds read magic and flaming sphere to her known spells. Thereafter, she pursues arming herself with a wand of magic missile or scorching ray, and may eventually pursue the harrower prestige class or multi-class as a medium, mesmerist, or psychic.

## ROLEPLAYING IDEAS

- Lianna sometimes feels uneasy around Ardimaius Trente, worried the guardsman may discover her criminal past, but she feels a much easier kinship with Eugeni Yozifari because of their former romance and shared history with the Cruel Crimelord.

- Because of her occult background, Lianna easily accepts guidance from the spirits of her tarot cards, as well as any ghosts which possess her fellow adventuring companion, Portia Cromathis. This likely intensifies if she becomes an actual harrower or medium.
- The Vudri lineage of Lianna's father—an actual rakshasa—is the source of her magical bloodline and tattoos. As these powers grow, they likely attract his attention.

## SCALING THE PC

Under a 15-point buy, Lianna reduces her Dexterity and Strength by 2. This lowers her AC, melee and ranged attacks, damage, Reflex save, and CMB by 1.

### WHISPER, VIPER FAMILIAR

CN Tiny magical beast

**Init** +3; **Senses** low-light vision, scent; Perception +9

#### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 6 (1 HD)

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

**Defensive Abilities** improved evasion

#### OFFENSE

**Spd** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d2–2 plus poison)

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

#### STATISTICS

**Str** 4, **Dex** 17, **Con** 8, **Int** 6, **Wis** 13, **Cha** 2

**Base Atk** +0; **CMB** +1; **CMD** 8 (can't be tripped)

**Feats** Weapon Finesse

**Skills** Climb +11, Perception +9, Stealth +15, Swim +11;

Racial Modifiers +4 Perception, +4 Stealth

**SQ** alertness, empathic link, share spells

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.



# Portia Cromathis

"This city was founded on hope—a frontier colony that withstood every challenge that came its way. Now, it's a cultural melting pot and a beacon of hope for the future of our children. Or, at least—that's what the city's spirits whisper to me. Strange, isn't it? Their voices come unbidden—usually at night when everything's quiet—but I happen to share their ideals, and maybe that's why I hear them? They tell me crime and corruption have cast a shadow over all they've built. Gangs abduct or lure away our youth while nobles ignore the plight of everyone but themselves. This city needs a champion to change all that—a symbol to rally around and rekindle what made us great. I can take up that mantle. I can be a ghost of our former glory—an avenging arrow in the night."

—heroic observations by Portia Cromathis, noble daughter of the City of Vaults and nightly protector as the Silversheen Ghost





## PORTIA CROMATHIS

Female human vigilante<sup>UI</sup> 1

CG/CN Medium humanoid (human)

**Init** +3; **Senses** Perception +4

### DEFENSE

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

**hp** 13 (1d8+5)

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

### OFFENSE

**Spd** 30 ft.

**Melee** rapier +3 (1d6+1/18–20), dagger +3 (1d4+1/19–20), sap +3 (1d6+1 nonlethal)

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

**Special Attacks** hidden strike +1d8

### STATISTICS

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

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Toughness, Weapon Finesse

**Skills** Acrobatics +5, Diplomacy +6 (+10 in her social identity), Disable Device +5, Disguise +6, Intimidate +6, Knowledge (local) +5, Knowledge (nobility) +2, Perception +4, Stealth +5

**Languages** Common, Varisi

**SQ** dual identity (CG and CN), missing child, seamless guise, social talent (social grace [Diplomacy]), vigilante specialization (stalker)

**Gear** studded leather armor, buckler, rapier, dagger, sap, shortbow with 20 arrows and 5 silver-tipped arrows, backpack, bedroll, trail rations (5 days), traveler's outfit, waterskin, whetstone, 23 gp, 18 sp, 8 cp

### SPECIAL ABILITIES

**Missing Child (Ex)** Portia suspects the Cruel Crimelord abducted her youngest nephew, Markus. She's heard rumors about the old man's gangs and how he uses children as pickpockets and agents for his crimes. Two months ago, Markus disappeared in the marketplace while shopping with his mother, and Portia has used both her social and vigilante personas to investigate. Although the city guard has proven understanding of her family's plight, it has its hands full with more pressing matters. No one else seems interested in bringing the gangster down and rescuing his victims—so Portia took up the task in her guise as the Silversheen Ghost. Long hours spent searching for rumors—and Portia's own useful stubbornness—grants her a +1 bonus on Will saves.

**Possessed (Su)** Through mysterious circumstances, spirits of the city's deceased have partially possessed Portia, occasionally sharing access to their cumulative knowledge. Once per day, she can attempt a Knowledge

check of her choice even if she's not trained in that skill and it is not usually possible to use that skill untrained. If she already has ranks in the given Knowledge skill, she gains a +2 trait bonus on the check.

**Background:** Portia Cromathis (POHR-shuh croh-MATH-iss) has always felt a closeness to the City of Vaults, as if she walks in attunement with all the cultures living there, as well as the spirits of those who have passed on. A high-born daughter of House Cromathis, she always frequents the grandest social events and interacts with the city's greatest powerbrokers. By tapping into the mystical knowledge of the spirits that guide her, she also dons a variety of disguises to learn about—and participate in—the lives of even the lowest born citizen.

Portia's mystical connection to the ghosts of the city's past first manifested as nightmares when she was a young girl. Her mother and father feared she suffered from a terrible curse on the verge of driving their daughter mad, and they hired several priests from different faiths to administer blessings in hopes of saving her. While none of this attention eliminated the otherworldly influence, Portia did learn an effective means of meditation from a priestess of the Goddess of Death, thereby allowing her to commune with one spirit at a time and focus on its memories and any messages it sought to convey from beyond the grave. These experiences gave her greater insight into city's history and the machinations of the living, serving as the basis for a renewed sense of purpose when she came of age.

Determined to make a difference in the lives of the living while also honoring the dead, she took up the mantle of a vigilante, applying her considerable resources to invent a new hero of the people—the Silversheen Ghost. In this guise, she helps shape current events and bring hope to the desperate. And, recently, no one has proven more desperate than her own sister, Katherin, who lost her son Markus when the Cruel Crimelord abducted him from the marketplace. While the old man has yet to request a ransom, Portia holds out hope that she hasn't yet heard the boy's spirit reaching out to her and works feverishly to reclaim him before he's truly lost.

**Note:** For maximum roleplaying impact, if there's another city-sworn PC with a noble calling in the group (and no one plays Portia's love interest, Ardimaius), that character, with their player's consent, could develop a romantic relationship with her instead.

**Physical Description:** Portia has the striking features of a noblewoman born to high society. Her good posture,



lean athleticism, and platinum blonde hair makes a striking impression whether dancing around a ballroom or hunting criminals on her nightly forays. Likewise, her expressive blue eyes belie a sharp mind, missing little when socializing among her peers or facing down an enemy. At 22 years of age, she stands 5-feet, 10-inches tall and weighs a compact 165 lbs. In her social persona, Portia wears the latest fashion to keep up appearances at court, donning elaborate gowns of red or blue and often highlighted with silver jewelry. At night, she embraces her vigilante persona, always wearing a suit of white studded leather armor, which she often conceals within a hooded cloak of light gray to mask her presence among the shadows.

**Personality:** Born with a rebellious heart, Portia still feels a great responsibility to protect her family and fellow citizens. Whether speaking at court on behalf of the downtrodden or defending the innocent in the darkest alleyways, she attuned herself long ago to the city's ebb and flow, tapping into the restless spirits of those seeking vengeance against evil-doers and lawbreakers. A strong believer in vigilante justice, she fights corruption wherever she finds it, setting aside the law and social hierarchy to punish her enemies as she deems fit. Publicly, she feigns a life of ease, spoiling herself with the same decadent luxuries alongside the nobles she sometimes secretly opposes. Privately, she supports several charities in the poorest districts, often working through intermediaries to make a positive impact with accumulated wealth.

## ADVANCEMENT

With each new level, Portia advances as a vigilante with the stalker specialization, always adding skills in Acrobatics, Disable Device, Disguise, Intimidate, Perception, and Stealth. She alternates her remaining skill choices with Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), Sense Motive, Sleight of Hand, and Use Magic Device. At 2nd level, she gains the lethal grace vigilante talent and replaces her Weapon Finesse feat with Point-Blank Shot. At 3rd level, she gains the mockingbird social talent and unshakable class ability. She also adds Precise Shot as a new feat to increase her ranged support for companions. At 4th level, Portia increases her Dexterity by 1 and gains the evasive vigilante talent, seeking to enhance her collection of armaments with masterwork or magical replacements. At higher levels, she may choose to multiclass as a ninja or a spiritualist with the fractured mind archetype.

## ROLEPLAYING IDEAS

- Portia's willingness to take guidance from restless spirits of the city doesn't always sit well with some of her other adventuring companions, especially Istas Wraithscar who believes all spirits should complete their journey to the afterlife so they can find peace.
- After gaining the mockingbird social talent, Portia makes frequent use of the ghost sound, ventriloquism, and vocal alteration effects to enhance the ghostly impression of her vigilante persona.
- Portia often leaves specially-stamped silver coins or silver-tipped arrows as her calling card when carrying out justice as the Silversheen Ghost. These clues may eventually lead her into direct contact with the People's Hero, and she could develop a supportive working relationship with him in her vigilante persona.
- When Portia uses her possessed trait, vestiges of a ghostly spirit sometimes manifest, causing her hands, eyes, or face to glow in an ethereal, otherworldly manner. While this often furthers her vigilante persona, it can also have a direct impact on those who lost someone, allowing them to once again see the face of their beloved. In the case of Portia's adventuring companion, Khostur Khyle, this effect can ease the depression over his wife's death or quell the rage of his half-orc blood.

## SCALING THE PC

Under a 15-point buy, Portia reduces her Constitution, Intelligence, and Charisma by 1. This lowers her Fortitude save, hit points, and corresponding skill scores by 1.



# Runyar Locklin

"That's fool's gold! My brother Iven never murdered a soul! He had no need to rob and knife a middling wage-worker! He's the best jeweler and metalworker in our entire family! We both come from money, and we're on good terms with any number of nobles in this city! Somebody framed him for that city-dweller's death, and Iven didn't have a thing to do with it! He never even met the guy, and we had witnesses provin' we stayed up playin' cards all night at the gambling houses. That's why your own court found him innocent and they let him go...with an apology, no less! But you keep spreadin' rumors like that, and I'm gonna beat some better sense into that head of yours myself! Such slander's bad for business and I won't stand for any more of your lies about me and my kin!"

—an angry outburst from Runyar Locklin, dwarven moneychanger and warpriest of the God of Trade



Bob Gregorstein



## RUNYAR LOCKLIN

Male dwarf warpriest<sup>ACG</sup> of the God of Trade 1

LN Medium humanoid (dwarf)

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

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)  
(+4 vs. giants)

**hp** 11 (1d8+3)

**Fort** +4, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities

### OFFENSE

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

**Melee** heavy pick +2 (1d6+2/x4), light hammer +2 (1d4+2)

**Ranged** light crossbow +3 (1d8/19–20), light hammer +2 (1d4+2)

**Special Attacks** +1 on attack rolls vs. goblinoid and orc humanoids

**Warpriest Spells Prepared** (CL 1st; concentration +3)

1st—*command* (DC 13), *stone shield*<sup>ARG</sup>

o (at will)—*detect magic*, *guidance*, *mending*, *stabilize*

**Domains** Nobility, Protection

### STATISTICS

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

**Base Atk** +0; **CMB** +2; **CMD** 14 (18 vs. bull rush, 18 vs. trip)

**Feats** Rapid Reload, Weapon Focus (light crossbow)

**Skills** Appraise +5 (+7 with nonmagical metals or gemstones), Bluff +5, Knowledge (nobility) +2, Perception +2 (+4 to notice unusual stonework, metals, jewels, and gemstones); Racial Modifiers +2 Appraise with nonmagical metals or gemstones, +2 Perception to notice unusual stonework, metals, jewels, and gemstones

**Languages** Common, Dwarven, Orc

**SQ** aura, blessings (nobility: inspiring word, protection: increased defense), family honor, focus weapon (light crossbow), goldsniffer, sacred weapon

**Gear** scale mail, buckler, heavy pick, light hammer, light crossbow with 20 bolts, backpack, bedroll, belt pouch, flint and steel, peg leg, thieves' tools, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, wooden holy symbol, 3 gp, 7 sp, 8 cp

### SPECIAL ABILITIES

**Family Honor (Ex)** A false accusation of murder and a supposed eyewitness account from a local fisherman nearly sealed the fate of Runyar's brother, Iven. Luckily, they had enough alibis to delay sentencing, and Runyar confronted the accuser, eventually discovering the actual killer—a Cruel Crimelord who intimidated the fisherman into providing false witness and planting the murder weapon among his brother's things. Despite

this revelation, the gangster's thugs killed the witness before he could recant his testimony. That resulted in his brother's release, but the social stigma badly damaged their trade reputation in the City of Vaults. Runyar believes he can clear his brother and their family name if he can find the crimelord and uncover additional evidence tying him to the murder instead. Runyar's skill at tricking others into revealing the truth grants him a +1 bonus on Bluff checks, and Bluff is always a class skill for him.

**Goldsniffer (Ex)** A master evaluator and financial opportunist, Runyar gains a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

**Background:** Runyar Locklin (RUHN-yuhr LOK-luhn) has always valued wealth, seeing it as the single best measure of one's accomplishments. As a result, he counts every coin and meticulously maintains the ledgers for his family's growing fortune. Even as a young dwarf, his penchant for identifying the choicest gemstones astounded the miners hired by his father. And, as a militant servant of the God of Trade, he's traveled the wild coast, visiting every major city within hundreds of miles while protecting their family's shipments.

The City of Vaults has become one of Runyar's favorite and most frequent stops. His father made considerable investments in supplying jewelry and meticulously crafted art for the decadent noble houses. Runyar often cultivates these relationships to maintain good terms between dwarves and humans, while also wagering a bit of his earnings in the city's gambling dens to further enrich himself. These activities threatened to undo his father's good name, however, as Runyar recently bluffed a cut-throat thug working for the Cruel Crimelord. It won him a considerable sum, but made him and his brother Iven into a target for the gangster's revenge.

Shortly thereafter, someone framed Iven for a back-alley murder, and Runyar had to work hard to save his brother from prison. Though he obtained a confession from a paid 'eyewitness' to the act, the original killer struck again and eliminated the man before he could recant his testimony in court. Runyar succeeded in getting the case dismissed, but the fallout now threatens his family's reputation and could undo all the business relationships he so carefully nurtured. As a result, he's determined to stay so he can bring justice to those behind it all, and hopes he can rebuild their reputation into something stronger.



**Physical Description:** Runyar likes to dress to impress, often boosting his 4-foot, 4-inch stature with thick-heeled boots and a high-point helm. Even his scale mail and armored buckler include a number of small, less valuable gemstones as ornamentation, and he likes to wear eye-catching colors of purple, scarlet, and gold. At 62 years old, he weighs 193 lbs. with a rotund girth that belies his nimbleness in combat. He also has dark, jet-black hair, including a matching, well-kept beard separated by copper, silver, and gold rings into three distinct braids. For armament, he carries a heavy pick with a light hammer for backup, but counts his ironbound light crossbow as his most prized possession, having dedicated it to the God of Vaults.

**Personality:** Runyar has a gruff demeanor, reserving his greatest enthusiasm for moneymaking opportunities, fine blades and armor, and costly feats of engineering. While he respects the law, he relishes wielding it to create the best possible outcomes for himself and others. This fact has led him to sometimes bluff his way through negotiations and confrontations to manipulate matters to his benefit. Runyar brooks no assault upon his character, that of his family, or his religious faith, wielding his weapons with a skill and divine fervor to punish such affronts. He feels a calling as a fierce protector of civilized lands and commercial trade, but abhors corruption of the ruling class and those who abuse the trust of the governed—particularly business owners. A strong believer in banking, trade, and negotiation, he often looks for opportunities to enrich himself in the hopes of furthering his family name.

## ADVANCEMENT

With each new level, Runyar advances as a warpriest, always adding skill ranks in Appraise, but alternating his remaining choices with Bluff, Diplomacy, Knowledge (religion), Perception, Sense Motive, and Spellcraft. At 2nd level, he gains the fervor class ability, enabling him to better heal his companions. He also adds resistance and magic weapon to his prepared spells, using the latter to enhance his light crossbow in battle. At 3rd level, he selects Point-Blank Shot and Rapid Shot as new feats, while adding abundant ammunition<sup>UC</sup> to his prepared spells. At 4th level, Runyar increases his Dexterity by 1 and gains the channel energy class ability, adding aid and shield other to his prepared spells. He also increases his sacred weapon power, using it to grant his light crossbow a +1 enhancement bonus, occasionally stacking it with his magic weapon spell to give the weapon a flaming,

frost, shock, or merciful special ability. Thereafter, he continues to pursue combat feats such as Crossbow Mastery and Weapon Specialization (light crossbow) to enhance his fighting prowess.

## ROLEPLAYING IDEAS

- Coming from a long line of skilled dwarven jewelers, Runyar's family was on good terms with the monarchy in the City of Vaults, and often tapped to lend their talents to adding gemstones to crowns, scepters, robes, and gowns. As such, he's passingly familiar with the king, the Cursed Queen, and the rest of the ruling nobility.
- Though not technically against the law, Runyar sometimes lies and uses his Bluff skills to pass off mundane items as being more valuable than they actually are, always looking to close a deal and turn a profit.
- While his brother Iven carries out the majority of the family craft, Runyar handles all the financial transactions. This allows him to serve as a master moneychanger, negotiator, and appraiser, even occasionally 'charging' his own adventuring companions for healing and spellcasting in the form of an offering to the God of Trade.
- Runyar has a pathological obsession with dragons, having chronicled the long history of such creatures, as well as the legendary treasures they're said to hoard. He'd like nothing more than to outwit one, thereby enriching himself, his family, and his priesthood with the spoils of victory.

## SCALING THE PC

Under a 15-point buy, Runyar reduces his Strength and Charisma by 2. This lowers his melee attacks, damage, CMB, CMD, and corresponding skill scores by 1.





## Virsander Tayne

"Magic is a powerful thing. But, like all power, it too can be abused. There are many at the Academy who gave into that lure. Their greed led them astray, causing them to make pacts with devils and fiends—all for a fleeting chance at glory. Yet, we know there's an afterlife! That's where these summoned creatures hail from! And, inevitably, we also know they'll collect their due in the end. So why risk an eternity of torment for a quick gain now? No, my friend. It's far better to call on the powers of Heaven for aid. They demand nothing more than a just cause and a noble heart. It takes a strong mind to master the principles of magic. And I believe it's best wielded by those who have principles. So, if you share that belief—and you have need of a trustworthy magician—I'm your man!"

—the impassioned assurance of Virsander Tayne, self-taught scholar and half-elfen conjurer

Bao Gropenstein



## VIRSANDER TAYNE

Male half-elf conjurer 1

NG Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +2 (+4 when familiar is within arm's reach)

### DEFENSE

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

**hp** 9 (1d6+3)

**Fort** +2, **Ref** +2, **Will** +2; +2 vs. enchantment

**Immune** sleep

### OFFENSE

**Spd** 30 ft.

**Melee** dagger +0 (1d4/19–20)

**Ranged** acid dart +2 ranged touch (1d6) or dagger +2 (1d4/19–20)

**Arcane School Spell-Like Abilities** (CL 1st; concentration +4) 6/day—*acid dart* (1d6 acid)

**Conjurer Spells Prepared** (CL 1st; concentration +4)

1st—*grease* (DC 15), *mage armor*, *summon monster I*

o (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*

**Opposition Schools** Enchantment, Necromancy

### STATISTICS

**Str** 10, **Dex** 14, **Con** 14, **Int** 17, **Wis** 10, **Cha** 13

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

**Feats** Alertness (when familiar is within arm's reach), Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus (conjuration)

**Skills** Appraise +6, Knowledge (arcana) +10, Knowledge (local) +7, Knowledge (planes) +7, Linguistics +7, Perception +2 (+4 when familiar is within arm's reach), Spellcraft +8 (+9 to decipher scrolls); Racial Modifiers +2 Perception

**Languages** Aklo, Common, Elven, Draconic, Infernal, Varisi  
**SQ** arcane bond (raven), arcane training, dropout, elf blood, self-taught scholar, summoner's charm (1 round)

**Gear** dagger, backpack, bedroll, flint and steel, hooded lantern, map case, oil (3 flasks), soap (1 lb.), spellbook (contains all prepared spells and all cantrips [except bleed, daze, disrupt undead, and touch of fatigue], plus color spray, magic missile, and unseen servant), trail rations (5 days), traveler's outfit, waterskin, whetstone, 101 gp, 1 sp, 3 cp

### SPECIAL ABILITIES

**Arcane Training (Ex)** With his mother's encouragement, Virsander sought tutoring at the city's famed Academy to help him master the elven magic in his blood. This grants only a single favored class (as a wizard), but lets him use arcane spell trigger and spell completion items as if one level higher. This racial trait replaces a half-elf's multitalented racial trait.

**Dropout (Ex)** Accused of murdering a fellow student, Virsander was recently expelled from the Academy. In an act of kindness, one of his favorite teachers managed to magically compel a supposed eyewitness to reveal the truth—that a Cruel Crimelord paid him to provide false testimony as a service to some of Virsander's rival students who wanted vengeance on him for outperforming them in class. An 'accident' claimed the witness's life before the full truth could come to light, and, though this resulted in Virsander going free, the stigma irreparably damaged his reputation. Since his expulsion, he's had to self-train, and Virsander harbors tremendous resentment against those who facilitated his downfall. As a result, he gains a +1 bonus on Spellcraft checks, and Spellcraft is always a class skill for him.

**Self-Taught Scholar (Ex)** Being self-taught made it necessary for Virsander to scour every bit of arcane documentation he could obtain. This gives him a +1 trait bonus on Linguistics checks to decipher unfamiliar languages, and Linguistics is always a class skill for him. In addition, he gains a +1 trait bonus on Spellcraft checks made to decipher scrolls.

**Background:** Virsander Tayne (vuhr-SAND-uhr TAYN) came from humble beginnings, the bastard son of an elven womanizer who seduced his seamstress mother. When his early upbringing demonstrated an aptitude for magic, she worked tirelessly to amass enough money to enroll him the city's famed Academy for wizards, and Virsander dedicated himself to his training more fully than any other student in an effort to honor and repay her sacrifice. Unfortunately, his excellence didn't sit well with the more financially advantaged students, and they often picked fights with him outside of class. This resulted in arcane duels pitting one conjured guardian against another, and only further embarrassed his oppressors when he won.

In time, the machinations of his rivals grew more pronounced and they conspired to frame him for the murder of another student, hiring the Cruel Crimelord to facilitate both the misdeed and the implication of Virsander's involvement. Thankfully, his favorite mentor helped divine the truth and passed it along to Virsander, but the other students successfully covered their involvement before the court could trace it back to them. Now, Virsander lives on the street, parlaying his fledgling magic into a frugal existence he has yet to fully explain to his mother. Instead, he maintains the illusion of continuing his education while trying to better himself without the Academy.



**Physical Description:** Virsander has the look of a young student of the arcane, but often seems unkempt and unshaven—a reflection of both his time hurrying between classes with an armful of books and his more recent attempts to search for redemption on the city streets. At 30 years old, he stands 5-feet, 11-inches tall, but weighs just 140 lbs. His emerald green eyes complement his blond hair and the stubble of his ill-defined beard. Though he owns a uniform student's robe, he's avoided wearing it since leaving the Academy. Instead, he now dresses in a green second-hand robe replete with a number of decorative patches provided by a local seamstress. Originally, somewhat embarrassed by its lackluster appearance, he's become adept at reshaping and recoloring the faded patches with prestidigitation. Aside from a simple dagger belted at his waist, he relies only on his magic for protection.

**Personality:** Even at his lowest, Virsander always has a kind heart. He believes in the common good, recognizing the law can help enforce it, but that it sometimes works against it, as well—a fact he's seen all too often when the courts struggle to ascertain the truth. For years, Virsander lacked the courage to stand up for himself, but his experiences at the Academy and recent legal troubles instilled a new purpose in him. Now, he strongly believes in using his magic to protect others and oppose evil-doers. He has a strong mind for the task, having applied himself to his independent studies with greater discipline than many of his peers. His lowly upbringing and outcast status has lent him the desperation to give him focus, and now he seeks a different calling with renewed purpose.

## ADVANCEMENT

With each new level, Virsander advances as a conjurer, always increasing his skill ranks in Knowledge (arcana), Knowledge (planes), and Spellcraft. He alternates his remaining skill choices among Appraise, Craft (alchemy), Fly, additional Knowledge skills, and Linguistics. At 2nd level, he adds dancing lights and unseen servant to his prepared spells, and looks to acquire an offensive weapon like a wand of magic missile to augment his combat abilities. At 3rd level, he selects Augment Summoning as his new feat, and adds invisibility, summon monster II, and web as newly prepared spells. At 4th level, Virsander increases his Intelligence by 1 and adds acid arrow and shield to his prepared spells. Thereafter, he seeks to increase his prowess with conjuration spells, making sure to acquire the Evolved Summoned Monster<sup>ACG</sup> feat and continuing to add summon monster spells to his arcane arsenal.

## ROLEPLAYING IDEAS

- Virsander always conjures celestial creatures rather than fiendish ones, seeing them as another way of distinguishing himself from the hellbound magicians of the Academy.
- Bereft of his school's resources, Virsander has become obsessed with acquiring arcane scrolls to add more spells to his spellbook. He always claims or barter for such treasures, and spends an equal amount of time on spell research during his spare time.
- Virsander has long admired the pseudodragons which battle the fiendish imps plaguing the City of Vaults. He'd like nothing more than to convince one to become his familiar once he grows more powerful (and takes the Improved Familiar feat).

## SCALING THE PC

Under a 15-point buy, Virsander reduces his Strength, Intelligence, and Charisma by 1. This lowers his melee attack, damage, CMB, and CMD by 1.

### PREEN, RAVEN FAMILIAR

NG Tiny magical beast

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

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 4 (1 HD)

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

**Defensive Abilities** improved evasion

#### OFFENSE

**Spd** 10 ft., fly 40 ft. (average)

**Melee** bite +4 (1d3–4)

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

#### STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Fly +6, Perception +6

**SQ** alertness, empathic link, share spells



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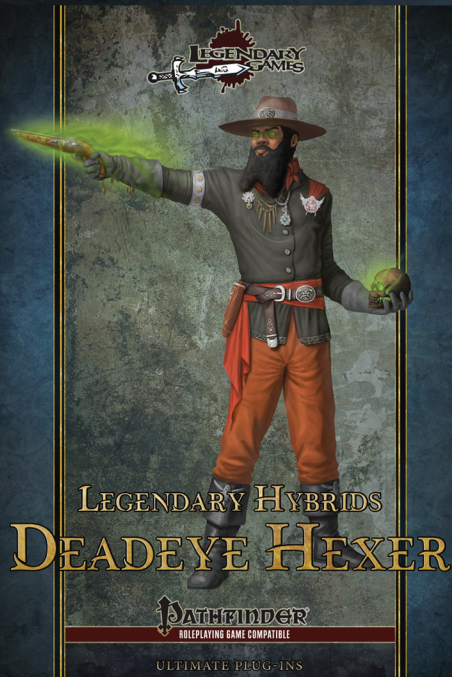
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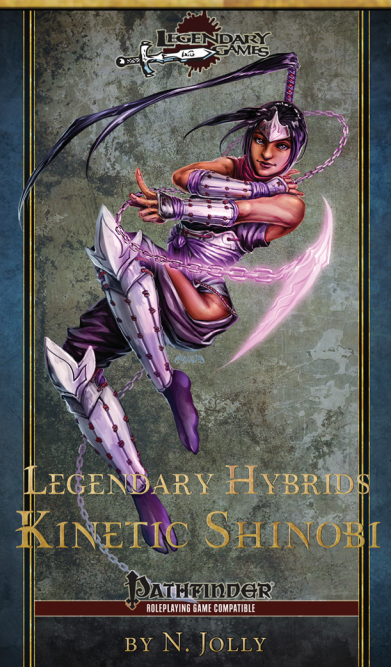
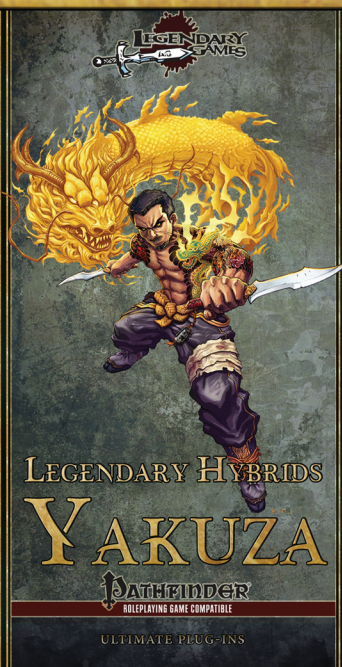






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- ♣ **Portia Cromathis**, human vigilante
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