



# ADVENTURE PATH ICONICS: PATH OF KINGS





## DAVOR THE LORESTEEPED

Male Half-orc Wizard 1

LN medium humanoid (Orc subtype)

**Init** +2; **Senses** Darkvision 60ft Perception +1

### DEFENSE

**AC** 12, touch 12, flat-footed 10 (+0 armor, +2

Dex)

**hp** 11

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

### OFFENSE

**Speed** 30 ft.

**Melee** Battleaxe +1 (1d12+1)

### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 18, **Wis** 12, **Cha** 9

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

**Feats:** Scribe Scroll, Toughness

**Traits:** Arcane Temper, Desperate Resolve

**Skills** Appraise +8, Knowledge (arcane) +9, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (planes) +8, Spellcraft +8

**Languages:** Common, Orc, Draconic, Giant, Goblin, Gnomish

**SQ:** Arcane Bond (Dagger), Arcane School (Universalist), Orc Ferocity, Weapon Familiarity, Orc Blood, Intimidating

**Gear** Dagger (Bonded Object), Greataxe, spellbook, backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, a spell component pouch, Scholar's Outfit, torches x10, trail rations x5, and a waterskin, 29gp  
Spellbook: 1st level—*Mage Armor*, *Magic Missile*, *Sleep*, 0th level-- all

**Encumbrance** 43lbs

### SPECIAL ABILITIES

**Arcane Temper:** Davor gains a +1 trait bonus on concentration and initiative checks.

**Desperate Resolve:** Davor gains a +1 trait bonus on concentration checks. This trait bonus increases to + 4 when you are grappled, pinned, in violent weather, or entangled.

**Background:** Belittled and looked down upon for his heritage Davor suffered from a young age for the sins of a father he never knew despite the best efforts of his mother to raise him in a kind and loving manner. Despite this he persevered and upon coming of age found a mentor willing to take him on as an apprentice. An older stern and short tempered mage known as Kolgar the Impatient took him in and worked him hard as befits an apprentice unable to pay for their tutelage.



For all his many faults Kolgar was a determined and effective teacher and his apt pupil soaked up knowledge like the sponge he used to scrub the floors soaked up water. After several years as an apprentice Davor finally performed to Kolgar's satisfaction and was released from his apprenticeship as a fully-fledged wizard. Determined to prove all his former detractors wrong and overcome the prejudices of those around him he set out to make his way in the world, eventually coming to Brevoir as a land filled with potential opportunity to prove himself.

**Physical Description:** Davor, at 6'2" very much favors his father's heritage with a powerful build for a caster and grey leathery looking skin. In an effort to overcome the effect this has on people he at all times tries to dress neatly in the finest clothes he can afford and keeps his long black hair tied back in a neat and clean pony-tail and he sports a mustache of truly epic proportions that he keeps neatly groomed and waxed.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

A gruff no nonsense sort of person Davor expects nothing but scorn from those around him and is usually not disappointed in that respect. Still, he keeps a neutral façade and endures stoically. He is in many ways a creature of routine, set in his ways and habits no matter the appropriateness of the circumstances are for doing so. Those who show him kindness and companionship, once they get past his initial suspicion



will find a loyal companion who truly understands the value of real friendship.

Never one to hurry in solving a problem Davor prefers to take his time and weigh the available options rather than reacting on impulse or rushing his decision. This trait can prove frustrating for more energetic companions but if prodded to hurry up he will lay out at length the reasons for why appropriate deliberation is the proper course of action under the circumstances.

### LEVEL PROGRESSION

Davor progresses as a wizard for all class levels. At second level Davor puts a skill point each in Appraise, Knowledge (arcane), Knowledge (engineering), Knowledge (history), Knowledge (planes), Spellcraft. He adds *Burning Hands* and *Ray of Enfeeblement* to his spellbook. At third level he picks Alertness as a feat and puts a skill point each in Appraise, Knowledge (arcane), Knowledge (engineering), Knowledge (history), Knowledge (planes), Spellcraft. He adds *Summon Monster II* and *Aggressive Thundercloud* to his spellbook. At fourth level he puts a stat point in Charisma and puts a skill point each in Appraise, Knowledge (arcane), Knowledge (engineering), Knowledge (history), Knowledge (planes), Spellcraft. He adds *Knock* and *Scorching Ray* to his spellbook.

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**"The ignorance of your words is not unexpected but no more welcome for that."**

*—Davor the Loresteeped*

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### POINT-BUY OPTIONS

To play Davor as a fifteen point character drop Dexterity and Constitution each by two points and reduce his hitpoints by one.

To play Davor as a twenty-five point character raise Strength and Charisma by two points. Adjust his Battleaxe damage and melee attack up by one.





## FAUNRA

Female Elven Fighter 1

CG alignment medium humanoid (elven subtype)

**Init** +5; **Senses** Lowlight vision Perception +1

### DEFENSE

**AC** 20, touch 13, flat-footed 18 (+5 armor, +2 shield, +3 Dex)

**hp** 12

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

**Defensive Abilities:** Elven Immunities

### OFFENSE

**Speed** 30 ft.

**Melee** Longsword (1d8+3 19-20)

**Ranged** Longbow (1d8)

### STATISTICS

**Str** 14, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11

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

**Feats:** Power Attack, Cleave

**Traits:** Reactionary, Affable

**Skills** Diplomacy +6, Handle Animal +1, Knowledge (Dungeoneering) +6, Knowledge (Local) +4, Survival+5

**Languages:** Common, Elven, Draconic, Goblin

**SQ:** Weapon Familiarity, Keen Senses, Elven Magic, Low-Light vision, Bonus Feat

**Gear** Longsword, Longbow, Heavy Wooden Shield, Scale Mail, arrows x20 backpack, bedroll, Belt pouch, candles x2, chalk, Flint and steel, iron pot, mess kit, hammer, pitons x4, rope 100ft, soap, hooded lantern, flasks of oil x5, sacks x2, torches x12, sunrods x3, tindertwigs x4, Trail rations x5, waterskin. explorers outfit, 8 gp

**Encumbrance** 83 lbs

### SPECIAL ABILITIES

**Reactionary:** Faunra gains a +2 trait bonus to Initiative checks.

**Affable:** Faunra gains a +2 trait bonus on Diplomacy checks to gather information, and can do so in half the normal time. In addition, Diplomacy and Knowledge (local) are always class skills for you.

**Background:** A young elf from Iadara, until recently the city was Faunra's entire world and with the encouragement of her family she was looking to be quite content of carrying on the family tradition of scholarly research and scribing. Some might have called her upbringing to be sheltered, and in many ways they would be right to do so. Still, it seems somewhere within this formally bookish scholar there lay a desire for adventure, to create new knowledge rather than just record what already existed.



Faunra is a scholar turned warrior. Decades of study into the lost knowledges and legends of her people awoke within her a desire not to merely read about such fantastic sights, deeds, and places, but to experience them herself. With her family's tolerant support she refocused her efforts on perfecting her skill with the blade and after some years declared herself ready to go forth. And so, in search of ancient ruins and lost pieces of her people's history she made the long dangerous trek to Brevoy from Kyonin.

The long decades of quiet if intense study in Iadara left Faunra unprepared for the chaotic and dangerous world without and yet she has managed, at time through sheer luck, to survive each of her close calls and she has grown far more worldly and wary of the world and the people around her as she arrives in Brevoy to reclaim some of what was lost to her people in the ancient ruins that lie within. Much of her survival can be attributed to the group of wandering adventurers she joined up with for part of her journey until their paths parted for from them she learned much in little time, including the value of sturdy companions with quick blades and strong arms.

**Physical Description:** Standing at an impressive 6' Faunra is blond haired, green eyed, slender of form, but with fresh layers of hard won muscle Faunra gives the impression of willowy strength. Her long blond hair is tied up in a neat ponytail that stretches down nearly to her waist. When not wearing sturdy adventuring garb she still favors the robes of a scholar, though these



days her sword and bow are rarely far from her hand. Even in the worst of times she maintains a near fetish of remaining clean and goes to great lengths to wash herself and her clothing regularly.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

Faunra regularly bounces between serious and cheerful as she tries to maintain what she thinks is an appropriate state of mind for her current line of work but can rarely maintain it for long unless the situation actively calls for it. Cheerful and friendly with nearly anyone who doesn't give her offense her sheer bubblyness can actually be upsetting to some people but the innocence of it usually wins them over in good time. The only time this may fail her normally is when it involves what she sees as injustices and sometimes does not stop to consider the consequences of interference.

Smart and now more than a little world savvy Faunra still holds onto her love of knowledge and will eagerly bury herself for days in a new tome or text if the subject fascinates her. Those willing and able to endure the conversations to come; and the mass of knowledge, logic, reasoning, and conjecture that follow will find her a lively and involved conversationalist, especially on topics relating to elven lore and history.

While still in some ways somewhat wary of closely associating with non-elves she makes a concentrated effort to make friends and is quite capable of letting her enthusiasm carry her in such matters. She has learned the value of teamwork and trust in one's fellow adventurers and will be a steadfast ally to any deserving of such.

### LEVEL PROGRESSION

Faunra advances as a fighter for each of her class levels. At second level she takes Shield Focus for her Bonus feat and puts a point each in Climb, Swim, and Knowledge (Local). At third level she takes Toughness as a feat and repeats her skill purchase. At fourth level she repeats her skill purchases, adds a point to her Charisma, and Two-Weapon fighting for her bonus feat.

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**"What use is all this knowledge if it never leaves the page and its reader never leaves the study?"**

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*—Faunra*

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### POINT-BUY OPTIONS

To play Faunra as a 15 point character  
Drop her wisdom by four, and her charisma by one.

To play Faunra as a 25 point character  
raise her strength by two points, increase her melee damage by one, and her CMB by one.





## FELIX

Male Human Bard 1

CG medium humanoid (human subtype)

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

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 shield)

**hp** 9

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

### OFFENSE

**Speed** 30 ft.

**Melee** Longsword +1 (1d8+1)

### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 11, **Cha** 16

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

**Feats:** Spellson, Lingering Performance

**Traits:** Reactionary, Resilient

**Skills** Acrobatics +6, Appraise +6, Bluff +7, Diplomacy +7, Knowledge (History) +6, Knowledge (Local) +6, Perception +4, Perform (Oratory) +7, Perform (Percussion) +8, Sense Motive +4, Stealth +6

**Languages:** Common, Human, Elven, Orc

**SQ:** Bonus Feat, Skilled

**Gear** Longsword, Studded Leather, Large Wooden Shield, backpack, a bedroll, a belt pouch, handdrum, a flint and steel, ink, an inkpen, an iron pot, a journal, a mess kit, a mirror, rope, soap, torches x10, trail rations x5, and a waterskin, explorer's outfit, 17gp

Spells Known 1st level—*Cure Light Wounds*, *Sleep*, 0th level—*Detect Magic*, *Read Magic*, *Prestidigitation*, *Open/Close*

**Encumbrance** 85.5 lbs

### SPECIAL ABILITIES

**Bardic Knowledge:** Felix adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Bardic Performance:** Felix is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st Felix can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is



killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, Felix can start a bardic performance as a move action instead of a standard action. At 13th level, Felix can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.



**Countersong: Countersong (Su):** At 1st level, Felix learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction: Distraction (Su):** At 1st level, Felix can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, Felix can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels Felix has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the

target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

**Inspire Courage (+1):** A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Reactionary:** Felix gains a +2 trait bonus to Initiative checks.

**Resilient:** Felix gains a +1 trait bonus on Fortitude saves.

**Background:** Felix's life began full of opportunity and promise. The eldest child of three to a wealthy and powerful merchant family in his early years he lacked for nothing, fine foods, fine clothes, tutors and instructors in all the varied topics he might need someday to take over his father's role. Unfortunately such positions are not without their dangers and Felix's family was implicated in a plot against the crown. Whether falsely or in truth, it little mattered as all were put to death in the purges that came quickly after. Felix was fortunate enough to be traveling between their city and country estate with a tutor when they learned the news.

The tutor quickly abandoned the young boy who was left without money, guidance, or anywhere to turn. The years that followed were hard as he took to the streets and road, earning coin or a roof over his head when he could and however he could, stealing when he couldn't to get by. Still, some of the skills he had acquired from his tutors were not completely wasted and overtime he managed to refine and hone some of those skills to earn himself a fairly steady, if not glamorous living.

These days Felix travels the roads, lean and hungry oftentimes, sword in one hand, drum in the other as he seeks out new tales and new songs to incorporate into his performances, leaving audiences spellbound.

**Physical Description:** Standing at 5'8" with brown hair and blue eyes Felix has the sort of features that



invite more than a second glance by members of the opposite sex when they're creased by a warm smile. Though his old habits towards fussy cleanliness have shattered on the rocks of reality he still makes an effort to present a clean and well groomed appearance and his clothes in good condition.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

Despite everything Felix is an outgoing and genuinely warm person who is inordinately grateful for any show of assistance or aid and goes out of his way to return the favor to those less fortunate than himself, with a particular soft spot for street children and the like. He is confident in his own abilities but modest in his claims.

Always happy to try and get by with a night's food and lodging for a song and story and maybe a earning a little coin as well Felix finds himself unable to settle, always moving on to seek the next story or adventure. Thus has he come upon Brevoiy in these turbulent times where perhaps his fortunes might turn once again and his future surpass even what it once might have been.

### LEVEL PROGRESSION

Felix progresses as a Bard for all class levels. At second level he puts one point each into the following skills, Bluff, Diplomacy, Knowledge (History), Knowledge (Local), Perception, Perform (Oratory), Perform (Percussion), Sense Motive, and Stealth. He will add the spells Light and. At third level he takes Toughness for his feat and he puts one point each into the following skills, Bluff, Diplomacy, Knowledge (History), Knowledge (Local), Perception, Perform (Oratory), Perform (Percussion), Sense Motive, and Stealth. He learns Mage Hand and Nature's Paths. At fourth level he puts a stat point into Wisdom, learns Allegro and Eagle's Splendor. He puts one point each into the following skills, Bluff, Diplomacy, Knowledge (History), Knowledge (Local), Perception, Perform (Oratory), Perform (Percussion), Sense Motive, and Stealth.

**"A fair story for a fair meal is a generous offer from either way you look at it."**

— *Felix*

### POINT BUY OPTIONS

To play Felix as a fifteen point character reduce Charisma by two, and Constitution by two. Remove one hitpoint, and reduce the following skills by one point each, Bluff, Diplomacy, Perform (Oratory), Perform (Percussion).

To play Felix as a twenty-five point character put two points into Charisma and raise the following skills by one point each. he puts one point each into the following skills, Bluff, Diplomacy, Perform (Oratory), Perform (Percussion).



## GEGIG QUARTZFIST

Male dwarf barbarian 1

CN medium humanoid

**Init** +2; **Senses** Darkvision 60ft Perception +0

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 16 (1d12+4)

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

**Defensive Abilities:** Defensive Training, Hardy, Stability

### OFFENSE

**Speed** 20 ft.

**Melee** Greataxe (1d12+4 x3)

**Ranged** Throwing Axe (1d6+3)

**Special Attacks** Rage (1d12+7 x3)

### STATISTICS

**Str** 16, **Dex** 14, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

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

**Feats:** Raging Vitality

**Traits:** Ambush Training, Axe to Grind

**Skills** Acrobatics +6, Craft (Goldsmithing) +5, Intimidate +3, Knowledge (nature) +5, Perception +4, Survival +4

**Languages:** Common, Dwarven, Giant, Orc

**SQ:** Slow and steady, Greed, Stonecunning, Darkvision 60ft, Hatred, Weapon Familiarity

**Gear** Greataxe, Scale Mail, Throwing Axe x2, Backpack, Bedroll, Belt Pouch, Blanket, Flint and Steel, Iron Pot, Rope, Soap, Torches x10, Trail Rations x5, waterskin, Explorer's Outfit, 9gp 9sp

**Encumbrance** 80lbs

### SPECIAL ABILITIES

**Ambush Training:** You gain a +1 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls during any surprise round in which you act.

**Axe to Grind:** Gegig gain a +1 trait bonus on damage against foes who are threatened by only himself.

**Fast Movement:** Gegig's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying Gegig's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to Gegig's land speed.

**Rage:** Gegig can call upon inner reserves of strength and ferocity, granting him additional combat prowess. Starting at 1st level, Gegig can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can rage for 2 additional rounds. Temporary increases



to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that Gegig can rage per day. Gegig can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, Gegig gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants Gegig 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, Gegig cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. Gegig can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. Gegig cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If Gegig falls unconscious, his rage immediately ends, placing him in peril of death.

**Background:** Gegig's family came from a long line of precious metal workers and from an early age was taught the arts of working with gold. His family was one of the more prominent dwarven clans in Kalsgard and held in much esteem and respect. It seemed the



young dwarf was well on his way to following in the steps of his ancestors when as an adolescent he accidentally slew another dwarf during an angry and drunken altercation. Brought before the council it was ruled given his young age than he would be exiled never to return to Kalsgard and his name struck from the rosters of his clan as if he had never existed.

A dark anger burning inside him he set out into the world with little more than the clothes upon his back and a few personal possessions. Passing through many perils and dangers his anger only ever grew within him as he tried to put as much distance between himself and the memories of what had been and what could have been. His steps finally took him to the borders of Brevoy where he determined that if he could not find acceptance among the holdings of his people then he would make a land where none would have the choice but to accept him.

**Physical Description:** Gregig is light skinned with dark brown eyes and standing 4'1" with a black beard large for his age that is always impeccably groomed and usually decorated with small gold and silver beads. His clothes are weather-beaten and worn and there are thick callouses on his hands reflecting the quick and ready use he puts his axe to these days.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

Gregig is a dwarf of action and rarely stops long to debate the merits or drawbacks of an impulse. Indeed it was just such a thing that set him on the road of an exile. Yet beneath those coiled muscles and angry expression there is a keen mind and when not caught up in the moment Gregig is more than capable of thinking his way through many problems even if oftentimes his preferred solution is to hit it with his axe till it stops moving.

While gruff and at times in need of restraint, his loyalty to friends is nearly unbreakable as he tries to find a substitute for the acceptance he has lost. Quick to jump to a companion's defense, or take offense on their behalf, even if they might not care for that course of action he can become sullen if corrected. In battle he will not hesitate to close in even with a much larger foe, trusting to the powerful blows of his axe to defeat any threat.

### LEVEL PROGRESSION

Gregig progresses as a Barbarian for each of his class levels. At second level he takes Powerful Blow as his first rage power. He puts a skill point each into Perception, Survival, Knowledge (Nature), Climb, and Swim. He does the same at third level and takes Power Attack for his feat selection. At fourth level he repeats his skill selections and Reckless Abandon for his second rage power and increases his Strength by one point.

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**"Honor lost cannot be made regained, but perhaps it can be reforged into something new."**

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*— Gegig Quartzfist*

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### POINT-BUY OPTIONS

To run Gregig as a 15 point character drop two points each from Intelligence and Constitution, drop hitpoints by one and Knowledge (Nature) by one. Reduce Greataxe and throwing damage by one. Drop CMD and CMB by one.

To run Gregig as a 25 point character raise Wisdom by two points, and strength by one point. Add an extra point to Perception and Survival and raise the Will save by one.



## GRYN OGYN

Male Prymidian Ranger 1  
TN medium humanoid  
**Init** +5; **Senses** Perception +4

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)  
**hp** 13  
**Fort** +4, **Ref** +5, **Will** +0

### OFFENSE

**Speed** 30 ft.  
**Melee** Longsword +3 (1d8+2 19-20)  
**Ranged** Longbow +4 (1d8)

### STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 11, **Cha** 8  
**Base Atk** +1; **CMB** +; **CMD**

**Feats:** Improved Initiative, Lunge

**Traits:** Easy Way or the Hard Way, Reactionary

**Skills** Climb +6, Handle Animal +3, Heal +4, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +3, Perception +4, Stealth +7, Survival +5, and Swim +6.

**Languages:** Common, Prymidian

**SQ:** Arcane Polyglot, Scholarly, Tentacles

**Gear** Longsword, Longbow, Heavy Wooden Shield, Scale Mail, Arrows x20, backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, rope, spell component pouch, explorers outfit, torches x10, trail rations x5, waterskin, wooden holy symbol, 37gp

**Encumbrance** 101.5 lbs

### SPECIAL ABILITIES

**Easy Way or the Hard Way:** Whenever you attack one of your favored enemies with a weapon that deals lethal damage and choose to deal nonlethal damage, you take only a -2 penalty on the attack roll instead of the normal -4.

**Favored Enemy (Humans):** As the species which he has encountered the most Gryn has chosen to focus his skills on fighting Humans as a favored enemies. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Humans. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. Gryn may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), Gryn may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If Gryn chooses humanoids or outsiders as a favored enemy, he must also choose an associated



subtype. If a specific creature falls into more than one category of favored enemy, Gryn's bonuses do not stack; he simply uses whichever bonus is higher.

**Reactionary:** You gain a +2 trait bonus to Initiative checks.

**Track:** Gryn adds half his level (minimum 1) to Survival skill checks made to follow tracks.

**Wild Empathy:** Gryn can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). Gryn rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, Gryn and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Gryn can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

**Background:** Like many of his kind Gryn is a wanderer in search of knowledge and his rambles have led him across wide swaths of Golarion in search of



bits and pieces of new information. From a young age the Prymidian has known little but travel with first his family and then other similarly nomadic groups of his people and doing so has given him the time and opportunity to focus his skills on those useful to one in the wilderness.

Drawn by the whispers of lost and forgotten lore and knowledge in the depths of Brevoiy he has made the long trek to its borders to prepare to plunge it's depths and uncover it's hidden secrets, even if it means putting up with the presence of the lesser peoples around him to do so successfully.

**Physical Description:** At 6'2" and a bright fire engine red Gryn is rarely able to go unnoticed unless he's specifically trying to. His silver, almost greyish hair is kept short and neatly trimmed as is his beard. His clothes are always nearly immaculate, even after weeks in the wilderness and he carries himself with a haughty pride.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

While not actively malicious, that would require him to actually care about the rest of the universe, Gryn is an intently focused individual who cares little for the concerns or wellbeing of others unless it in some way helps him achieve his goals. Gruff, overbearing, and intolerant of anyone of the "lesser races" that stands in the way of what he wants he is not an easy person to be around at the best of times.

Though slow to anger he is even slower to forgive a perceived slight, whether it was intentional or not. He takes an inordinate amount of pride in his skills and his heritage and on those occasions he lowers himself to speak with the "lesser races" he is more than happy to remind them repeatedly of both "facts" as often as he can work into a conversation, unnoticing and uncaring of the growing irritation of those around him.

### LEVEL PROGRESSION

Gryn progresses as a Ranger for all class levels. At level two Gryn will put a skill point into each of his Knowledge skills, and his remaining points one each in Perception, Spellcraft, and Stealth. He will pick Archery for his combat style. At third level he will spend his skill points as before, take Dodge for his feat, and select Plains for his favored Terrain. At fourth level he will yet again repeat his skill selection and increase his Wisdom by one point.

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**"I am constantly amazed at how well you manage to do despite all your many greivous limitations."**

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— Gryn Ogyn

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### POINT BUY OPTIONS

For a fifteen point build reduce Strength and Constitution by two points each followed by reducing hitpoints by one, and Climb and Swim by one point each. Reduce his melee attack by one and his longsword damage by one as well. Finally reduce his Fortitude save by one.

For a twenty-five point build increase his Wisdom by three points and his Constitution by one point. Raise his will save by two points and add two points each to Heal and Perception.



## RANGI

Male Half-Giant Paladin 1  
LG medium humanoid (giant subtype)  
**Init** +0; **Senses** Perception +4

### DEFENSE

**AC** 17, touch 10, flat-footed 17(+5 armor, +0 Dex, +2 Shield)  
**hp** 12  
**Fort** +3, **Ref** +0, **Will** +4

### OFFENSE

**Speed** 30 ft.  
**Melee** Large Warhammer +4 (3d6+3)  
**Ranged** Longbow +1 (1d8)

### STATISTICS

**Str** 16, **Dex** 10, **Con** 13, **Int** 12, **Wis** 15, **Cha** 14  
**Base Atk** +1; **CMB** +4; **CMD** 13  
**Feats:** Alertness, Power Attack  
**Traits:** Inspiring, Muscle of Society  
**Skills** Diplomacy +6, Handle Animal +4, Heal +6, Knowledge (religion) +5, Perception +4, Ride +0, Sense Motive +4  
**Languages:** Common, Giant, Dwarven  
**SQ:** Keen Discernment, Magical Perception, Powerful Build, Weapon Familiarity  
**Gear** Large Warhammer, Longbow, Scale Mail, Heavy Wooden Shield, Arrows x20, backpack, bedroll, belt pouch, candles x10, cheap holy text, explorer's outfit, flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torches x10, trail rations x5, water skin, wooden holy symbol, 2gp  
**Encumbrance** 93lbs

### SPECIAL ABILITIES

**Aura of Good:** The power of Rangi's aura of good (see the *detect good* spell) is equal to his paladin level.

**Detect Evil:** At will, Rangi can use detect evil, as the spell. Rangi can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the Rangi does not detect evil in any other object or individual within range.

**Smite Evil:** Once per day, Rangi can call out to the powers of good to aid him in his struggle against evil. As a swift action, Rangi chooses one target within sight to smite. If this target is evil, Rangi adds his Cha bonus (if any) to his attack rolls and adds his paladin level to all damage rolls made against the target of his smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage



per level Rangi possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, Rangi gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If Rangi targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time Rangi rests and regains his uses of this ability. At 4th level, and at every three levels after, Rangi may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

**Inspiring:** His firm belief in Torag inspires Rangi and he can pass that inspiration on to others. As a standard action, Rangi can speak words of encouragement to grant a +1 morale bonus to an ally within 30 feet who can see and hear you. The ally can use this bonus on any d20 roll of his choice before the start of your next turn. You cannot use this trait to grant a bonus to yourself or to an ally who has already benefited from this trait within the last 24 hours.

**Muscle of the Society:** Rangi's years of labor and training means he gains a +2 trait bonus on Strength checks made to break doors and lift portcullises, and you treat your Strength score as 2 higher for the purpose of determining your carrying capacity.

**Background:** The course of Rangi's life took a sharp turn at a very young age when his tribe was caught in a sudden and unexpected rockslide in a mountain pass that slew nearly all those entrapped within. Indeed



his life might have ended then and thise were it not for the passing caravan of dwarves looking to use the same pass who heard the young infant's cries and in a moment of pity took the child with them.

Upon the dwarves returning home Rangi was given over to the clergy of Torag to raise and despite his size unsuited for dwarven architecture, and his prodigious appetite the temple soon came to favor the young half-giant who would work for hours at even the hardest tasks without complaint and whose attention to the teachings of the faith was most rewarding. Rangi studied and trained hard and upon coming of age declared his intent to continue serving Torag and spreading his word and shield of protection to the wider world, as well as being able to stand fully upright for once.

Rangi's travels and wanderings have brought him to the edge of Brevoys where he senses both the evil within and the chance for opportunity to spread the word of Torag while providing protection to those in need.

**Physical Description:** At 7'6" Rangi towers over most folks, and if he didn't have a permanent stoop from so many years of being bent over to avoid low ceilings and doorways he would be even taller. This holy warrior carries himself with an assurance and confidence that many might envy and bright golden eyes shine with an intelligence that belies his bulk. His armor rides easily upon his body without apparent strain, and the massive Warhammer he carries lightly might well be mistaken for a maul in a lesser being's grasp.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

Rangi is outwardly friendly and easy going with anyone not clearly evil, the confidence given him by both his size and prodigious strength means the occasional taunt and slur do not get under his skin, instead electing tolerant, pitying smiles. Because of his upbringing and gratitude he is especially fond of dwarves and will gladly render any aid he can offer to them. He will gladly speak for hours with anyone

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**"A small kindness now, can grow into something much larger given time and care."**

---

— *Rangi*

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### POINT-BUY OPTIONS

To run Rangi as a 15 point character reduce his Constitution and Wisdom modifiers by one and his Charisma by two.

To run Rangi as a 25 point character put three points each into Dexterity and Constitution, raise his hit points by two, as well as his AC, CMD and CMB by one.

willing to listen of the benefits and tenants of Torag and he is a surprisingly captivating speaker.

Many look upon him and think of him as just dumb muscle, and Rangi is not unaware of this, nor has he not taken advantage of it on occasion, usually to someone's later rude surprise. A strong and loyal companion Rangi's faith is unshakable and a pillar upon which he can stand when all else fails him. While not one to overtly press his faith upon others he is dedicated to proving the value of Torag not just through words but his deeds and actions and he takes this duty seriously.

### LEVEL PROGRESSION

Rangi progresses as a Paladin for all his class levels. At Second Level Rangi puts a point each in Perception, Ride, and Sense Motive. At Third level he puts one skill point each into Diplomacy, Perception, and Ride while taking Cleave for his feat selection. At fourth level he puts a skill point each in Handle Animal, heal, and Knowledge (Religion) and puts a stat point in Constitution.



## S'TAL ZA'TAR

Female Sasori Rogue 1

LE medium humanoid

**Init** +4; **Senses** Darkvision 60ft Perception +4

### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 armor, +4 Dex, +1 Nat)

**hp** 10

**Fort** +1, **Ref** +6, **Will** +0

**Defensive Abilities:** Carapace, Poisonous Blood, Poison Resistance

### OFFENSE

**Speed** 30 ft.

**Melee** Dagger +4 (1d4+2 19-20)

**Ranged** Shortbow +4 (1d6)

### STATISTICS

**Str** 14, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats:** Weapon Finesse

**Traits:** Hidden Hand, Dirty Fighter

**Skills** Acrobatics +12, Bluff +3, Climb +6, Diplomacy +3, Disable Device +8, Escape Artist +8, Knowledge (local) +6, Perception +4, Sense Motive +4, Sleight of Hand +8, Stealth +12

**Languages:** Common, Sasori, Dwarven, Goblin

**SQ:** Darkvision 60ft, Skulker, Vermin Affinity  
Gear Dagger, Sap, Shortbow, Studded Leather, Arrows x20, backpack, a bedroll, a belt pouch, caltrops, chalk x10, a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons x10, rope, soap, thieves' tools, torches x10, trail rations x5, waterskin, 31gp

**Encumbrance** 65 lbs

### SPECIAL ABILITIES

**Dirty Fighter:** You gain a +1 trait bonus to damage rolls against opponents you are flanking.

**Hidden Hand:** You gain a +1 trait bonus on Sleight of Hand checks made to conceal light weapons and a +1 trait bonus on attack rolls when making an attack with a light weapon during a surprise round.

**Sneak Attack:** If S'tal can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.



With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), S'tal can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. S'tal cannot sneak attack while striking a creature with concealment.

**Trapfinding:** S'tal adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). S'tal can use Disable Device to disarm magic traps.

**Background:** S'tal has stalwartly served her clan for some time in the capacity of information exchanger, but only recently has she been entrusted to go out on her own to render service. Trained in the arts of subterfuge and back alleys she has been busily relieving people of their information at dagger-point throughout Numeria, followed shortly by their belongings, and then the contents of their abdominal cavities.

With the growing awareness of her presence, even if not her exact identity, and a steadily growing bounty on her head, plus the promise of new hidden knowledge tucked away in the odd corners of Brevoiy she has chosen to move on. She has come to realize that she will need to enlist the aid of others in surmounting the dangers protecting the knowledge and secrets of this kingdom. While she should prove a useful and



effective companion, she is not one to trust behind one's back when there is something of value at stake.

**Physical Description:** At 5'4" S'tal is on the small size for one of her people, a fact that has proven useful on more than one occasion. She regularly changes the symbols scrawled across her body to confuse those trying to pin down this elusive killer. Other than a nearly all concealing cloak she wears and owns no clothing.

**Personality and Roleplaying Opportunities:**

S'tal is like most of her people, intensely loyal only to her clan and no one else. While she can at times engage in effective dialogue with others, she often manages to speak much while saying little. She will aggressively seek out secrets and knowledge and will not hesitate to engage in violence to get it if she thinks she can get away with doing so. Prying even basic necessary information out of her is no easy task and she will often leave those working with her frustrated from failing to reveal a key piece of information because no one thought to ask or was willing to offer something new in return.

S'tal is likely to know of every potential information source or informant in the area and regularly make use of that knowledge to facilitate her activities. She makes a passing attempt at being friendly with those who might be useful to her but these efforts generally fall short of the desired results and often leave those involved slightly creeped out.

As long as it is in her interest to continue working with a group she will unstintingly do her fair share, but once they are no longer of use to her she tends to discard people like any other tool no longer of use and seems to fail to understand why this might cause hard feelings.

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**"Let us trade words and we will see who is the better merchant."**

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*— S'tal Za'tar*

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**POINT-BUY OPTIONS**

To play S'tal at fifteen points reduce Strength and Constitution by two points each as well as decreasing her dagger damage, her hitpoints, and her Fortitude save by one point each.

To play S'tal at twenty-five points raise her Wisdom and Charisma scores by two points and Constitution by one point. Increase the following skills by one point, Bluff, Diplomacy, Perception, and Sense Motive. Raise the Will save by one point.

**LEVEL PROGRESSION**

S'tal progresses as a Rogue for all class levels. At second level S'tal will put three skill ranks each into Bluff, Diplomacy, and Perception and the remaining rank into Disable Device. For her first rogue talent she will select Bleeding Attack. For level three she will put three ranks each into Disable Device, Perception, and Sense Motive with the remaining rank added to Knowledge (local). For her feat she will take Weapon Focus (Dagger). At fourth level she will put three skill ranks into Stealth, Escape Artist, and Acrobatics, with the last rank going into Bluff. She will pick Coax Information for her second rogue talent and put a point into Dexterity.



## WALLOP

Female P'Tan Cleric of Milani (Liberation/Protection) 1  
CG medium outsider (native)  
**Init** +2; **Senses** Darkvision 60ft Perception +3

### DEFENSE

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

**hp** 9

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

**Defensive Abilities:** Shadowborn

**Weaknesses:** Light Sensitivity,

### OFFENSE

**Speed** 30 ft.

**Melee** Morning Star +2(1d8+2)

**Special Attacks** Shadowspark 1d6, 30ft, 6/day

### STATISTICS

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

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

**Feats:** Alignment Channel

**Traits:** Blessed Touch, Called

**Skills** Heal +7, Knowledge (planes) +4, Knowledge (religion) +4,

**Languages:** Common, Exodite

**SQ** Darkvision 60ft, Shadow Spark, Vengeance, Weapon Familiarity

**Gear** Morning Star, Scale Mail, Heavy Wooden Shield, backpack, bedroll, belt pouch, candles x10, cheap holy text, explorers outfit, flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torches x10, trail rations x5, water skin, wooden holy symbol, 59gp

**Encumbrance** 83lbs

### SPECIAL ABILITIES

**Aura:** Wallop has a particularly powerful Chaotic Good aura corresponding to Milani's alignment. (see *detect evil* for details).

**Blessed Touch:** Wallop heals 1 additional point of damage when using lay on hands, channeling energy, or casting a cure spell.

**Called:** Once per day upon rolling a natural 1 on an attack roll, Wallop may call on the favor of her god and reroll the die and take the second result instead.

**Channel Energy:** Wallop can release a wave of energy by channeling the power of her faith through her holy symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

**Spontaneous Casting:** Wallop can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any



prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

Wallop channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Wallop. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. Wallop may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. Wallop can choose whether or not to include herself in this effect.

Wallop must be able to present her holy symbol to use this ability.

**Background:** One of many P'Tan who have taken up the worship and even service of a deity from their area Wallop, so nicknamed for the enthusiasm with which she swings her weapon, has chosen to follow Milani, attracted by the goddess's focus on freedom



from oppression that resonates strongly with her own people's history of enslavement.

Having taken up the cause of Milani, Wallop managed to endure enough training in the faith to be properly ordained before setting out on her own, somewhat to the relief of her instructors if truth be told, vowing to strike down those who would oppress or enslave others with a just and righteous fury. Her wanderings have led her to the edges of Brevooy and she stands ready to take her one P'tan crusade into its depths.

**Physical Description:** Of relatively light skin tone for her age, her consistent coloring is marred by numerous scars obtained in hard travels and overly enthusiastic training. Where it not for the holy symbol she carries you would not think her holy from her appearance as she gives little thought to her clothing, considering it a concern normally beneath her notice compared to other more important matters.

### PERSONALITY AND ROLEPLAYING OPPORTUNITIES

Wallop is an intense and driven being who will let nothing stand in the way of her goal of removing as much oppression and wickedness from the land as possible. She is brash and blunt, to the point of offense often times, and she bothers little with tact. Wallop prefers to act rather than preach and rarely stays in one place longer than a night's rest requires once she has purged an area.

Her judgement is also somewhat lacking as she is quick to jump to conclusions, and act on them, or to consider that some people's definition of freedom or justice are different from her own. This means she is as likely to be against those standing on the side of law as with them, regardless of alignment. More than willing to die for her cause and beliefs, she does not hesitate to throw herself into combat

**"If blood must be shed for freedom to prosper let it be the blood of evil and not the innocent."**

— *Wallop*

### POINT-BUY OPTIONS

If playing Wallop as a fifteen point character reduce her Dexterity and Constitution by one point and her Charisma by three points.

If Playing Wallop as a twenty-five point character raise her Dexterity, Constitution, and Charisma by one point each, adding one to her hitpoints and total AC.

### LEVEL PROGRESSION

Wallop progresses as a cleric for each of their class levels. At second level Wallop puts a skill point each into Knowledge (arcana) and Knowledge (spellcraft), at third level she puts points into the same and takes the Toughness feat. At fourth level she puts her points into the same skills and adds one point to Dexterity.



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