



ADVENTURE PATH PLUG-INS



# Righteous Heroes

**Pregenerated Characters**

**By Neil Spicer**



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# RIGHTEOUS HEROES

## Pregenerated Characters

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# Why Pregenerated Characters? I'll Tell You...

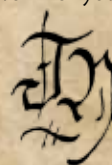
Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by Paizo's amazing stable of writers. That's where we come in. Let those very same writers provide you with 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.

Paizo products have long been as much about story as about combat, and these pregens are no different. But, because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each challenge they'll face. When it's time to throw down, none of these pregens will be stepping to the

sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the specific campaign's *Player's Guide*, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you are working towards.

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

Power to the players! Now, go roll initiative!



## 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 “society” organized play, though once in a while we diverge from “society” standards, such as the inclusion of a synthesist summoner in this product. 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 character explaining changes we'd recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected can be found in the hardback rulebooks published by Paizo or in the [Pathfinder Reference Document](#). Traits were selected from the online *Character Traits Web Enhancement* as well as the *Wrath of the Righteous Player's Guide*, both available free at [paizo.com](#). Content from sources other than the core rulebook is generally identified with an asterisk (\*) or the superscript initials of the hardback rulebook source from which it came.

## Hey, What's With the Adventure Path Plug-In?

You will see us use phrases such as “Righteous Crusade Adventure Path” or names such as the “Demon Lands,” the “Crusader Stronghold,” the “Goddess of Valor,” or the “God of Nature” 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 “Righteous Crusade Adventure Path,” helping to tame the “Demon Lands.” See, that wasn't so hard, was it?



**Righteous Heroes**  
**Pregenerated Characters**



*"I never knew my parents, but the blood of Heaven runs in my veins—a sacred connection to that which is pure and good. And though I may be a creature of this plane, I still strive every day to uphold the sanctity of my heritage. You'd do well to seek such purpose yourself, for demons prey on the weak-willed, tempting them with false offerings and vile deceit. We all know we have a war to fight, but we must win the battle for our souls first. Decide who and what you'll be. Only then will you know if you're truly ready to slay a demon."*

— **philosophical advice from**  
**Briathos Tassiel**

**BRIATHOS**  
**TASSIEL**





## BRIATHOS TASSIEL

Male aasimar oracle (purifier<sup>ARG</sup>) 1

LG Medium outsider (native)

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

### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield); +1 insight vs. evil outsiders

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

**Fort** +2, **Ref** +1, **Will** +4; +2 vs. blinding/dazzling effects when using halo

### OFFENSE

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

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

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

**Special Attacks** celestial crusader (+1 on attack rolls against evil outsiders)

**Spell-Like Abilities** (CL 1st; concentration +4)  
1/day—*corruption resistance*<sup>APG</sup>, *divine favor*

**Oracle Spells Known** (CL 1st; concentration +4)  
1st (3/day)—*cure light wounds*, *shield of faith*  
0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

**Mystery** battle

### STATISTICS

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

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

**Feats** Extra Revelation<sup>APG</sup>, Heavy Armor Proficiency<sup>B</sup>,  
Weapon Focus (longsword)<sup>B</sup>

**Traits** Sacred Touch, Touched by Divinity (Archon)

**Skills** Diplomacy +7, Intimidate +3 (+5 when using halo against evil creatures), Knowledge (planes) +4 (+6 to identify evil outsiders), Knowledge (religion) +4, Sense Motive +6, Spellcraft +0 (+2 to identify items or effects created by evil outsiders); Racial Modifiers +2 Knowledge (planes) to identify evil outsiders, +2 Spellcraft to identify items or effects created by evil outsiders

**Languages** Auran, Celestial, Common

**SQ** celestial crusader<sup>ARG</sup>, diminished spellcasting, halo<sup>ARG</sup>, incorruptible<sup>ARG</sup>, oracle's curse (tongues [Auran]), revelations (skill at arms, weapon mastery [longsword]), sacred touch

**Gear** scale mail, heavy steel shield, longsword, dagger, shortbow w/ 20 arrows, backpack, bedroll, belt pouch, flint and steel, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, 24 gp, 3 sp, 8 cp

### SPECIAL ABILITIES

**Celestial Crusader (Ex)** Briathos chose to follow his celestial destiny in making war against the powers of ultimate evil. He gains a +1 insight bonus on attack rolls and to AC against evil

## Righteous Heroes Pregenerated Characters

# Briathos Tassiel



outsiders and a +2 racial bonus on Knowledge (planes) and Spellcraft checks to identify evil outsiders or items or effects created by evil outsiders. He may use these skills untrained for this purpose. This racial trait replaces the celestial resistance and skilled traits of a normal aasimar.

**Halo (Sp)** Briathos has the at-will ability to manifest a halo, allowing him to create *light* centered on his head as a spell-like ability. When using this halo, he gains a +2 circumstance bonus on Intimidate checks against evil creatures and on saving throws against becoming blinded or dazzled. This racial trait replaces the darkvision of a typical aasimar.

**Incorruptible (Sp)** Briathos has developed an ability to further ward away evil. With this racial trait, he can cast *corruption resistance* against evil once per day as a spell-like ability. If Briathos uses this ability on himself, the duration increases to 1 hour per level. This racial trait replaces the spell-like ability of traditional aasimars.

**Sacred Touch (Su)** Briathos inherited a potent source of positive energy as a child. Because of this heavenly power, he may automatically stabilize a dying creature merely by touching it as a standard action.

**Touched by Divinity (Su)** For as long as he can remember, Briathos has felt a deep connection to the Goddess of Valor, always feeling calm in holy places devoted to her and often having dreams about her visiting him—most often in the form of an eagle. His faith is strong and he begins play with a silver holy symbol for free. In addition, he gains the use of the *divine favor* domain spell from the Good domain (Archon subdomain) as a spell-like ability usable once per day (CL equal to his character level).



**Background:** Briathos Tassiel (BREE-ath-OHS tah-SEEL) has never known his true origin. Priests of the Goddess of Valor found him as a babe that mysteriously appeared in their sanctuary overnight. His arrival was taken as a sign from heaven, and the priests undertook the solemn responsibility of raising the boy in the ways of the church, believing their goddess had entrusted them with his development so he could someday carry out an important destiny on her behalf. Compared to the rest of his brotherhood, Briathos' devotion proved unmatched as he became an oracle in the rare tradition of a purifier. Under his ministry, he helped root out corruption and fiendish influence within the crusader ranks, while seeking to redeem those who sinned and fell short of their divine oaths.

In recent years, Briathos has found himself drawn to matters of war in addition to philosophy and diplomacy. Over the years, he's seen many friends fall from grace in the spirit, only to also fall to the claws of the ever-present demons in their moment of weakness. Now, he sees it as his duty to take a more direct hand in opposing the fiends, swearing an oath to see them driven from his homeland. As a result, he's become an inspiration to his fellow crusaders, encouraging a more supportive fellowship as he proudly leads them in battle. He hopes to one day bring closure to the holy war before eventually seeking out his ancestors somewhere in the celestial realm.

**Physical Description:** Briathos has a strong, chiseled look about him—a perfection of form and countenance owing to his heaven-sent ancestors. At the young age of 74 (for an aasimar), he stands 6-feet, 2-inches tall and weighs around 175 lbs. He has short blonde hair, bronze-colored skin, and piercing green eyes. Rigorously trained in battle, he wears a full suit of rune-marked scale mail, carries a heavy steel shield engraved with the symbol of a trumpet and harp, and wields a polished longsword with a hilt and pommel shaped like a golden dragon. A shortbow and quiver of arrows are carried on his back, and he keeps a prized dagger belted at his waist. Among his fellow crusaders, Briathos's most distinguishing characteristic is the halo of light which frequently manifests above his head.

**Personality:** Briathos has a strong, moral character. He routinely discusses religious philosophy with his companions and pays as much heed to the salvation of souls as he does to the vanquishing of demons on the battlefield. As an aasimar, he feels a strong calling to uphold that which is good and just, erring on the side of good when faced with moral dilemmas in which he disagrees with the chain of command or laws of the land. Briathos yearns for the day when he can better understand and reconnect with

## SCALING the PC

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

the heavenly powers which gave him his purpose in the crusades. But he also knows the importance of seeing the crusade to an end before that time comes. He's stalwart, compassionate, and driven by the wisdom of powers far greater than himself. And he values the courage, fellowship, and shared determination of his friends.

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## ADVANCEMENT

Briathos advances as an oracle with each new level, always raising his ranks in Diplomacy, Knowledge (planes), and Knowledge (religion). At 2nd level, he adds a rank in Intimidate, alternating this additional skill choice with Perception, Sense Motive, and Spellcraft with each new level thereafter. He also gains *veil of heaven* as his new oracle mystery spell and learns the *create water* orison. At 3rd level, he selects the see sin revelation as a purifier, guarding against enchantments and demonic influence. In addition, he picks up another Extra Revelation, gaining battlecry. He also purchases stronger armor to improve his AC, while learning *bless* as a new spell. At 4th level, he learns confess as a new oracle mystery spell in addition to *purify food and drink* and *align weapon*. He also increases his Charisma by 1. As Briathos gains mythic power, he primarily focuses on either the Hierophant or Marshal path, possibly selecting the Dual Path feat to gain abilities from both.

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## ROLEPLAYING IDEAS

- As various demons encounter Briathos, some of them may recognize his specific heritage, either singling him out for violent attacks and corruption, or rightly fearing him because of his divinely-inspired, mythic ascension.
- Unknown to Briathos, he shares a celestial origin with the fused eidolon of the elven summoner, Tessara Artinesse. The same divine being which delivered him as a child to the temple priesthood also manifests within her Spirit of Valor. And, while adventuring with Tessara, Briathos may develop a strong connection with the elf, helping her understand and adapt to the eidolon's presence.
- With his unique ancestry, Briathos could develop a direct partnership with a celestial patron or herald who knows his true origin. This mysterious entity might routinely guide his actions via divination effects, summoning spells, or even direct manifestations, giving the GM a plausible method for sharing further insights over the course of the campaign.





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*"Stand your ground! Hold the line! This corruption must not spread any further! Too many have given their lives! Don't let their sacrifice be in vain! Take heart! Draw your swords! Ready your spears! Put a righteous fury in your eyes! We will win this field! And then we'll win our way to the very heart of this wounded land, taking the fight straight to the enemy until we send every last one of them back to the Abyss!"*

**— an impassioned speech by  
Caric Solnebren to rally his  
fellow crusaders**

**CARIC  
SOLNEBREN**



## Righteous Heroes Pregenerated Characters

# Caric Solnebren



### CARIC SOLNEBREN

Male human paladin of the Goddess of Valor  
(oathbound<sup>UM</sup>) 1

LG Medium humanoid (human)

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

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +1, **Will** +3

### OFFENSE

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

**Melee** mwk longsword +6 (1d8+3/19–20), dagger +4  
(1d4+3/19–20)

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

**Special Attacks** smite evil 1/day (+3 attack and AC, +1 damage)

**Paladin Spell-Like Abilities** (CL 1st; concentration +4)  
At will—*detect evil*

### STATISTICS

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

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Weapon Focus (longsword)

**Traits** Child of the Crusade, Rich Parents

**Skills** Knowledge (religion) +4, Profession (soldier) +5

**Languages** Common

**SQ** aura, code of conduct, dual talent<sup>ARG</sup>, oathbound<sup>UM</sup>  
(oath against fiends), oath spells<sup>UM</sup>, rich parents

**Gear** mwk banded mail, mwk heavy steel shield, mwk longsword, dagger, light crossbow w/ 10 bolts, backpack, bedroll, flint and steel, hooded lantern, iron pot, map case, oil (3 flasks), signet ring, soap (1 lb.), trail rations (5 days), explorer's outfit, waterskin, whetstone, 101 gp, 1 sp, 3 cp

### SPECIAL ABILITIES

**Child of the Crusade (Ex)** Several generations of Caric's family have served in the crusades, and the righteousness of their cause sometimes feels like it runs in his very blood, hardening him against demonic influence. He's heard many tales of their bravery, which bolsters his mind and sense of belonging to the crusade. Once per day when he fails a saving throw against an effect created by a demon which would possess or mentally incapacitate him, he may immediately reroll that saving throw as a free action. He must take the second result, even if it is worse.

**Code of Conduct (Ex)** Caric may never suffer an evil outsider to live if it is within his power to destroy it. He must banish fiends he cannot kill, and he must purge the evil from those possessed by fiends.

**Dual Talent (Ex)** Caric's family has always excelled at maximizing their natural gifts. Unlike a typical human, he picks two ability scores to gain a +2 racial bonus. This human racial trait replaces the normal +2 bonus to any single ability score, the bonus feat for being a human, and the skilled trait.

**Oathbound (Ex)** Caric has taken an oath against demons, devils, daemons, and other evil outsiders and constantly guards against fiendish insurgence into the world, facing it with swift and unwavering defiance. He works closely with inquisitors and other sanctified agents of the church, searching for signs of outsider manipulation and possession.

**Oath Spells (Sp)** Caric's oath grants him the following bonus spells to his paladin spell list: 1st—*resist energy*, 2nd—*detect thoughts*, 3rd—*invisibility purge*, 4th—*plane shift*.

**Rich Parents (Ex)** Born into a wealthy family, Caric chose a life of adventure anyway by heeding the call for volunteers to stand against the demons in the north. His family sent him to the crusades with the best equipment money could buy, granting him a one-time benefit to his initial finances which increase his starting funds to 900 gp.

### SCALING the PC

Under a 15-point buy, Caric reduces his Strength and Constitution by 2. This lowers his melee attack bonus, damage bonus, CMB, CMD, hit points, and Fortitude save by 1.



**Background:** Caric Solnebren (CAYR-ick SOHLN-brin) is the eldest son of a noble family in the southlands with a long tradition of serving in the crusades. He and his brother Loric both sought to honor their ancestors by joining the holy templars of the Goddess of Valor and marching to war against the demons. While there, they expected to distinguish themselves so one of them could gain their father's blessing and inherit the family's holdings upon his passing. Yet, the templars chose only Caric to join their ranks, and Loric's exclusion caused a jealous rift between the two siblings ever since. Focused on his oath as a templar, Caric left their rivalry behind three years ago, marching north secure in the knowledge that he'd inherit his father's kingdom upon his return—and provided he survived.

However, on the front lines, Caric found himself tested in ways he never imagined, confronted by the stark reality of war. And not just any war—rather, a war of attrition and despair as the demons grew stronger and the crusaders' faith faltered. Even Caric has wavered at times in his devotion, struggling to persevere in the face of so many deaths among his closest friends. It doesn't help that his brother Loric finally joined him, as well, shunning the faith of the templars to embrace the clergy of a dead god so he can act as their sanctified agent in the north. Caric knows Loric's opportunistic nature all too well, and fears his masters may have sent him to the crusade for reasons which don't fully align with the goals of the templars. He also fears the renewal of their sibling rivalry in the midst of such a dangerous conflict, hoping they can somehow make amends and rediscover their brotherhood before the demons overwhelm their world.

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

**Physical Description:** Caric wears an expensive suit of masterwork banded mail and carries a heavy steel shield emblazoned with his family's coat-of-arms. The shield's emblem is quartered with upper quadrants of gold and blue, the former containing an image of crossed longswords and the latter a blazing sun. Meanwhile, the lower quadrants depict a silver dragon and gold gryphon on fields of white. The rest of Caric's battle gear includes an ornate longsword at his waist, a dagger in his boot, and a light crossbow with a quiver of bolts. He appears hale and hearty, while broad of shoulder with powerful arms. Charismatic in the extreme, he possesses a handsome face with fewer than average battle scars for such a ready warrior. He has dark eyes and hair with a close-cut beard. Tall and imposing, he stands 6-feet, 3-inches tall and weighs 185 lbs. at an age of just 21 years old.

**Personality:** Caric is a holy knight in every sense of the word. Regardless of any misgivings he might personally feel, he strives to project a sense of confidence and prowess

for his companions, whether serving on the battlefield or debating religious philosophy with non-believers. He possesses a strength of body and character which comes through in every encounter. Highly devoted to the tenets of the Goddess of Valor, he looks for situations where he can make a difference for what's right and good in the world—but keeps to a marked humility when others praise his words or actions. He appreciates beauty and wisdom in all things, but reserves his greatest respect for those who find redemption, often feeling he should seek such penance himself when he has his own shortcomings and self-doubts.

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### ADVANCEMENT

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With each new level, Caric advances as a paladin. At 2nd level, he adds new ranks in social skills like Diplomacy and Sense Motive to enhance his outreach. At 3rd level, he gains his first mercy, choosing to remove the fatigued condition when using his lay on hands ability. He also adds skill ranks in Knowledge (religion) and Ride, while selecting Reward of Life<sup>UM</sup> as his new feat. At 4th level, he increases his Wisdom by 1 and gains his first paladin spell, choosing to prepare *bless weapon* in anticipation of developing a divine bond with the favored weapon of his faith: the longsword. He also increases his skill ranks in Diplomacy and Knowledge (religion). Once Caric undergoes a mythic ascension, he follows the path of a Champion or Marshal to bolster his stand against demonkind.

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### ROLEPLAYING IDEAS

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- Caric could temporarily fall from grace at some point in his adventuring career, faced with a moral dilemma where he violates his oath or becomes an ex-paladin. His development can then explore atonement over the remaining campaign, culminating with the restoration of his abilities at an appropriately epic moment.
- Initially distrustful of the seductive tiefling inquisitor, Emerina Vestelle, Caric might resent her presence among the crusaders due to his oath against fiends. Their relationship could remain tense, even as they seek to cooperate in the common goal of defeating demonkind.
- Caric's relationship with his brother Loric remains strained as the latter clings to his faith in the God of Ancient Humanity rather than converting to the Goddess of Valor. The right to succeed their father also hangs between them, and a more active rivalry could manifest as each seeks to outdo the other by distinguishing themselves during the crusade.
- If Caric ever seeks redemption, he could find a sympathy with the outlander, Jilani Safiro. Though her goddess is very different from his own, they share many of the same tenets. This common ground—combined with their complementary skills in combat and magic—could bring them together, even leading to romance over time.





*"I had no choice in how I came to be, but I do have a choice in what I decide to be. That is the dream and conviction I hold in my heart, despite all the negativity and suspicions of those around me who think of me as a monster—and a demon. But I know my goddess sings my song and guides my hand, keeping me safe even as I deceive those who would corrupt us. The fiends and their cultists also think of me as one of their own. Let them. By the time they know the truth, they'll have learned even the betrayers can be betrayed."*

**— defiant assertions by the tiefling spy and saboteur, Emerina Vestelle**

# EMERINA VESTELLE





## EMERINA VESTELLE

Female tiefling inquisitor of the Goddess of Dreams  
(infiltrator<sup>UM</sup>) 1

CG Medium outsider (native)

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

### DEFENSE

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

**hp** 10 (1d8+2)

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

**Resist** cold 5, electricity 5, fire 5

### OFFENSE

**Spd** 30 ft.

**Melee** starknife +3 (1d4/x3), light mace +3 (1d6), dagger  
+3 (1d4/19–20)

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

**Special Attacks** dirty fighter

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

At will—*deathwatch*

**Inquisitor Spells Known** (CL 1st; concentration +3)

1st (2/day)—*disguise self*, *returning weapon*

0 (at will)—*daze* (DC 12), *guidance*, *resistance*, *stabilize*

**Domain** Liberation

### STATISTICS

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

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

**Feats** Weapon Finesse

**Traits** Chance Encounter, Dirty Fighter

**Skills** Bluff +8, Diplomacy +6, Knowledge (planes) +5,  
Knowledge (religion) +5, Perception +6, Sense Motive +6,  
Stealth +7, Survival +6

**Languages** Abyssal, Common, Elven

**SQ** forbidden lore<sup>UM</sup>, guileful lore<sup>UM</sup>, judgment 1/day,  
liberation (1 round/day), misdirection<sup>UM</sup>, necessary  
lies<sup>UM</sup>, soul seer<sup>ARG</sup>

**Gear** studded leather, light wooden shield, light mace,  
starknife, dagger, backpack, bedroll, flint and steel, trail  
rations (5 days), traveler's outfit, waterskin, whetstone,  
winter blanket, wooden holy symbol, 82 gp, 8 sp, 8 cp

### SPECIAL ABILITIES

**Chance Encounter (Ex)** As a child in the Demon Lands, a mysterious woman helped Emerina escape those who would have indoctrinated her into their cult. She remembers only bits and pieces of that harrowing time, but recalls the woman carried a symbol of the Goddess of Dreams. Eventually, a band of patrolling crusaders found her and took her in. As Emerina grew older, she sought to mimic the woman's faith by finding redemption, solace, and purpose in serving the church. Ever since, she's trained as an inquisitor, proving incredibly lucky at

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# Emerina Vestelle



the trickery necessary for infiltrating and eradicating demonic cults. Once per day, if she fails an Acrobatics, Bluff, Disguise, Sleight of Hand, or Stealth check, she may immediately reroll that check as a free action. She must take the second result, even if it is worse.

**Dirty Fighter (Ex)** Emerina wouldn't have made it in the church without the aid of others on whom she could always depend to distract her enemies long enough for her to do a little more damage than normal. When she hits a foe she's flanking, she deals an additional 1 point of damage (this damage is added to her base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

**Soul Seer (Sp)** Rare tieflings such as Emerina have a peculiar sight which allows them to see the state of a creature's soul. She can use *deathwatch* at-will as a spell-like ability. This racial trait replaces the spell-like ability and fiendish sorcery traits of a normal tiefling.

## SCALING the PC

Under a 15-point buy, Emerina reduces her Constitution, Dexterity, and Intelligence by 1. This lowers her AC, hit points, Reflex save, attack modifier, and CMD by 1.



**Background:** Emerina Vestelle (EM-uh-REE-nuh VESS-tel) was born in the Demon Lands, the unexpected progeny of a succubus and a corrupt templar. As a result, she spent her formative years raised among evil cultists devoted to Baphomet, demon lord of secrets, thereby exposing her to all manner of atrocities, conspiracies, and subterfuge. Even so, she somehow retained her sanity and innocence, often staring at the stars or losing herself in dreams of a better world as she imagined escaping the horrors around her. Fortunately, those dreams proved real, as a mysterious woman soon led her away from the cultists, helping her find the templars her father abandoned so long ago. Those soldiers nearly slayed Emerina out of distrust, but a paladin among them deemed the child held no evil in her heart, despite her appearance, so they escorted her out of the Demon Lands and back to civilization for questioning.

Emerina shared all she knew about her cult's activities, but soon found herself left in the church's care as an orphan once the templars had all they needed from her. As she grew older, she watched the crusade's efforts to battle the demons and their allies, always curious about their methods and determination. In time, she sought to assist them by training as an inquisitor and a spy, using her fiendish appearance and natural talents to deceive those trying to corrupt the safehaven she'd found. Though Emerina still struggles to find complete acceptance—even within her own priesthood—she believes her efforts have made a real difference. And though her demonic heritage prejudices many against her, she ignores them as best she can, focusing instead on her newfound purpose.

**Physical Description:** Emerina is an obvious tiefling, incapable of hiding her demonic heritage even if she tried, because her long, scaly tail easily gives her away. She even wears her short demon horns like a crown to hold back her long, blonde hair and carries herself with the seductive nature of a succubus. Devoted to the Goddess of Dreams, she wields her starknife like an extension of herself, ready to throw or strike at a moment's notice. Not especially strong, she remains quite fit and flexible, wearing a tight suit of studded leather armor to accentuate her many curves. She keeps a light mace and dagger among her secondary weapons and carries a light wooden shield strapped to her forearm. A single, wooden disc depicting the embossed image of a butterfly hangs from a black, choker-style cord about her neck. Approximately 5-feet, 7-inches tall, she's 88 years old and weighs 145 lbs.

**Personality:** Playful and unapologetic for her overt sensuality, Emerina enjoys manipulating reactions from those she teases. This flirtatious mentality no doubt derives from her succubus mother, though she means no lasting harm by it. Instead, she reserves her true malevolence for those who spawned her—the demons and their sycophant

cults. Adopted by the church, she fully realizes not all the faithful trust her motives, so she surrounds herself only with those who earn her confidence. Inwardly, she embraces her faith as devoutly as any priest, and holds herself accountable only to the Goddess of Dreams.

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### ADVANCEMENT

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Emerina advances as an inquisitor with each new level, always increasing her skill ranks in Bluff, Knowledge (planes), Knowledge (religion), Perception, and Stealth. At 2nd level, she adds a rank in Acrobatics and Perform (dance). She also learns *detect magic* and *cure light wounds* as new inquisitor spells. At 3rd level, Emerina selects the Judgment Surge feat and expands her spells to include *brand* and *shield of faith*. She also adds ranks in Disguise and Sleight of Hand, while selecting Precise Strike as her new teamwork feat. At 4th level, she increases her Wisdom by 1, adds more ranks in Diplomacy and Sense Motive, and learns *invisibility* and *see invisibility*. After ascending to her first mythic tier, Emerina focuses on the Guardian or Marshal path; however, if she multiclassed as a bard at higher levels, she may also pursue the path of the Trickster.

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### ROLEPLAYING IDEAS

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- Emerina makes no secret of her sultry ways. Though she never sets out to emotionally harm anyone, she could seek companionship with any number of her fellow adventurers or NPCs over the course of the campaign, leading to all kinds of complications if one lover suspects another.
- Because of her experiences with cults, some fiends and evil NPCs encountered during the campaign could identify Emerina or even serve as her unwitting contacts. Repeated interaction could blow her cover, however, leading to trouble which may require the intervention of her companions. Alternatively, she could also redeem an NPC or even a demon by using herself as an example to turn them against their nature. Her mother potentially could be utilized as such an NPC worthy of redemption.
- Emerina likes to shock others with stories of her past or scandals she's uncovered during her work for the crusade. Though she usually just entertains herself by seeing what kinds of reactions she can evoke, sometimes these stories turn deadly serious as she describes the atrocities committed by the cultists she's infiltrated—all in an effort to drive home the very real danger they pose to the world.
- The Goddess of Dreams (or her minions and heralds) could guide Emerina through visions in her sleep. This divine contact might aid a GM in foreshadowing certain encounters or providing clues and further insight into the backstories of NPCs and outsiders during the campaign.





*"This land wasn't always so nightmarish. The legends and standing stones tell of a time when the streams ran clean and eagles soared the sky, looking down on fields of gold and green. The druids of old knew this place for what it was—a paradise rather than a twisted playground for demonkind. Most of my mentors have passed on, but I still know the ways of the Circle, and I can tap the ley lines marked by our menhirs. Using that power, I'll drive these demons out if I can. And, if not, the land will choose another to champion its cause. This incursion is a blight on nature itself, and it won't stand idly by while the Abyss seeks to consume it."*

**— the visionary zeal of the practicing druid, Illemandir Zirruul**

# Illemandir Zirruul



## Righteous Heroes Pregenerated Characters

# Illemandir Ziruul



### ILLEMANDIR ZIRUUL

Male half-elf (arctic) druid of the God of Nature (menhir savant<sup>UM</sup>) 1

LN Medium humanoid (elf, human)

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

#### DEFENSE

**AC** 18, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +2 shield)

**hp** 10 (1d8+2)

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

**Immune** sleep

#### OFFENSE

**Spd** 30 ft.

**Melee** scimitar +2 (1d6+2/18–20), dagger +2 (1d4+2/19–20)

**Ranged** sling +2 (1d4+2), dagger +2 (1d4+2/19–20)

**Special Attacks** acid dart (1d6 acid, 6/day)

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

1st—goodberry, magic stone<sup>D</sup>, produce flame

0 (at will)—create water, know direction, stabilize

**D** Domain spell; **Domain** Earth

#### STATISTICS

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

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Dodge, Skill Focus (Knowledge [nature])

**Traits** Exposed to Awfulness, Scholar of the Great Beyond

**Skills** Heal +7, Knowledge (geography) +4, Knowledge (nature) +7, Perception +5, Survival +7; Racial Modifiers +2 Perception

**Languages** Common, Druidic, Elven

**SQ** elf blood, nature bond (Earth domain), scholar of the great beyond, spirit sense<sup>UM</sup>

**Gear** hide armor, heavy wooden shield, scimitar, dagger, sling w/ 10 bullets, backpack, bedroll, belt pouch, fishhook, flask (empty), trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, rawhide map of menhir sites, 103 gp, 6 sp, 5 cp

### SPECIAL ABILITIES

**Exposed to Awfulness (Ex)** As a child, Illemandir nearly lost his life to a demon when he crossed the front lines to seek out the lost standing stones of his people. Rescued, but gravely injured, he lingered at death's door in a coma for weeks before waking—his brotherhood attending his wounds by drawing on the ley lines of an ancient menhir to sustain him. Ever since, he's become unusually hale and hearty, as if his body endured its brush with awfulness by becoming supernaturally fit. His strange resistance to demonic attacks persists to this day. As a result, once per day when he fails a saving throw against an effect created by a demon which would kill or physically incapacitate him, he can immediately reroll that saving throw as a free action. He must take the second result, even if it is worse.

**Scholar of the Great Beyond (Ex)** Illemandir's interests have expanded as a result of current events. Aside from his knowledge of nature and local geography, he also takes to discussions on planar rifts and historical events with relative ease. As a result, he gains a +1 trait bonus on Knowledge (history) and Knowledge (planes) checks, and Knowledge (planes) is always a class skill for him.

**Spirit Sense (Sp)** As a menhir savant, Illemandir can detect the presence of undead, fey, outsiders, and astral, ethereal, or incorporeal creatures. This ability functions like *detect undead*, only he can detect all of these creatures rather than trying to detect a single kind. This ability replaces nature sense and wild empathy.

### SCALING the PC

Under a 15-point buy, Illemandir reduces his Constitution and Dexterity by 1, and his Charisma by 2. This lowers his AC, hit points, Fortitude and Reflex saves, ranged attacks, and CMD by 1.



**Background:** Illemandir Ziruul (EEL-man-DUHR zuh-ROOL) is a refugee, having fled the Demon Lands to reach the relative safety of the neighboring kingdom held by crusaders fighting against the fiends of the Abyss. His birth resulted from a lasting romance between an arctic elf named Morandlon and his human mother, Annika, both of whom found comfort in one another after losing their own families to the war. Illemandir's father only occasionally stayed with their clan, often leaving on long missions into demon-controlled territory as a scout for the crusade. Upon Morandlon's return, however, he always brought food and small gifts for his son, teaching him the way of the wilds even as Illemandir's mother raised him in the druid faith.

In time, Illemandir distinguished himself in the eyes of his clan—his studious nature and reverence for tradition leading the Circle elders to entrust him with the secret knowledge of the standing stones and megalithic circles raised by their people across the northlands. Many of these sites fell to demons long ago, and his mentors instilled in him a passion for their unique power and place in the world—a lost heritage he'd like to reclaim. As a result, Illemandir chose to follow in his father's footsteps, volunteering to aid the crusade as a scout and guide over his mother's objections. Not officially a soldier, he still finds himself assigned to templar regiments probing the border, lending his valuable skills to make sense of a landscape twisted by the Abyss.

**Physical Description:** Illemandir has distinctively half-elfen features with arched eyebrows, almond-shaped green eyes, and slightly pointed ears. His time in the wilds has left him with a tanned complexion keeping with his human heritage, and he has his long, brown hair tied back with a single cord of leather rawhide. He wears a rough-made suit of leather armor and arms himself with a scimitar of elven-make and a heavy wooden shield bearing a dozen different nature-themed carvings of plants and animals. At his waist, he keeps a small dagger, as well as a variety of small pouches, one of which contains his sling and sling bullets. At 32 years old, Illemandir is only 5-feet, 6-inches tall and weighs a compact, wiry 150 lbs.

**Personality:** Illemandir is something of an enigma, owing not only to his mixed heritage, but also his calling as a druid of the Circle which draws power from the menhirs and ley lines of his fractured homeland. He's most at ease in the wilds, communing less with plants and animals than the terrain itself. He appreciates the mountain heights and rolling plains as equally as the stream-carved riverlands and clouds above. But he abhors those who corrupt or abuse their natural surroundings, and he goes out of his way to inform others about the sanctity of the land and their place in it. Solemn and even-tempered, there's steel in his voice

when facing demons and the corrupt—something he tries to offset with more jovial camaraderie among friends and loved ones.

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### ADVANCEMENT

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Illemandir takes his duties as a druid quite seriously, but recognizes current times call for a warrior's mindset. At 2nd level, he multiclassed as a ranger with the wild shadow<sup>ARG</sup> archetype, striving to perfect his skill with the scimitar and shield. His favored enemy becomes evil outsiders, and he picks up new skill ranks in Climb, Knowledge (nature), Perception, Ride, Stealth, and Survival. At 3rd level, he turns again to his faith as a druid, learning place magic while preparing *resistance* and *cure light wounds* as new spells. He also selects Improved Shield Bash as a new feat and gains ranks in his Knowledge skills for geography, history, nature, and the planes. At 4th level, Illemandir increases his Constitution by 1 and takes another level as a ranger. He adopts the weapon and shield combat style, selecting Two-Weapon Fighting as his bonus feat. He also gains new skill ranks in Handle Animal, Knowledge (nature), Knowledge (planes), Perception, Stealth, and Survival. In time, Illemandir may pursue the horizon walker prestige class, while taking the Abyss as one of his favored terrains. Once he ascends to mythic power, he follows the path of either the Champion or Hierophant.

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### ROLEPLAYING IDEAS

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- Because of his affinity for the Earth domain and the ley line ritual used to save his life, Illemandir feels the demonic taint creeping into his homeland more intensely than others. This corruption sometimes physically sickens him, a cancer he struggles to endure—but one which he's determined to outlast until he can close the planar rift between his homeland and the Abyss.
- Illemandir's spirit sense and reverence for the land leads him to caution his companions on where they step, sit, hunt, or even make camp for the night. To him, the state of the wounded land has become fragile enough that he feels compelled to guard against further disturbances by those traveling through them.
- Illemandir has a driving desire to liberate his ancestral lands so he can reclaim and commune with the menhirs abandoned by his mother's people when they fled the demonic incursion so many centuries ago. He searches relentlessly for these sites during any foray into demon-controlled territory, marking them carefully on a rawhide map he keeps among his belongings.
- Despite their innate cultural and philosophical differences, Illemandir quickly comes to like the redoubtable dwarven cleric, Norgrym Hammerfell. If the two adventure together, they become strong allies bridging the gap between nature and civilization with a shared commitment in fighting back the demon horde.



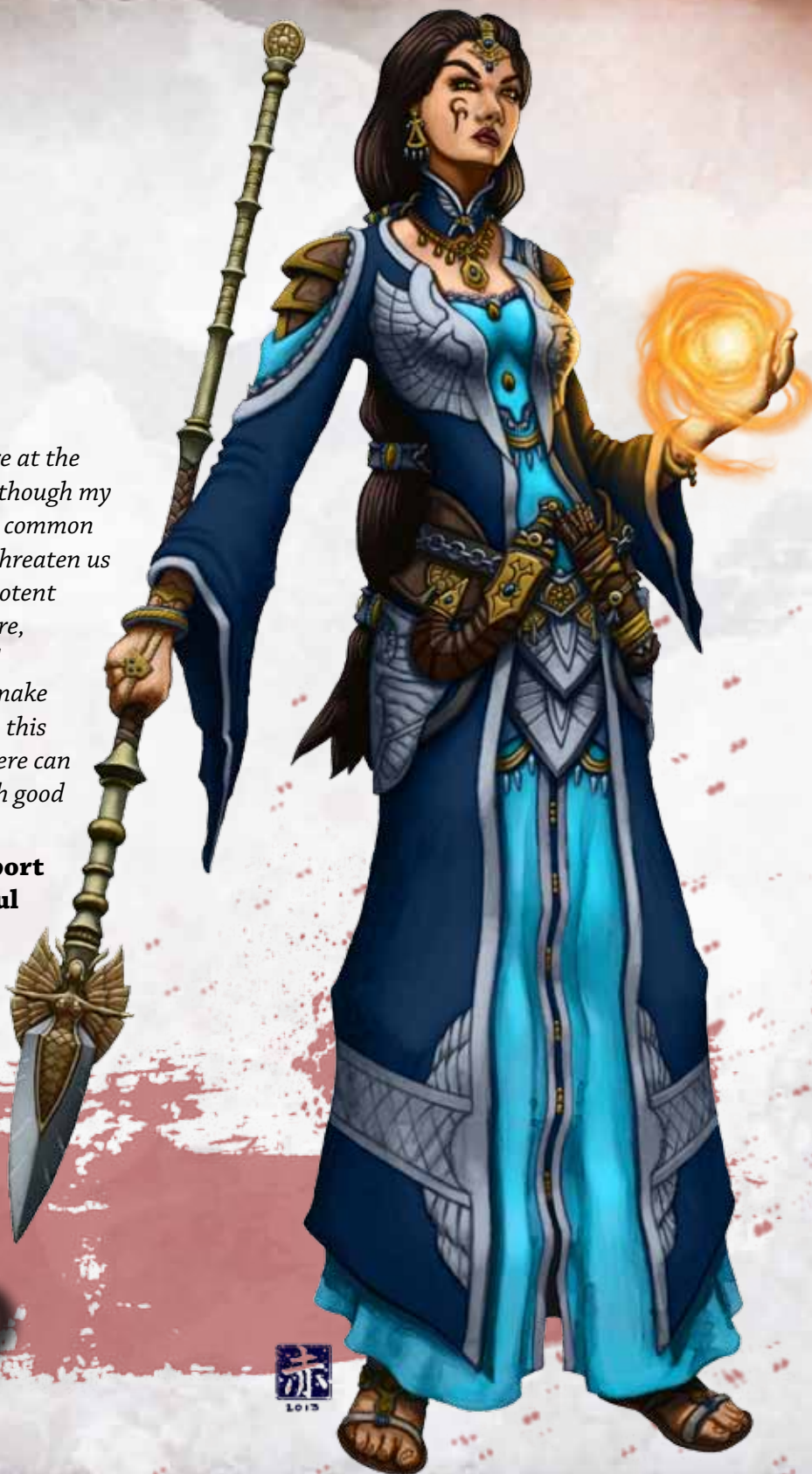
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*"I journeyed a thousand miles to be here at the time of our world's greatest need. And though my ways may be foreign to you, we share a common purpose in defeating the demons who threaten us all. My magic is a gift from heaven, a potent weapon which the demons cannot ignore, and a healing balm to those who would stand against them. Together, we can make a difference in this war. We can redeem this land and restore its people. I believe there can be no higher calling than to pursue such good work."*

**— a diplomatic pledge of support  
from the exotic and beautiful  
outlander, Jilani Safiro**

# JILANI SAFIRO





## JILANI SAFIRO

Female human sorcerer (wildblooded<sup>UM</sup>) 1

NG Medium humanoid (human)

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

### DEFENSE

**AC** 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

**hp** 11 (1d6+5)

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

### OFFENSE

**Spd** 30 ft.

**Melee** spear +0 (1d8/x3), dagger +0 (1d4/19–20)

**Ranged** spear +2 (1d8/x3), dart +2 (1d4)

**Bloodline Spell-Like Abilities** (CL 1st; concentration +6)

6/day—heavenly fire (1d4+1 divine energy)

**Sorcerer Spells Known** (CL 1st; concentration +6)

1st (4/day)—burning hands (DC 14), shield

0 (at will)—dancing lights, detect magic, prestidigitation, spark (DC 13)

**Bloodlines** empyreal

### STATISTICS

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

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

**Feats** Dodge, Eschew Materials, Toughness

**Traits** Warden's Orphan, World Traveler

**Skills** Diplomacy +6, Heal +9, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +5

**Languages** Celestial, Common, Kelish

**SQ** bloodline arcana (use Wis rather than Cha for sorcerer abilities; +2 Heal and Knowledge [religion]), world traveler

**Gear** silken armor, spear, dagger, darts (6), backpack, bedroll, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 106 gp, 8 sp, 8 cp

### SPECIAL ABILITIES

**Warden's Orphan (Ex)** Jilani bears a strange birthmark resembling a rune on her face—something which represents the sign of a secret society of wardens who work against the demonic rift between their world and the Abyss. Having researched this society, she learned the mark of the wardens sometimes appears on their children after exposure to particularly strange and powerful planar energies. Unfortunately, she never knew her real parents, for she was raised by a foster family deep in the southlands. Since her discovery, however, her foster family

## Righteous Heroes Pregenerated Characters

# Jilani Safiro



has confirmed both her parents were wardens who once served in the northern crusade, and that they went missing during a secret mission shortly after she was born. Jilani's unsure what happened to them, but she's certain they're dead now—and her heart tells her the one who murdered them still lives! With each passing year, the planar connection to the divine magic in her blood increases, allowing the casting of spells to come more easily to her. As a result, she gains a +2 trait bonus on all concentration checks, and she hopes to put this focus to use in avenging her parents' death.

**World Traveler (Ex)** At her parents' request, Jilani's foster family helped remove her from the dangers of the crusade by taking her with them to live in the desert kingdoms of the southlands. As caravan merchants, they've continued to take the love of travel to an extreme, bringing Jilani with them to roam the world even as they raised her as their own. As a result, she's seen dozens of cultures and learned to appreciate the diversity of all the world has to offer. This insight grants her a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

## SCALING the PC

Under a 15-point buy, reduce Jilani's Constitution and Wisdom by 2. This lowers her hit points, Fortitude and Will saves, as well as her Heal skill score by 1.



**Background:** Jilani Safiro (JUH-lahn-EE SUH-feer-OH) willingly left her home in the desert nations of the far south to join the northern crusade three years ago. Her arrival actually marked the second time she set foot in that part of the world, as her true parents had served the crusade as wardens working against the planar rift from the Abyss. Unfortunately, both her mother and father disappeared somewhere in the Demon Lands during their efforts to close the portal. But, before leaving on their mission, they entrusted their closest friends—a caravan master and his wife—with Jilani's care. It took many years for her to draw enough information from them to learn the truth about her real parents. And that discovery coincided with the manifestation of her innate sorcery—a magic bloodline derived from the celestial servitors of the Sun Goddess herself. Jilani took this development as a sign, journeying north to take her place next to those risking their lives in the same manner as her mother and father.

For the past three years, Jilani has quietly made a name for herself, both as a skilled healer and a researcher into the mysteries of the Demon Lands. She's developed quite an obsession for the latter, hoping to learn enough about the region to retrace her parents' mission. Though she holds no illusions as to their fate, she firmly believes it is her calling to finish what they started. And she also intends to undertake the role of a warden, traveling the multiverse while guarding against future rifts and incursions.

**Physical Description:** Unlike most sorcerers, Jilani actually wears armor—though her silken ceremonial armor doesn't interfere with her spellcasting. It's actually designed to be part of her kaftan, which she's reinforced with leather padding at the shoulders, chest and forearms. She also wields an ornate spear, carries a curved dagger, and keeps a small quiver of foot-long darts at her waist. Physically, Jilani has an exotic look to her, wearing her raven-dark hair in a long cascade cinched three times with ornamental cuffs designed to weight it down and keep it from flying free. Her skin is a dusky hue in color and a ritual tattoo resembling a magical glyph lies just beneath her right eye. Jilani stands about 5-feet, 5-inches high and weighs around 135 lbs., appearing thin and fit.

**Personality:** Jilani has a welcoming demeanor, always willing to see the best in people, but also wise enough to guard against disappointment in the event they let her down. Her experience traveling the wider world gives her a greater appreciation for the diversity of life, enabling her to make friends easily. This also led to an insatiable curiosity for learning, whether by immersing herself in the ancient scrolls of recorded history, or by sampling the varied culture and customs of foreign lands. Despite her open nature,

Jilani remains steadfast in her faith, an ardent follower of the Sun Goddess. She enjoys openly debating with priests and laypersons of any religion, but avoids heated arguments and confrontations, preferring to let her actions and deeds speak for her rather than create any rifts between her and crusaders of different faiths.

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### ADVANCEMENT

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Jilani advances at each new level as a sorcerer, always increasing her skill ranks in Knowledge (arcana), Knowledge (planes), and Spellcraft. At 2nd level, she adds new ranks in Knowledge (planes) and Knowledge (religion). She also learns *mage hand* as a new cantrip. At 3rd level, she acquires Combat Expertise to better improve her AC in battle. She also gains celestial resistances against acid and cold, while learning *magic missile* and *bless* as her new bloodline spell. In addition, she picks up additional ranks in Bluff and Use Magic Device, seeking to purchase a *wand of cure light wounds* she can use to aid her companions. At 4th level, Jilani increases her Wisdom by 1 and learns *disrupt undead* and *scorching ray*. She also gains further skill ranks in Diplomacy and Use Magic Device. As Jilani gains mythic power, she exclusively follows the path of the Archmage, doing all she can to lend her arcane might to the cause.

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### ROLEPLAYING IDEAS

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- Because of her native homeland's war-filled past with many of the nations represented among the crusaders, Jilani may feel unwanted or even persecuted by some of the less tolerant souls within the army's ranks. Unfortunately, many of her customs and mannerisms only magnify the differences between her and those she seeks to help, especially since she prays five times a day, always facing the sun at sunrise, mid-morning, noon, mid-afternoon, and sunset.
- Jilani could become the foremost caretaker for her friends on the trail, applying her exceptional skills as a healer while also taking over the cooking duties when they camp. With judicious use of *prestidigitation*, she could easily introduce them to a variety of exotic southern spices, making her fare a cut above any mundane trail rations.
- As Jilani grows in power, her empyreal bloodline should manifest even more strongly, creating a potent bond with any celestial allies among the crusade, while making her a more frequently recognized threat by demons on the battlefield. This could lead to fast friendships with the aasimar oracle Briathos Tassiel, and the elven summoner Tessara Artinesse, both of whom share similar connections with the celestial realm.
- Jilani's experience as a healer, as well as the unique blessing of her heavenly fire, makes her a welcome presence among the crusade's wounded. She sees these ministrations as a religious duty established by the Sun Goddess, whereby her presence in the northlands is meant to be a shining light in the army's darkest hour.





**Righteous Heroes  
Pregenerated Characters**



*"I didn't come here to die, so I'm not throwing my life away on some foolhardy charge into the teeth and claws of a demon horde just to look good in the eyes of the church. There's more than one way to win this war. Fate tends to reward those who apply a little ingenuity to the cause. The templars didn't think I have what it takes to join them, so I found a different way to reach the front lines. Now I'm charged with keeping an eye on the faithful and guarding against demonic influence. The pious always start crusades with pure hearts and clear purpose, but I'm here to make sure they don't lose sight of those things, and that we get the job done."*

**— the focused determination of Loric Solnebren, sanctified agent of the church**

# LORIC SOLNEBREN



## Righteous Heroes Pregenerated Characters

# Loric Solnebren



### LORIC SOLNEBREN

Male human rogue (sanctified rogue<sup>UC</sup>) 1

LN Medium humanoid (human)

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

### DEFENSE

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

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

**Fort** +2, **Ref** +5 (+1 vs. traps), **Will** +0

### OFFENSE

**Spd** 30 ft.

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

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

**Special Attacks** sneak attack +1d6

### STATISTICS

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

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

**Feats** Weapon Finesse

**Traits** Child of the Crusade, Child of the Temple

**Skills** Acrobatics +4, Bluff +6, Climb +2, Disable Device

+6 (+7 vs. traps), Disguise +6, Knowledge (local) +6, Knowledge (religion) +7, Perception +4, Sleight of Hand +4, Stealth +4

**Languages** Abyssal, Celestial, Common

**SQ** child of the temple, dual talent<sup>ARG</sup>, trapfinding +1

**Gear** studded leather armor, short sword, dagger, shortbow w/ 20 arrows, backpack, bedroll, belt pouch, flint and steel, thieves' tools, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, wooden holy symbol, 42 gp, 8 sp, 8 cp

### SPECIAL ABILITIES

**Child of the Crusade (Ex)** Several generations of Loric's family have served in the crusades, and the righteousness of their cause sometimes feels like it runs in his very blood, hardening him against demonic influence. He's heard many tales of their bravery, and his strong family ties bolster his mind and sense of belonging to the crusade. Once per day when he fails a saving throw against an effect created by a demon which would possess or mentally incapacitate him, he may immediately reroll that saving throw as a free action. He must take the second result, even if it is worse.

**Child of the Temple (Ex)** Loric has long served at a temple in a large city, picking up on many of the nobility's customs while also spending many hours in the temple libraries studying his faith. As a result, he gains a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and Knowledge (religion) is always a class skill for him.

**Dual Talent (Ex)** Loric's family has always excelled at maximizing their natural gifts. Unlike a typical human, he picks two ability scores to gain a +2 racial bonus. This human racial trait replaces the normal +2 bonus to any single ability score, the bonus feat for being a human, and the skilled trait.

### SCALING the PC

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



**Background:** The youngest son of a noble family in the southlands, Loric Solnebren (LOR-ick SOHLN-brin) comes from a long tradition of serving in the crusades. He and his brother Caric both sought to honor their ancestors by joining the holy templars of the Goddess of Valor and marching to war in the Demon Lands. While there, they expected to distinguish themselves so one of them could gain their father's blessing and inherit the family's holdings upon his passing. Yet, the templars chose only Caric to join their ranks, and Loric's exclusion caused a jealous rift between them. Forced to watch his older brother march north three years ago, Loric turned to alternate methods in an effort to follow and upstage him. Eventually, he found such a means through the declining priesthood of the dead God of Ancient Humanity. A once powerful force in containing the rise of demon cults in the north, this organization gladly welcomed and sponsored Loric, sending him to the crusades as their sanctified agent.

Once he reached the front lines, Loric established himself as a member of an exclusive and secretive group of spies and operatives working to safeguard the sanctity of crusade. Prepared to cull anyone who falters in their devotion—or who succumbs to demonic temptation—he keeps a watchful eye for enemies both within and beyond the crusader ranks. At times, this role puts him in contention with his own brother, Caric. The two have reached an uneasy truce at best, keeping a watchful eye on one another as they carry out their respective duties. At the same time, Loric is still beholden to his sponsors within the church of the God of Ancient Humanity. Though he has his own reasons for fighting in the Demon Lands, Loric's masters occasionally assign him missions, as well—mostly to seek out and return various artifacts, insights, and lore linked to their god. While these assignments certainly help the crusade, they're also meant to increase the prominence of their faith back to the heights it once knew.

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

**Physical Description:** Loric wears stylish, dark gray, studded leather armor provided by the church, overlaid by a black tabard with gold trim depicting a downward-pointed longsword on his chest and a single, four-pointed star to its left. His weapons include a double-edge shortsword, dagger, and shortbow with a full quiver of arrows. He's tall and agile with sharp muscle definition honed through combat and rigorous exercise. His hair is dark and shoulder-length, but his face remains clean-shaven. At the age of 19, he stands 5-feet, 11-inches tall and weighs 170 lbs.

**Personality:** Loric has a quiet, focused demeanor about him, as if judging those around him while calculating his odds and next steps for engaging them (whether verbally or in battle). He's a man of action and his poised body posture belies that to anyone with the good judgment to notice. He takes an active interest in circumstances others

may miss, ever watchful for demonic aggression as well as corruption and betrayal from within the crusader ranks. Studious and always prepared, he prides himself on making a difference in ways others can't, working outside the chain of command, if necessary, and asking forgiveness later.

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### ADVANCEMENT

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Loric quickly multiclasses as a fighter with the two-weapon warrior archetype to improve his combat effectiveness on the battlefield. At 2nd level, he adds his first level of fighter, selecting Two-Weapon Fighting as his new bonus feat, while adding a longsword to his gear. He also gains new skill ranks in Intimidate, Knowledge (engineering), Ride, and Survival. At 3rd level, he takes another level in rogue, increasing all of his existing skill ranks from before. He also acquires the Combat Expertise feat with the combat trick rogue talent, before taking Improved Feint with his regular feat. At 4th level, Loric increases his Dexterity by 1 and takes another level as a fighter, increasing his AC with Two-Weapon Defense. He also advances his ranks in Climb, Intimidate, Knowledge (dungeoneering), and Survival. Once he ascends to mythic status, Loric pursues either the Champion or Trickster path.

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### ROLEPLAYING IDEAS

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- Loric's association with the declining church of the God of Ancient Humanity puts him at odds with some crusaders. Those who honor his priesthood's history of combating demon cults openly accept his involvement, while others view his presence among them with curiosity and distrust—believing his faith should have turned to the Goddess of Valor when she welcomed his clergy into her fold. No one feels this more strongly than Loric's own brother, the paladin Caric Solnebren, and their differing opinions have led to no small amount of arguments and tension between them.
- Part of Loric's charge as a sanctified rogue for his sect of the church should involve secret assignments, meetings, and messages outside the normal chain of command. While these activities mostly focus on feeding information back to his superiors, there's also an element of spying on his fellow crusaders and carrying out tasks which the more pious paladins and inquisitors might otherwise consider forbidden. Though this role puts him at odds with some of his fellow companions, he always believes the ends justify the means, and he serves his distant masters with the same unquestioned zeal as a devout paladin.
- Aside from the normal tasks of a crusader, Loric's priesthood may also assign him tasks to retrieve ancient relics and divine magic associated with the God of Ancient Humanity. These items could help the crusade, but might also shore up his temple's declining influence in the absence of their deceased god.
- Loric should have a natural attraction and affinity for the tiefling inquisitor, Emerina Vestelle. Though he's more calculating and organized, he enjoys her more impulsive and passionate nature. If they strike up a friendship or romance during their travels together, it vexes his brother Caric to no end.



**Righteous Heroes**  
**Pregenerated Characters**



*"If there's battle ta be had, I'm in. Not 'cause I like rushin' headlong inta danger or enjoy spillin' the blood of my enemies. That goes without sayin'. But there's an art ta fightin' and gettin' out wit yer head still attached ta yer shoulders, yuh know? That's where I come in handy. When yuh need a proper strategy or look ta the heavens fer whatever benevolent god yuh hold most dear ta rescue yuh, that's when it's good ta have me on yer side. 'Cause there's a god who actually hears my prayers, and he knows full well how ta defend yuh. Obviously...his followers do, too."*

**— a strong boast from the proud  
dwarven crusader, Norgrym  
Hammerfell**



**NORGRYM**  
**HAMMERFELL**



## NORGRYM HAMMERFELL

Male dwarf cleric of the God of Strategy (crusader<sup>UC</sup>) 1  
LG Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +3 (+5 unusual stonework)

## DEFENSE

**AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield) (+4 dodge vs. giants)

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

**Fort** +4, **Ref** +1, **Will** +5; +2 vs. poison, spells, and spell-like abilities

## OFFENSE

**Spd** 20 ft.

**Melee** warhammer +3 (1d8+2/x3), dagger +2 (1d4+2/19–20)

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

**Special Attacks** channel positive energy 4/day (DC 11, 1d6), +1 on attack rolls against goblinoid and orc humanoids

**Domain Spell-Like Abilities** (CL 1st; concentration +4) 6/day—*touch of good* (+1)

**Cleric Spells Prepared** (CL 1st; concentration +4)  
1st—*magic weapon*, *protection from evil*<sup>D</sup>  
0 (at will)—*resistance*, *stabilize*

**D** Domain Spell; **Domain** Good

## STATISTICS

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

**Base Atk** +0; **CMB** +2 (+2 vs. demons); **CMD** 13 (17 vs. bull rush, 17 vs. trip; +2 vs. demons)

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

**Traits** Guardian of the Forge, Stolen Fury

**Skills** Craft (weapons) +4 (+6 with metal or stone), Knowledge (religion) +4, Perception +3 (+5 to notice unusual stonework), Profession (soldier) +7; Racial Modifiers +2 Craft/Profession with metal or stone, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** craftsman<sup>ARG</sup>, guardian of the forge<sup>ARG</sup>

**Gear** scale mail, heavy steel shield, warhammer, dagger, light crossbow w/ 10 bolts, backpack, bedroll, belt pouch, caltrops (3 bags), cleric's vestments, flint and steel, hemp rope (50 ft.), hooded lantern, iron pot, oil (3 flasks), shovel, iron holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 1 gp, 7 sp, 8 cp

## SPECIAL ABILITIES

**Craftsman (Ex)** Dwarves like Norgrym are known for their superior craftsmanship when it comes to metallurgy and stonework. He receives a +2 racial bonus on all Craft or

## Righteous Heroes Pregenerated Characters

# Norgrym Hammerfell



Profession checks related to metal or stone. This racial trait replaces greed.

**Guardian of the Forge (Ex)** The sacred tenets of Norgrym's god include protecting the faithful, taking lessons from the great craftsmen and strategists of the past, and preparing against dark times. He receives a +1 trait bonus on Knowledge (engineering) and Knowledge (history) checks, and Knowledge (engineering) is always a class skill for him.

**Stolen Fury (Ex)** Evil cultists abducted Norgrym when he was a child, using him in a demonic ritual meant to transform him into something aligned with the Abyss. However, rather than losing his soul, he drew on his unshakable faith to absorb the ritual's energy and eventually escape his tormentors. Strange nightmares have haunted him ever since, and he's felt the dark energies it bathed him in still working to slowly change him. Recently, those feelings have stopped—as if the natural rhythms of his body finally came to terms with the aftereffects, making him stronger and better able to focus on his crusader vows. Unable to learn more about the ritual or recall its specifics, questions about its purpose have lingered in his mind for decades. This nagging anxiety instills him with a great fury against demonkind. Today, when he faces demons in combat, his resolve bolsters him, granting a +2 trait bonus on all combat maneuver checks against demons.

## SCALING the PC

Under a 15-point buy, reduce Norgrym's Constitution by 3 and his Dexterity by 2. This lowers his AC, hit points, Fortitude and Reflex saves, ranged attacks, and CMD by 1.



**Background:** Norgrym Hammerfell (NOHR-grim HAM-uh-FEL) prides himself on the staunch principles of his people—strong faith, skilled craftsmanship, and tactical superiority on the battlefield. He came to the crusade as the youngest member of a battalion sent from the mountains in the south. Still a youth, he helped engineer fortifications and defenses to contain the demon outbreak, and he's stayed put mainly because of the friendships and accomplishments he's garnered since then. A strict adherent to his faith, he preaches the right messages to encourage his fellow crusaders, and his boisterous, no-nonsense attitude does much to swell their confidence.

Part of Norgrym's conviction, however, lies in an experience he had shortly after entering the Demon Lands. Temporarily isolated, he was abducted by cultists who tried to subject him to a strange ritual. His faith and stout dwarven endurance helped him resist the effects, but the event left a mark on him. He's struggled ever since with the after effects, never understanding its original purpose. Part of his reasons for staying in the crusade hinge on researching what happened to him and any ill effects which linger. He also bears a hatred for demonkind beyond the norm. His diligence and commitment in fighting them has done much to inspire his brothers-in arms. Now he sees it as his life's purpose to stand with them to the bitter end—an example of just how tough a defender a faithful dwarf can be.

**Physical Description:** Norgrym is the quintessential, battle-hardened dwarf—a veteran of more battles than he can count, and he wears enough badges and medals pinned to his tabard to prove it. Clad in solid scale mail, he wields a massive warhammer and heavy steel shield in battle, the latter embossed with the prominent symbol of a silver anvil. He keeps a razor-sharp handaxe and dagger belted at his waist and carries a light crossbow and quiver on his back. His beard and remaining hair are a reddish-brown in hue, contrasting somewhat with his ruddy skin and blue eyes. Norgrym is squat and heavyset, standing just 4-feet, 5-inches tall and weighing nearly 190 lbs. At 78 years old, he's already lived three times as long as the average crusader serving on the front lines.

**Personality:** As a veteran soldier, Norgrym has a self-assurance and confidence pervading his every word and deed. He loudly proclaims he's seen it all and done it all—even if he has to embellish the truth now and then to convince those who pause to listen to his outrageous tales. A skilled craftsman, as well, he appreciates fine weapons and armor, using his downtime to craft such items for himself and others. He looks forward to a good fight, enjoying the strategy of armored assaults, coordinated

retreats, and fortified defenses. Very little rattles him except the loss of a loved one or someone under his protection. Then, he becomes morose and guilt-ridden until he can come to grips with how to carry on. Though sacrifice is a part of every war, he'd rather take on the more dangerous tasks himself than risk anyone else.

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### ADVANCEMENT

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Norgrym advances as a cleric with the crusader archetype at each new level, always using his favored class benefit to increase his skill points so he can gain ranks in Craft (armor), Craft (weapons), Knowledge (engineering), Knowledge (history), Knowledge (planes), Knowledge (religion), and Perception. At 2nd level, he prepares *guidance* and *bless* as his new spells and upgrades his armor to chainmail. At 3rd level, he improves his AC with Shield Focus and adds *align weapon* and *bull's strength* to his prepared spells. At 4th level, Norgrym increases his Constitution by 1 to better stand on the front lines. In addition, he adds *shield of faith* and *weapon of awe*<sup>APG</sup> to his prepared spells, and starts working towards the Alignment Channel, Extra Channel, and Power Attack-based combat maneuver feats so he can fight demons more effectively. With his future bonus feats, he also selects Heavy Armor Proficiency, Weapon Specialization (warhammer), and feats he can use with his heavy shield. Once he ascends to mythic power, Norgrym eventually selects the Dual Path feat so he can become a Guardian in addition to a Champion or Hierophant.

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### ROLEPLAYING IDEAS

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- Norgrym favors the God of Strategy above all others, and quickly develops friendly rivalries with followers of other goodly religious faiths. He enjoys pointing out both the necessity and benefits of a doctrine intent on defending the world from calamities such as the demonic incursion. And he celebrates every success by proclaiming the divine inspiration behind any strategy he developed.
- Finely-made weapons and armor always attract Norgrym's eye—whether found as treasure or crafted by his own hands. His people have a long history of contributing to the crusade and he likes repairing gear of dwarven-make which he recovers from ancient battlefields. One day, he hopes to craft a weapon of truly legendary power, believing such an artifact could help turn the tide and bring an end to the crusade.
- Norgrym has an obsession with safety, everything from double- and triple-checking the straps to his armor and prepared gear, to setting up whatever fortifications he can contrive for the campsite he shares with his companions. Despite this sometimes annoying behavior, his paranoia often borders on the prophetic.





**Righteous Heroes  
Pregenerated Characters**



*"I don't know how the spirit and I became one. All I know is it feels right when we're together. The first time it manifested, I was scared...afraid I'd lose myself in the intensity of its purpose. But it helped me put aside that fear...and to trust that heaven itself would guide my hand. I've never doubted it since. This power is a blessing, but it's also a privilege and a responsibility...to do that which others cannot do for themselves—to stand up to the tide of evil trying to overwhelm this world. I won't let that happen. We won't let that happen."*

**— a solemn promise by the  
spirit-possessed summoner,  
Tessara Artinesse**

**Tessara  
Artinesse**



## Righteous Heroes Pregenerated Characters

# Tessara Artinesse



### TESSARA ARTINESSE

Female elf summoner (synthesist<sup>UM</sup>) 1  
CG Medium humanoid (elf)

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

#### DEFENSE

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

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +3, **Will** +2; +2 vs. enchantments

**Immune** sleep

#### OFFENSE

**Spd** 30 ft.

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

**Ranged** composite longbow +3 (1d8+1/x3), dagger +3 (1d4+1/19–20)

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

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*, *shield of faith*

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

5/day—*summon monster I*

**Summoner Spells Known** (CL 1st; concentration +3)

1st (2/day)—*lesser rejuvenate eidolon*, *shield*

0 (at will)—*acid splash*, *daze* (DC 13), *light*, *mage hand*

#### STATISTICS

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

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

**Feats** Martial Weapon Proficiency (elven curve blade)

**Traits** Rich Parents, Touched by Divinity (Glory)

**Skills** Knowledge (arcana) +5, Knowledge (geography) +5, Perception +2, Spellcraft +5; Racial Modifiers +2 Perception

**Languages** Celestial, Common, Elven

**SQ** envoy<sup>ARG</sup>, fused eidolon<sup>UM</sup> (3 points), fused link<sup>UM</sup>, rich parents, weapon familiarity

**Gear** masterwork leather lamellar, masterwork elven curve blade, dagger, composite longbow (+1 Str) w/ 20 arrows, backpack, bedroll, silver holy symbol, spell component pouch, trail rations (5 days), traveler's outfit, waterskin, whetstone, 96 gp, 3 sp, 8 cp

### SPECIAL ABILITIES

**Envoy (Sp)** Tessara's elven homeland often has trouble relating to neighbors of other races, especially those with much shorter lifespans. As a result, she received training in minor magic which proves useful when dealing with non-elves. She gains the following spell-like abilities once per day: *comprehend languages*, *detect magic*, *detect poison*, and *read magic*. The caster level for these effects is equal to her level. This racial trait replaces elven magic.

**Rich Parents (Ex)** Tessara was born into the elven nobility. Despite her choice to turn to a life of adventure anyway, she enjoys a one-time benefit to her initial finances, increasing her starting funds to 900 gp.

**Touched by Divinity (Su)** Through the spirit of her fused eidolon, Tessara has a deep connection to the Goddess of Valor, always feeling calm in holy places devoted to her and often having visions of them visiting together. Her faith is strong and she begins play with a silver holy symbol for free. In addition, she gains the use of the *shield of faith* spell from the Glory domain as a spell-like ability usable once per day (CL equal to her character level).

### CELESTIAL SPIRIT OF VALOR, FUSED EIDOLON

CG Medium outsider (biped base form)

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

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 10 plus 6 (1d10+1) temporary

**Fort** +1, **Ref** +1, **Will** +2; +2 vs. enchantments

#### OFFENSE

**Spd** 30 ft.

**Melee** mwk elven curve blade +6 (1d10+6/18–20) or 2 claws +5 (1d4+4)

**Ranged** composite longbow +2 (1d8+1/x3), dagger +2 (1d4+4/19–20)

#### STATISTICS

**Str** 18, **Dex** 12, **Con** 13, **Int** 13, **Wis** 10, **Cha** 15

**Base Atk** +1; **CMB** +5; **CMD** 16

**SQ** evolutions (ability increase [Str], claws, improved natural armor, limbs [arms], limbs [legs])



**Background:** Tessara Artinesse (TESS-uh-RUH AHR-tuh-NESS) lived for many years her elven homeland far to the south. A noble princess, she was poised to become an attendant to the queen's closest advisors. But, as Tessara came of age, an unusual manifestation exerted increasingly frequent control over her mind and body. The kingdom's healers struggled to understand this condition, and her family paid handsomely for divinations to discern its origin. To everyone's surprise, they learned she served as a conduit for the divine power of the Goddess of Valor, fused with a possessing spirit from the celestial realm. Despite this revelation, even visiting priests from the goddess' church failed to discern the eidolon's purpose. As a result, Tessara became a curiosity, feared by those who misunderstood her powers and annoyed by those who obsessively watched over her every action.

In time, Tessara set aside her intended station, becoming an envoy and ambassador so she could strike out on her own and find her purpose. Journeying to strange new lands enabled her to ascertain the commonalities in all forms of spiritualism. But only after reaching the Demon Lands did she finally feel a sense of belonging. Her spiritual eidolon was strengthened with each new conflict against the demons. And the followers of the Goddess of Valor have aided her in better understanding the eidolon's purpose. Finally assured of her place in the world, she presents a compelling figure on the battlefield—a warrior capable of summoning the divine might necessary to turn back the Abyss.

**Physical Description:** Tessara is one of the more distinctive elves serving in the crusades, having traveled extensively enough to pick up lots of unique fashion and gear from around the world. She wears a unique suit of masterwork leather lamellar from the Far East and wields a long curve blade from her elven homeland. A dagger and longbow completes her weapon ensemble, and she always wraps herself in a long, green traveling cloak. While Tessara's countenance is among the most beautiful of the elves, her long, white hair and violet eyes are often lit from within by the icy blue radiance of the fused eidolon inside her, as its radiance shrouds her body in ghostly mail. This Spirit of Valor fuels her vigor on the battlefield, lending her small frame more physical might than she could ever generate on her own. At 142 years old, Tessara is of average height for an elf, but can look most men in the eye at 5-feet, 11-inches tall. Her meager frame, however, weighs just 115 lbs.

**Personality:** Tessara has a split persona, exhibiting the typical demeanor of a carefree elf until she summons her fused eidolon. Then, she becomes more serious, facing down threats which would quail the hearts of ordinary men. Practiced with bow and blade, she's equally comfortable in melee or when sniping, using her magic to augment herself and her companions. An avid collector, she also enjoys accumulating various bits of gear and lore from foreign lands, particularly items of extraplanar origin as she continues to study her eidolon's connection to the celestial realm.

## SCALING the PC

Under a 15-point buy, Tessara reduces her Strength by 2 and her Dexterity and Intelligence by 1. This lowers her AC, Reflex save, melee and ranged attacks, damage bonus, CMB, and CMD by 1. It also necessitates replacing her composite longbow with a regular longbow.

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### ADVANCEMENT

Tessara always advances as a summoner, increasing her skill ranks in Knowledge (arcana) with each new level. When she attains 2nd level, she gains new ranks in Knowledge (planes) and Perception, while adding *resistance* and *enlarge person* to her known spells. Her fused eidolon also gains resistance to fire. At 3rd level, she learns *guidance* and *expeditious retreat*, while exchanging her eidolon's claws for a slam attack. She also increases her ranks in Knowledge (planes) and Spellcraft, and gains the Summoner's Call feat. At 4th level, Tessara increases her Charisma by 1 and adds skill ranks in Knowledge (nature) and Use Magic Device. She also learns *haste* and *lesser eidolon surge* as new spells, and upgrades her eidolon with improved damage (slam) and resistance to acid. When Tessara undergoes a mythic ascension, she follows the path of either the Archmage or Champion.

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### ROLEPLAYING IDEAS

- Conversing with Tessara can be offsetting, as it's never clear if she's herself or possessed by the spirit inside her. Her eidolon sometimes shields her mind from remembering things—especially the horrors of war, as the spirit tries to spare her that burden. When speaking as herself, she may not recall exactly what happened while channeling her eidolon, relying on her companions to fill the gaps in her memory.
- Tessara has an eclectic nature even for an elf. Forlorn and removed from her people, her experiences have changed her, opening her eyes to different cultures and philosophies. No longer satisfied with the long-term view of her homeland, she believes in the immediacy of action and the importance of the crusade. As a result, she uses her skills as an envoy to befriend everyone she meets, hoping to unite them in common purpose.
- Other elves and those knowledgeable about the politics of Tessara's homeland sometimes recognize her birthright. Though considered a princess among her people, her unusual magic and non-traditional outlook leave her uncomfortable with such attention. She may eventually confide her true origin to her companions, but only does so to those she implicitly trusts.
- Tessara doesn't yet realize her eidolon emanates from the same spiritual source which gave birth to the aasimar Briathos Tassiel. Despite their differences in physiology and culture, they share a common soul—a fact which becomes increasingly evident as they travel together.







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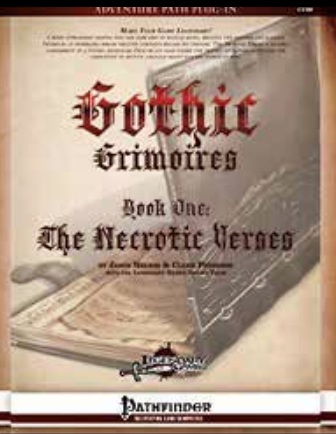
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