



ADVENTURE PATH ICONICS: PATH OF JADE



奥院靈惑妬心旅路耶蘇主領

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This book provides eight complete pre-generated characters specifically designed for use in an Asian caravan-themed adventure path. Each character comes with a full stat block including campaign traits, a detailed background and personality, along with tips on advancement through 4th level. Just pick one that strikes your fancy and you're ready to play. It should be noted that the characters have been built using a 20-point buy. However, each comes with instructions on how to adjust the stats to a 15-point buy, should your GM wish to use the standard for Paizo's adventure paths. If your group enjoys an epic fantasy feel for their characters, adjustments up to a 25-point buy are also included. There's a little something for everyone. Whichever buy you choose, with a few minor adjustments your PCs will be ready to go!

Speaking of "something for everyone," there are two basic categories of heroes presented in this product. The first category encompasses four humans, each tailored to easily fit into the adventure path and the game world to which it is attached. You may note that titles are used instead of names, and some things are abbreviated. This is to respect Paizo's intellectual property. The actual names of people, places, and things should be easy enough to understand if you have the player's guide to the adventure path and a passing familiarity with the game world. Notes have been provided detailing books where the abbreviated items can be found.

The second batch of characters provides something a little different. Each character represents one of four races from Louis Porter Jr. Design's *NeoExodus: A House Divided Campaign Setting*. That book is not needed to play; these characters are fully fleshed out and ready to run. This book will provide enough background on the races and their abilities to plug them right into your campaign without a hitch, while giving you a taste of another flavorful and fun game world. The savage and primal enuka, the cynean: crystalline scholar and master of the arcane, the regal and linguistically adept prymidian, and the fiend-blooded gevet are four unique characters that provide some new flavor, but are quite at home in this book's continent-spanning epic.

Even though these are pre-generated characters, there is room for player imagination and originality. Relationships are one of the key playing points in this adventure path. If a PC's sexual interests are not to your liking as a player, feel free to change them. Personality traits and background details can also be swapped out or adjusted to suit your playing style. Each one has been designed to provide a unique and flavorful character that inspires good roleplaying. Even if they simply inspire players to build characters similar to what is presented here, they've done their

job. Thank you for purchasing this product. Now, get out your dice and game on!



Notations: ¹ Abbreviated, reference "Races" in the official campaign setting book; ² Abbreviated, reference "Languages" in the official campaign setting book; ³ Reference Jade Regent Player's Guide

CHAN-ONA

Male cynean wizard 1
NG medium humanoid
Init -1; **Senses** Perception +2

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 deflection, -1 Dex, +3 natural)
hp 8 (1d6+2)
Fort +2, **Ref** -1, **Will** +4
Defensive Abilities crystal skin, mystic body
Weaknesses vulnerability to sonic

OFFENSE

Speed 30 ft.
Melee mwk quarterstaff +2 (1d6+1)
Ranged light crossbow -1 (1d8/19–20)
Special Attacks hand of the apprentice (+3 ranged attack, 30 ft. range, 1d6+1 damage, 6/day)
Spell-Like Abilities
1/day—*daze* (DC 12)
Wizard Spells Prepared (CL 1st, concentration +8)
1st—*mage armor*, *sleep* (DC 14)
0—*detect magic*, *read magic*, *resistance*

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 16, **Wis** 14, **Cha** 14
Base Atk +0; **CMB** +1; **CMD** 10
Feats Combat Casting, Scribe Scroll
Traits Magical Knack, Student Survivalist
Skills Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (history) +7, Linguistics +7, Spellcraft +7, Survival +8
Languages Common, Cynean (suggested: Draconic, Elven, Vari.²)
SQ arcane bond (staff), arcane school (universalist), cantrips, crystal skin, mystic body, unusual build
Gear light crossbow and 10 bolts, masterwork quarterstaff, backpack, bedroll, belt pouch, flint and steel, hooded lantern, ink, inkpen, iron pot, mess kit, oil (4 flasks), scroll box, soap, spell component pouch, trail rations (5 days), waterskin, 4 sp.
Spellbook 1st—*endure elements*, *gravity bow*, *shocking grasp*, *true strike*; 0—all
Encumbrance 42 lbs.

SPECIAL ABILITIES

Crystal Skin (Ex): Chan-Ona's hard crystalline skin grants him a +3 natural armor bonus to AC. The cellular structure of his body is particularly vulnerable to force and sonic damage. Chan-Ona automatically fails any save from an effect with the force descriptor. Chan-Ona is vulnerable to sonic energy, taking +50% damage from sonic energy, regardless of whether a saving throw is allowed or if the save is a success or failure.



Magical Talent (Ex): Due to obsessive study of strange tomes, Chan-Ona has mastered the use of a cantrip. He may cast *daze* once per day as a spell-like ability. This spell-like ability is cast at his highest caster level gained. The spell-like ability's save DC is Charisma-based.

Mystic Body (Su): Chan-Ona has learned to manipulate the energies that course through his body to further protect him from harm. This trait adds a deflection bonus to AC equal to his Intelligence modifier.

Student Survivalist (Ex):³ Although the Warden of the Woods is something of a mystery to most of the small coastal town's citizens, she has never really seemed all that mysterious to Chan-Ona. Of course, that's probably because she helped raise him. Chan-Ona's never quite figured out why the Warden decided to treat him as a younger sibling, but he certainly appreciated it. Over the years, he eagerly absorbed all of the survivalist tricks that the Warden showed him. As a result, Chan-Ona gains a +2 trait bonus on all Survival checks, and Survival is a class skill for him. In addition, he gains a +1 trait bonus on all attack rolls against foes that threaten his mentor.

Unusual Build (Ex): Chan-Ona is much bulkier and more heavily proportioned than most humanoids. As a result, he must purchase armor and equipment (but not weapons) one size category larger than normal.

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Background: Chan-Ona's (CHAN OH-nah) family had arrived in the Wild Frontier Region years ago, seeking to explore the many ruins of the land and uncover lost arcane knowledge. With a small complement of hired assistants and guards, his parents—both accomplished wizards—compiled a collection of old tomes and artifacts in their explorations. However, one fateful day as they were journeying to the next site they wished to explore, they were set upon by a roaming band of giants. The cynean wizards attempted a fighting retreat to get their party to safety, but they were surrounded and cut off. They used their most powerful offensive magics to break the enemy line, and ordered their assistants to flee with their son and the artifacts. The terrified but dutiful servants did as they were bid, while Chan-Ona's parents and their surviving guards covered their escape. It was the last Chan-Ona saw of his parents.

The two surviving assistants and the young cynean wandered for two days before the Warden of the Wilderness came upon them. She had been tracking the giants that attacked their company, and took it upon herself to see them to the nearby small coastal town. There, she helped Chan-Ona settle his accounts with the assistants. The sale of several old artifacts secured Chan-Ona's future lodging and board. With nowhere else to go, he settled in the town. He spent much of his time studying the remaining tomes, garnering an impressive amount of magical knowledge and honing his own natural abilities. He spent the rest of his time with the Warden of the Wilderness, who looked in on him from time to time, reminding him to get out for fresh air and exercise. She would take him on trips into the wilderness, giving him practical advice on wood lore and living off the land. Always an eager student, Chan-Ona absorbed this knowledge along with that of the arcane. The rest of the townsfolk were polite enough, but most found him a bit odd.

Now a budding wizard in his own right, the opportunity is nigh for Chan-Ona to head out on explorations of his own. The Warden of the Wilderness is about to embark on a long journey, and Chan-Ona is able to come along. He finds the chance to study arcane lore across the whole expanse of the continent thrilling, and seeing the obscure practices of the distant East is not an opportunity to be passed by.

Description: Chan-Ona appears to be a rough statue carved of deep green jade, with the broad build and girth of an orc. He stands 6 feet 3 inches tall and weighs 240 pounds. His body is half as wide as he is tall, and his physical appearance can be quite intimidating to those who don't know the wizard. He dresses in robes specially tailored for his broad, blocky form, and is never without his finely carved

"Yes, it may seem amazing to one without magical ability like you, but really this is a fairly standard arcane construct and a relatively common design. You remind me of myself when I was young and such things still aroused a sense of wonder. So child-like. It is really rather refreshing."

— *A condescending moment between Chan-Ona and an unfortunate soul without a magical fiber in his being*

and polished clawed staff. His voice is pleasantly deep and sonorous, and he speaks with a slow, precise cadence that makes listening to him almost hypnotic.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Chan-Ona is a very thoughtful individual. In fact, his mind is in such constant motion that often he is not in motion at all. He can sit in concentration on particular topics for hours at a time, seeming torpid and slow to some, and a completely inanimate object to others that are unfamiliar with his race. He will give his opinion on a subject much thought before speaking his mind; when he does speak, he has prepared to provide a full and in-depth response.

To others, Chan-Ona has a warm and caring personality. When asked for something by one he knows well, it is rare for him not to comply. At times, when overhearing a companion speaking of something they enjoy, he'll often arrange for such things to be purchased, delivered, or serviced for them at the next opportunity. These signs of affection are about as sentimental as the cynean gets, as he is not prone to emotional outbursts, except when his favorite subject—magic—is concerned. When it comes to the arcane, Chan-Ona becomes downright bubbly and more animated than at any other time.

A consummate scholar, Chan-Ona is a wealth of information on topics he is versed in, especially things arcane. However, like all cyneans, he spends much time in thought before he speaks, and his delivery is slow, deliberate, and very, very complete. Those seeking a quick answer in a tight situation might find this inopportune.

Chan-Ona is gracious and kind to non-hostile folk of all races, and treats all casters with the greatest of respect. However, he regards those who cannot

wield magic with a polite pity, as one might treat the destitute or crippled.

Always eager to gather some new scrap of magical knowledge, Chan-Ona may occasionally forget the party's true purpose and must be reoriented towards the proper goal, to his supreme disappointment.

Level Progression: Chan-Ona advances as a wizard for each of his class levels. At 2nd level, he puts ranks into Knowledge (planes) and Knowledge (religion) as new skills, and increases his existing Knowledge skills and Spellcraft each by 1 rank. He also learns *magic missile* and *shield*, adding them to his spellbook. At 3rd level, he takes the Improved Initiative feat, and learns *acid arrow* and *levitate*, adding them to his spellbook. He gains ranks in all his current Knowledge skills as well as Spellcraft. At 4th level, Chan-Ona's Intelligence increases by 1. He again adds ranks to his Knowledge and Spellcraft skills, and learns *summon monster I* and *summon monster II*, adding them to his spellbook.

POINT BUY OPTIONS

To run Chan-Ona as a **15-point buy character**, reduce his Wisdom by 1 and his Charisma by 2. Lower his Will and his Perception score each by 1.

To increase Chan-Ona to a **25-point buy character**, increase his Dexterity by 3 and his Intelligence by 1. Raise his Reflex save and ranged attack rolls by 1 each.



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COLM DURBAN

Male human (Chel.¹) alchemist 1
N medium humanoid
Init +4; **Senses** Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 10 (1d8+2)
Fort +4, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.
Melee light mace +1 (1d6+1) or dagger +1 (1d4+1/19–20)
Ranged sling +2 (1d4+1) or dagger +2 (1d4+1/19–20)
Special Attacks bomb 5/day, +3 ranged touch (1d6+4 fire, DC 14)
Alchemist Extracts Prepared (CL 1st)
1st—*cure light wounds*, *targeted bomb admixture*

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 13
Feats Brew Potion, Point Blank Shot, Throw Anything, Weapon Focus (bomb)
Traits Reactionary, Rescued
Skills Appraise +8, Craft (alchemy) +8 (+9 to crafting), Disable Device +6, Heal +5, Knowledge (arcana) +8, Knowledge (nature) +8, Perception +4, Spellcraft +8, Use Magic Device +3
Languages Common, 4 additional (suggested: Infernal, Jist.², Shoa.², Vari.²)
SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/–2, +2 natural, 10 minutes)
Gear dagger, light mace, sling and 10 bullets, studded leather armor, alchemy crafting kit, backpack, bedroll, belt pouch, ink (1 vial), inkpen, mess kit, scholar's outfit, shaving kit, thieves' tools, trail rations (5 days), waterskin, 6 cp.
Encumbrance 34 lbs.
Formula Book *cure light wounds*, *expeditious retreat*, *longshot*, *shield*, *targeted bomb admixture*



SPECIAL ABILITIES

Reactionary (Ex): Colm was bullied often as a child, but never quite developed an offensive response. Instead, he became adept at anticipating sudden attacks and reacting to danger quickly. He gains a +2 trait bonus on Initiative checks.

Rescued (Ex):³ Colm had a terrifyingly close brush with death, and would have died if not for the timely intervention by a Priestess of the Goddess of Travel. She cast a healing spell on Colm that pulled him back from the brink of death. Because of this, he remains fiercely loyal to her. In addition, he gains a +2 trait bonus whenever he uses cure extracts to heal damage.

Level Progression: Colm Durban advances as an alchemist for each of his class levels. At 2nd level, Colm makes the Infusion discovery, allowing his allies to make use of his extracts. *Bomber's eye* is the next formula added to his book. He puts ranks into his already established skills at this and higher levels. At 3rd level, Colm picks up the *endure elements* formula to deal with colder climes in his travels, and takes the Extra Bombs feat to increase his offensive capabilities. At 4th level, he increases his Intelligence score, adds *bear's endurance* to his formula book, and Precise Bomb as his discovery. He puts the skill rank provided by his increased Intelligence into Perception.

POINT BUY OPTIONS

To run Colm as a **15-point buy character**, drop his Dexterity by 3 points, his Strength by 2 points, and raise his Charisma by 2. His melee attack, ranged attack, and damage rolls are reduced by 1, and his CMB and CMD both drop by 2 points. Colm's Disable Device score is reduced by 1, and his Use Magic Device score increases by 1.

To increase Colm to a **25-point buy character**, increase his Intelligence by 1 and Wisdom by 2. This raises his Will save by 1 and increases all Wis-based skills by 1 as well.



DOROZAN ALNED JAWAR

Male gevet witch 1
N medium humanoid
Init +4; **Senses** darkvision 60 ft.;
Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+ 2 Dex)
hp 8 (1d6+2)
Fort +2, **Ref** +2, **Will** +2 (+1 vs. divine spells)
Resist fire 5

OFFENSE

Speed 30 ft.
Melee spear +1 (1d8+1/x3)
Ranged sling +2 (1d4+1)
Witch Spells Prepared (CL 1st;
concentration +4)
1st—*mage armor*, *sleep*
0—*daze*, *spark*, *touch of fatigue*
Patron Death
Special Attacks slumber hex (DC 13)

STATISTICS

Str 13, **Dex** 14, **Con** 14, **Int** 16, **Wis** 10,
Cha 13
Base Atk +0; **CMB** +1; **CMD** 13
Feats Extra Hex
Traits Childhood Crush, History of Heresy
Skills Craft (jewelry) +7, Knowledge (arcana) +7,
Knowledge (nature) +7, Profession (undertaker) +4,
Spellcraft +7, Use Magic Device +5
Languages Common (suggested: Abyssal, Infernal,
Ignan)
SQ hex (disguise), witch's familiar
Gear sling and 10 bullets, spear, alchemist's fire
(3), artisan's outfit, backpack, bedroll, belt pouch,
candles (10), common artisan's tools (jewelry),
embalming tools, flint and steel, mess kit,
tindertwigs (4), trail rations (5 days), waterskin, 5
sp, 9 cp.
Encumbrance 41 ½ lbs.

SPECIAL ABILITIES

Childhood Crush (Ex):³ Jawar's never had the guts to act on it, but for as long as he can remember, he's had a crush on the Popular Tavern Owner. Someday, maybe he'll be able to earn her love, but for now he's content to spend time in her proximity, or even to do things for her that might earn him a word of thanks or a smile. Once per day, Jawar may attempt to earn a kind word or a smile from the Popular Tavern Owner by making a DC 15 Charisma check. If he's successful, the elation and joy at the attention gives him a +1 trait bonus on all saving throws for the remainder of the day. If

Jawar is ever lucky enough to win her love, this +1 trait bonus on saving throws applies at all times, as long as his relationship remains active.

History of Heresy (Ex): Jawar was raised with heretical views that have made it difficult for him to accept most religious beliefs. These views had often caused him or those he loved to be treated as pariahs. As a result, he has turned his back on religious teachings. As long as he does not possess any levels in a class that grants divine spellcasting power, Jawar gains a +1 trait bonus on all saving throws made against divine spells.

Outsider Blood (Ex): Gevet count as both outsider (native) and human for any effect related to race.

Resistant to Fire (Ex): Gevet gain fire resistance 5. This resistance stacks with any other form of fire resistance they may gain.

Vicious (Ex): Male gevet count as having one additional rogue level when determining sneak attack damage. Thus a 4th level male gevet rogue would have +3d6 damage. A character that does not have sneak attack gains no benefit from this ability.



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SELKET, SCORPION FAMILIAR

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft.; Perception +4 (+6 when Selket is near)

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 4 (1HD)

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

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee sting +5 (1d2–4 plus poison)

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

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (19 vs. trip)

Feats Weapon Finesse

Skills Climb +7, Perception +4 (+6 when Selket is near), Stealth +15; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

SQ alertness, empathic link, share spells

Stored Spells 0—all; 1st—*cause fear*, *ill omen*, *inflict light wounds*, *lock gaze*, *mage armor*, *sleep*

Background: While still a boy, Dorazan Alned Jawal (DOOR-ah-zahn al-NED jah-WAHL) fled into exile with his mother Alned. Though the specifics are vague, his mother made it clear that they were no longer welcome amongst their own clan: Dorazan. (Gevet names begin with the clan name, followed by the name of the mother, then the given name of the particular gevet.) Dorazan suspects their exile was caused by his mother's beliefs, beliefs that he too came to hold: that Death itself is an entity above and beyond even the gods, and that it should be appeased in order to ensure one's quality of life. They wandered far and eventually settled on the outskirts of the small coastal town in the Wild Frontier Region, where she plied her trade as an undertaker. Her son acted as an apprentice so that he could one day take over when she retired. His was a lonely childhood, set apart by his appearance as well as his mother's grim trade. Only one person did not alienate him: a pretty young girl that would grow up to be the Popular Tavern Owner. He quickly grew infatuated with her, a love that increased over time as they became older. Jawar has never had the courage to declare his feelings, for fear of being rejected and alienating the one person in town he considers a friend. To this day it is an unrequited love, but an eternal flame within Jawar's breast.

As he grew older, Jawal pondered the beliefs of his mother. She was not a priest and had not the wisdom to explain them in full. While digging a fresh grave in

"Death is more intimately aware of some beings than others, because they dance so much closer to her than they realize. You have done this by attacking one I care for. Look into my eyes, and see just how close Death is."

—Dorazan Alned Jawal,
to an unfortunate individual
that aroused his ire

the local cemetery, he noted a sizable scorpion nestled in the roots of a nearby tree, apparently watching him. Curious, he investigated, keeping his shovel at the ready. The scorpion spoke to him. It spoke of his people, his life, and his eventual death. Should he wish the answers he sought, all he needed to do was to accept Selket as his own and all would be made clear. Jawal accepted and learned much from his new companion, with the promise of more to come.

When he learned that his love was about to embark upon a great journey, he was filled with trepidation. However, Selket managed to explain that this was nothing more than an opportunity. He had power now, skills beyond those of a simple undertaker. He should offer his services to her on her journey, and make himself indispensable. Not only would he be able to stay by her side, but he would be able to journey abroad and increase his understanding of life and death in the greater scope of the world.

Description: The fiendish blood in Dorazan Alned Jawal's ancestry is plainly evident in the horns that sprout from his forehead and sweep back and up around the sides of his head. His hair is a deep, dark red, a drastic contrast to the deathly pallor of his skin. His face is drawn and angular, with a flattened nose and bony protrusions along his jawline, leading from his pointed chin to his knife-like ears. Perhaps most unnerving are his eyes, with their mottled sclera, thin golden irises, and five-lobed pupils. For all his fearsome features, Jawar is not very threatening in size or build, standing 5 feet, 6 inches tall and weighing 130 pounds, distributed across his thin frame in a layer of ropy muscle. He commonly wears the dark somber clothes and apron of his profession as a mortician, oddly paired with various pieces of eclectic jewelry he designs, like a "necklace" of blown-glass fish floating in woven netting.

PERSONALITY & ROLEPLAYING OPTIONS:

"Death is more intimately aware of some beings than others, because they dance so much closer to her than

they realize. You have done this by attacking one I care for. Look into my eyes, and see just how close Death is.” — Dorozan Alned Jawal, to an unfortunate individual that aroused his ire

“An odd duck” is the phrase most locals choose to describe Dorozan Alned Jawal. He has a commanding presence about him, compelling in the same way that one’s gaze is drawn to the sleek lines and powerful grace of a lion or bird of prey. Yet in conversation he is almost demure, his soft-spoken and indirect manner in conflict with his physical presence. His philosophy, should he feel the need to share it, explains much: Death is a universal commonality that binds all living beings. Its presence is constant and we are all aware of it, but are content so long as it walks softly among us with as little interaction as possible. Even as an agent of death, Jawar gets along in polite society surprisingly well.

Jawar enjoys crafting jewelry out of unconventional and unusual materials. He’ll collect such things while the PCs travel, crafting his wares in their downtime. While he may occasionally stray into the macabre, he mainly looks for beauty in the unusual or the overlooked.

Jawar is interested in the funerary customs of other cultures. Given the opportunity, he’ll investigate their burial sites and politely witness funerals in progress. However, he’ll take pains to avoid any religious entanglements.

In the Popular Tavern Owner’s homeland, jewelry is traditionally limited to combs and hairpins. Looking to win her over with just the right gift, Jawal may put his personal touch on the traditional style, making a unique piece of jewelry to win his love’s attention.

Level Progression: Dorozan Alned Jawal has two possible paths of advancement before him. In the first path, he advances as a witch for each of his class levels. At 2nd level, he gains the Evil Eye hex, allowing him to pervade and preoccupy his opponents’ minds with thoughts of death to hamper their prowess. Jawar’s patron provides him *chill touch* and *shadow weapon* to be learned from his familiar, as well as deathwatch as a bonus spell. He increases each of his existing skills by 1 rank. Jawar adds *bleed* and *lock gaze* to his list of typically prepared spells. At 3rd level, he increases all existing skills by 1 rank except Profession, and puts a rank into Fly. Jawar’s familiar can now provide him with the spells *fester* and *haunting mists*, the latter of which he adds to his typically prepared spells. At 4th level, Jawar gains the Fly hex and increases his Charisma by 1. He puts an additional rank into all skills except Profession. Through his familiar, Jawar is granted access to *cure light wounds* and *death knell*, with *blessing of courage and life* as a bonus spell, typically adding the first and last to his list of prepared spells.

POINT BUY OPTIONS

To run Jawar as a **15-point buy character**, lower his Strength by 1 and his Dexterity and Wisdom each by 2. Reduce his Reflex save, ranged attack rolls and CMD by 1. Also drop his Will save and Profession skill by 1.

To increase Jawar to a **25-point buy character**, raise his Dexterity, Intelligence, and Wisdom scores by 1 each.



Alternately, Jawar may stray toward his racial heritage and multiclass into rogue. At 2nd level, he takes a level of rogue, gaining a +2 increase to his Reflex save, +1d6 sneak attack, and the trapfinding special ability. He puts a rank into all his existing skills, as well as 1 rank into each of the following: Acrobatics, Disable Device, Intimidation, Perception, and Stealth. He alternates between rogue and witch, taking the 2nd level witch advancements above when he reaches 3rd level. At 4th level, he takes another level of rogue, gaining evasion and taking the Slow Reactions rogue talent. He puts a rank into each currently known skill. His Vicious race trait raises his sneak attack damage to +2d6.



HORSE-BREAKER

Male enuka fighter 1
N medium humanoid
Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 14 (1d10+4)
Fort +5, **Ref** +1, **Will** +0
OFFENSE
Speed 30 ft.
Melee large greataxe +5 (3d6+6/x3)
Ranged large javelin +2 (1d8+4)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +6; **CMD** 17
Feats Power Attack
Traits Caravan Guard, Killer
Skills Intimidate +6, Survival +1
Languages Common, Euka
SQ mutations
Gear large greataxe, large javelins (3), chain shirt, acid, alchemist's fire, backpack, bedroll, blanket, flint and steel, iron spikes (5), rope (50 ft.), signal horn, sledge, torches (5), trail rations (5 days), traveler's outfit, waterskins (2), whetstone, 1 gp, 6 sp.
Encumbrance 93 lbs.

SPECIAL ABILITIES

Caravan Guard (Ex):³ Horse-Breaker was recently hired on to the Caravan Master's caravan to serve as a guard. While the job paid well, it gave him little chance to scratch the adventuring itch, since the caravan never really ventured into dangerous territory. He understood why the Caravan Master avoided the more dangerous routes, of course, but that didn't help assuage his urge to seek adventure. Horse-Breaker simply told the Caravan Master that he was quitting the job in order to try his hand at adventuring. The Caravan Master seemed to understand, and even gave Horse-Breaker some good tips on how best to survive potential challenges. Horse-Breaker gains a +1 trait bonus on Survival checks.



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

Mutations (Ex): For creatures so highly physically evolved, Enukas are quite genetically diverse. Horse-Breaker begins play with the following two mutations:

- **Massive (Ex):** Horse-Breaker is more massive than other medium creatures, standing over seven feet tall. He may use weapons up to one size larger than himself without penalty. Horse-Breaker counts as being one size larger when calculating CMB and CMD.
- **Musk (Ex):** Horse-Breaker produces a powerful scent that terrifies other creatures. He adds his Constitution modifier to Intimidate checks.

Background: Horse-Breaker grew up like most of his kind, living in an insular tribe in the wilderness as an apex predator. Not long after he came of age, a green dragon began threatening the tribe's territory. The tribe was crushed and scattered, and the young enuka was separated from his kin. Horse-Breaker wandered, eventually reaching the edges of human civilization in the northern reaches of the Wild Frontier Region.

A local bandit was the first real companion Horse-Breaker had in the civilized world. At the time, his name was Pig-Skinner, as enuka are named for their abilities and he was the fastest skinner among his youthful peers. The bandit didn't need to do much convincing to have the enuka join him, offering Pig-Skinner shelter, food, and equipment in exchange for his help. Robbery was not much different than territorial clashes amongst his own kind—though with significantly less death—and the enuka's massive size made most victims capitulate quickly. Horse-Breaker earned his name during one desperate escape. Nearly overwhelmed by caravan guards at a roadside inn, the pair fought their way to the second floor. His bandit companion leapt from a window onto the back of a horse in the courtyard below. The enuka followed suit, but his mighty weight dropping onto the animal from that height did not end well. After their escape, his companion gave him his new name. It was shortly thereafter that they parted company. Though not bright, Horse-Breaker realized that he was not being adequately rewarded for his assistance. When confronted, the bandit—drunk and oblivious to his peril—tried to assert his leadership. Horse-Breaker laid him out with a single punch. He then gathered up what he could carry from the camp and left his former partner.

Eventually Horse-Breaker made his way to a small coastal town, where he was hired as a caravan guard. The guards generally seemed to have better lives than bandits and had more cause to kill, which was always fun. His new employer, the Caravan Master, treated him well, but Horse-Breaker still did not find the excitement he craved: that conflict bred into him as a creature of the wilds. Having learned the concept of “adventuring,” he is determined to try his hand at this new life given the first opportunity.

Description: Like most enuka, Horse-Breaker is a massively-built simian humanoid. He is larger than many of his kind, nearly seven and a half feet high when he stretches upright and weighs in at over 400 pounds. His muscular body is covered in thick, blue-gray fur that exudes a powerful musk. His face is ape-like, with a wide, flat nose, and prominent tusks protrude from his broad mouth. His piercing yellow eyes are framed by small, curling ram-like horns. His massive axe appears forged for a giant, but he wields it with frightening ease.

“It is simple. In life, there are the strong and the weak. Hunters and hunted. Living and dead. Those you fight with, and those you kill. You civilized folk make things confusing and stupid.”

— *Horse-Breaker, philosophizing with a traveling companion*

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Horse-Breaker is a dour, imposing creature and often perplexes other races. He takes pride in his battle prowess and killing comes easily to him. However, he approaches the task of combat in a practical manner that is as unnerving as it is direct and brutal. There is no sadistic joy, only a savage honesty, like that of a tiger taking down prey. Yet for those he has come to accept as companions—an adopted tribe to replace the one he lost—he can show astonishing displays of kindness and mirth.

Enuka gain their names from feats performed in their lives, and change names as they accomplish more in life. Horse-Breaker is eager to perform a heroic feat that will give him the opportunity to rename himself, as he finds his current one rather embarrassing.

Enuka are fatalistic regarding life and death. They acknowledge no higher power than the greatest predator, no life beyond the short, passionate existence on the mortal plane. Horse-Breaker is no exception. Attempts at conversion or theological discussion with him should lead to interesting encounters.

Enuka live simplistic lives in the wilderness, viewing life through the lens of predator and prey. Horse-Breaker has had a short time to adjust to civilized life. He understands basic concepts like money and private property, but most things about civilization—romance, sexual taboos, politics, social strata—either mystify or disgust him.

Level Progression: Horse-Breaker advances as a fighter for each of his class levels. At 2nd level, Horse-Breaker takes Cleave as his bonus feat and he puts a skill rank into Intimidate. At 3rd level, he takes Toughness as a feat, and puts a skill rank into Survival. At 4th level, he increases his Dexterity by 1 and takes Furious Focus as his bonus feat.

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POINT BUY OPTIONS

To run Horse-Breaker as a **15-point buy character**, drop his Strength by 1 and Intelligence by 2. Reduce his weapon damage, CMB, and CMD by 1 each (reduce greataxe damage bonus by 2).

To increase Horse-Breaker to a **25-point buy character**, increase his Constitution by 2. Increase his starting hit points and Fortitude save by 1 each.



SAIYETH INISSI

Female human (Tal.¹) monk (zen archer) 1
LG medium humanoid
Init +4; **Senses** Perception +7

DEFENSE

AC 16, touch 16, flat-footed 10 (+ 3 Dex, +3 Wis)
hp 10 (1d8+2)
Fort +3, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d6+1)
Ranged flurry of blows (mwk comp. longbow) +3/+3 (1d8+1/x3) or mwk composite longbow +4 (1d8+1/x3)
Special Attacks unarmed strike, flurry of blows

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 16, **Cha** 10
Base Atk +0; **CMB** +1; **CMD** 14
Feats Improved Initiative, Perfect Strike, Point-Blank Shot, Precise Shot
Traits Best Friend, Rich Parents
Skills Acrobatics +7, Diplomacy +6, Perception +7, Ride +7, Stealth +7
Languages Common
Gear masterwork composite longbow (+1 Str) and 20 arrows, 10 cold iron arrows, antitoxin, masterwork backpack, bedroll, belt pouch, everburning torch, grappling arrow, mess kit, mirror, monk's outfit, paper (20 sheets), scrivener's kit, shaving kit, silk rope, silver holy symbol, soap, soothe syrup (2), trail rations (5 days), waterproof bag, waterskin, light horse (combat-trained) with military saddle, bit and bridle, saddlebags, 75gp worth of jewelry (armband, bracelets, earrings), 2 gp, 7 sp.
Encumbrance: 35 lbs.

SPECIAL ABILITIES

Best Friend (Ex):³ Saiyeth is best friends with the Popular Tavern Owner, having grown up together. Saiyeth hopes one day to follow in her friend's footsteps and see the world. She's picked up a lot from her friend, but particularly her skill in interacting with others. Saiyeth gains a +2 trait bonus on Diplomacy checks, which is considered a class skill for her. Additionally, in situations where her best friend is in danger, she gains a +1 trait bonus on all attack rolls against foes that threaten her friend.



Rich Parents (Ex): Saiyeth was born into a rich family. Even though she turned to a life of adventure anyway, she enjoys a one-time benefit to her initial finances: her starting cash increases to 900 gp.

奧院靈感妬心旅路耶蘇

Background: Saiyeth Inissi (sai-YETH ih-NEE-SEE) is the daughter of a minor noble family from a decadent failing empire far to the southeast. Her family chose to come to the Wild Frontier Region to set up mercantile trade and renew the family's vitality as well as its coffers. They brought their youngest daughter, Saiyeth, with them. Saiyeth was unhappy to leave behind bustling city life, but found joy in the company of the Popular Tavern Owner, daughter of the patriarch of one of the town's four noble houses. They grew up together and quickly became friends.

When her best friend left town to take up adventuring, Saiyeth became directionless. She relied upon her friend's zest for life and bold outlook. Saiyeth had become increasingly bothered by her family's motivations over the years. Everything was about wealth; nothing but political maneuvering and machinations designed to fill their coffers. Saiyeth was convinced that life was more than that, believing that one had to do something to help improve the lives of the people around you in order to truly matter. In a pique of rebellion, she ran off and joined a nearby monastery. There Saiyeth trained in the art of the bow, studied philosophy, and resisted the lure of the material world.

She remained with the monks for three years, unaware that her best friend had returned to town only a year after first setting off on her adventures. When Saiyeth decided it was time to take herself back out into the world to make a difference, she returned to find her best friend again. She also found her parents ready to take her back into the fold. She refused, mostly. While able to resist the lure of material things in the relative seclusion of the monastery, temptation was much harder to fight back in the lap of luxury. She maintained her ascetic ways, keeping her head shaved and wearing only the robes of her order. However, her doting parents bought her a robe of much better cut and material, and her mother made sure she had fashionable jewelry to accessorize with. Her father gifted her with a much finer bow than the one the monks had given her. Saiyeth began to rationalize these things, saying to herself that she could do much more to protect the helpless with the fine bow, and surely the rich robe would outlast one of more common cut and material. And the jewelry was... so pretty. She took some of the coin that her parents gave her to get tattoos. While she was enduring the pain of the needle, she had an epiphany. Should she stay here much longer, she would slide back into the role of decadent nobility. She resolved herself to take the next opportunity to go abroad and use her skills for the greater good.

Description: Saiyeth is a tall, lithe woman, standing 5 feet, 10 inches tall and weighing 150 pounds. She keeps her head shaved according to the traditions of her order, which allows prominent display of the designs tattooed upon her forehead: runes from the

"I'm just saying that government should be an institution that protects everyone under it. The rich would not be disadvantaged by helping to alleviate the suffering of the poor. In fact, their spirits would be richer for it, and society as a whole would be... ooh! That's pretty, isn't it? It would look lovely with my robes."

— *Exhortations of Saiyeth Inissi, interrupted by a find at the market*

old ruins around town that she thought attractive. Her blue eyes are bright and expressive, and she usually wears robes dyed in colors to match, sleeveless so as to show off the serpentine dragon tattoos that wrap her left arm and shoulder.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Saiyeth is a passionate and caring individual. She does what she can to insure that those around her are spared from unnecessary suffering. Power is meant to protect the helpless and preserve the social order for the benefit of all. She truly believes that her monastic training is a path to being a better individual, and thereby a path to secure a better world.

However, Saiyeth is not without her temptations. She likes comfort and pretty things—desires deeply ingrained during the pampered life of a child of noble birth. She tries to deny herself excesses, convinced that they make her stray from the path of enlightenment, but easily rationalizes creature comforts.

Her struggle to put aside her pampered past occupies much of Saiyeth's time. When in areas where goods are readily available and she has coin to spend, she often finds it difficult to resist temptation. Being in a marketplace with Valentina can be quite the trial. If the young thief decides to collect a memento and Saiyeth notices, she can easily assuage her own guilt by putting the theft right and paying a merchant for something Valentina filches. If they're shopping, though, then things are much more difficult. That jewelry is just so, so lovely...

While aware of the greed that her family and others display, Saiyeth has not been exposed to much of the cheating and underhanded dealings associated with money. While she is aware of the abstract concept, she has little experience with such things. This may cause her to be targeted by grifters—or worse—who play upon her good nature.

Despite a friendship of many years, Saiyeth is still puzzled over her best friend's avoidance of any romantic entanglements. She is painfully aware that despite all they share together, her friend will not discuss the matter even with her.

Level Progression: Saiyeth Inissi advances as a monk (zen archer) for each of her class levels. Upon reaching 2nd level, Saiyeth takes Deflect Arrows as her bonus feat. She puts a rank into each of the skills she currently possesses. At 3rd level, Saiyeth acquires the Weapon Focus feat for her bow. If she has become aware of the seedier underbelly of the world, then she takes a rank in Sense Motive, plugging her other points into Acrobatics, Perception, Ride, and whichever other skill has seen the most use. At 4th level, Saiyeth raises her Wisdom by 1 point. She applies her skill ranks to those skills which have been most needed.

POINT BUY OPTIONS

To run Saiyeth as a **15-point buy character**, drop her Strength and Dexterity each by 1 and her Intelligence by 2. Reduce ranged attack rolls and CMD by 1. Drop 1 rank in Acrobatics and reduce her Ride and Stealth scores by 1.

To increase Saiyeth to a **25-point buy character**, increase her Strength and Wisdom each by 1. Raise her melee attack rolls, weapon damage, CMB, and CMD by 1. Increase the Strength bonus on her composite longbow to +2 and remove the antitoxin and soothe syrup from her list of gear.



奧剎靈惑心林韶明蘊主

TALAR MEDA

Female prymidian cleric of the Goddess of Travel 1
NG medium humanoid
Init +0; **Senses** Perception +2

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)
hp 9 (1d8+1)
Fort +5, **Ref** +0, **Will** +4 (+2 vs. language-dependent, spells w/ verbal components)
Defensive Abilities linguistic protection

OFFENSE

Speed 30 ft.
Melee morningstar +1 (1d8+1) or starknife +1 (1d4+1/x3)
Ranged starknife +0 (1d4+1/x3)
Spell-like Abilities (CL 1st; concentration +3)
5/day—*liberty's blessing*
At will—*read magic*
Cleric Spells Prepared (CL 1st; concentration +3)
1st—*bless*, *longstrider*^D, *shield of faith*
0—create water, light, guidance
D domain spell; **Domains** Freedom, Travel
Special Attacks channel positive energy (DC 12, 1d6 damage, 5/day)

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +0; **CMB** +1; **CMD** 11
Feats Selective Channel
Traits Foster Child, Sacred Touch
Skills Diplomacy +6, Linguistics +7, Knowledge (religion) +7, Sense Motive +6
Languages Common, Prymidian, Vari.2 (suggested: Tie.²)
SQ agile feet (5/day), aura, +10 base speed from Travel domain
Gear morningstar, starknife, light steel shield, scale mail, backpack, bedroll, belt pouch, canteen, headdress, holy text, iron holy symbol, ink, inkpen, journal, mess kit, scholar's outfit, sunrods (2), tindertwigs (10), trail rations (5 days), waterproof bag, whetstone, 2 sp, 8 cp.
Encumbrance 31 ½ lbs.

SPECIAL ABILITIES

Arcane Polyglot (Ex): Talar can speak and understand the language of any intelligent creature she encounters, whether it is a racial tongue or a regional dialect. This ability only applies to spoken languages. She does not retain the ability to speak or understand when not in the presence of the creature speaking that language. In addition, Talar can cast *read magic* at will as a spell-like ability with a caster level equal to her Hit Dice.



Foster Child (Ex):³ The Priestess of the Goddess of Travel might be old enough to be her grandmother, but to Talar, she's always been her mom. Ever since Talar's parents passed away, the Priestess has taken care of her as if she were her mother. Talar never really figured out why the Priestess took her into her care, but she does know the Priestess has done this before: most recently with the Caravan Master, whom Talar thinks of as her brother. Growing up, the Priestess assured that Talar had the best education possible. Choose any Knowledge skill; Talar gains a +2 bonus on skill checks with that Knowledge skill, and it becomes a class skill for her. In addition, Talar gains a +1 trait bonus on all attack rolls against foes that threaten her adoptive mother.

Linguistic Protection (Ex): Talar has a +2 racial bonus on saving throws against language-dependent abilities and against spells and spell-like abilities with a verbal component. Linguistics is always a class skill for her.

Scholarly (Ex): A prymidian gets a +2 racial bonus to all Knowledge and Linguistics checks.

Sacred Touch (Ex): Talar was exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of her parents was a gifted healer. As a standard action, she may automatically stabilize a dying creature merely by touching it.

Background: Talar Meda's (TAH-lar MAY-dah) family was on a ship bound for a newly discovered continent as part of a scholarly exploration when tragedy struck. One of the crew brought aboard a virulent disease that spread rapidly through the passengers and crew. Each time the ship attempted to enter a port, they were turned away. The threat of an epidemic was too risky to attempt assisting the stricken vessel. The ship continued its way along the coast, looking for a place of succor. The ship eventually ran aground near the small coastal town in the Wild Frontier Region. Many of those on board had already succumbed to the disease. Good-hearted locals took it upon themselves to help, rescuing survivors and setting up a quarantined encampment to treat them. Of Talar's family, only she survived. The young girl was taken into the home of the Priestess of the Goddess of Travel as an adopted daughter. As Talar grew, she became as attached to the faith as to her foster mother. The aspects of freedom and travel in the religion particularly appealed to her. She grew into a young woman whose sharp mind and strength of personality would have made her parents proud, just as her good nature and strength of faith inspired pride in her foster mother.

Now her foster mother is prepared to go on a journey, and Talar Meda is determined to go along. She feels the need to do right by her foster mother and assist her on her journey. She also wants to make her departed parents proud by exploring and doing research of her own. What better chance than a continent-spanning trek through the unknown?

Description: Talar is a tall, regal figure, standing 6 feet in height. Due to her race's denser musculature and bone structure, her slender figure weighs 190 pounds. Talar's skin is a rich crimson in color. She keeps her long, ebony hair loose, held in place by her stylish festival headdress, a gift from her mother and one of her favorite possessions. Her yellow eyes project a bold confidence and keen insight.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Talar is no wallflower or shy, retiring scholar, and shares the forceful personality of her people. With her people's natural drive for knowledge tempered by the nurturing force of her foster mother's religion, Talar is a mighty theologian. She has reconciled the spiritual side of her nature with her rational side, and promotes worship of the Goddess of Travel with well thought-out rhetoric and powerful delivery. She considers travel a primary tool for learning. How can

"The freedom to travel is the ultimate vehicle of scholarship. To move through the world as if it were water, letting it soak you with its experiences. This is truth. This is why I worship the goddess. She makes this possible."

— Talar Meda,
expounding on her theology

one acquire knowledge without experience? How else does one gain experience without going abroad in the world and seeking it?

The prymidian language is rarely used outside of closed scholarly circles and is treated as a secret language for game purposes, like Druidic. Knowing this, Talar often rants or makes snide comments in this tongue, in order to vent without hurting the feelings of those around her when she is frustrated or angry.

Talar never passes up the opportunity to start (and usually win) an argument, usually on the topics of theology or philosophy. Her forceful, competent rhetoric can be inspiring or extremely aggravating, depending on whose side one is on.

Given the proficiency of Talar's people where language is concerned, she may attempt to translate her goddess's holy book into other languages in order to spread the faith. Any new languages she picks up through ranks in Linguistics will be the first she attempts to use.

Level Progression: Talar Meda advances as a cleric for each of her class levels. At 2nd level, and each level thereafter, she puts ranks into each of her current skills, adding another language to her repertoire (suggested: Giant, Hall.², Skal.²). She commonly prepares *resistance* and *divine favor* in her new spell slots. At 3rd level, Talar takes the Extra Channel feat for greater healing and undead-damaging abilities. She adds *hold person* and *spiritual weapon* to her prepared spells, and remove paralysis as her new domain spell. At 4th level, Talar raises her Wisdom by 1. She adds *protection from evil* and *spear of purity* to her prepared spells.

奧莉靈歌心林語咒願主

POINT BUY OPTIONS

To run Talar as a **15-point buy character**, reduce her Strength and Intelligence by 2 each and her Charisma by 1. This lowers her melee attack and damage, CMB, and CMD by 1. Also lower her Linguistics and Knowledge skills by 1 each and remove Sense Motive from her Skills list.

To increase Talar to a **25-point buy character**, raise her Strength, Intelligence, and Wisdom each by 1.



VALENTINA VERIS

Female human (Vari.¹) rogue (acrobat) 1
CG medium humanoid
Init +3; **Senses** Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 11 (1d8+3)
Fort +2, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.
Melee quarterstaff +1 (1d6+1) or
dagger +1 (1d4+1/19–20)
Ranged hand crossbow +3 (1d4/19–
20) or dagger +3 (1d4+1/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +0; **CMB** +1; **CMD** 14
Feats Combat Expertise, Improved Feint
Traits Charming, Friend of the Family
Skills Acrobatics +7 (+9 when unarmored), Bluff
+6, Climb +5, Escape Artist +7, Knowledge (local)
+5, Perception +4, Perform (dance) +6, Sleight of
Hand +7, Stealth +7, Swim +5
Languages Common, Vari.², 1 additional
(suggested: Shoa.²)
SQ expert acrobat
Gear quarterstaff, hand crossbow and 10 bolts,
dagger, leather armor, alchemical grease,
backpack, bedroll, belt pouch, chalk (3 pieces, of
different colors), entertainer's outfit, grappling
hook, silk rope (50 ft.), trail rations (5 days),
waterskin, winter blanket, wooden holy symbol of
the goddess of travel, 3 gp, 4 sp, 7 cp.
Encumbrance 36 ½ lbs.

SPECIAL ABILITIES

Charming (Ex): Blessed with good looks, Valentina has come to depend on the fact that others find her attractive. She gains a +1 trait bonus when using Bluff or Diplomacy on a character that is (or could be) sexually attracted to her, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.

Friend of the Family (Ex):³ Valentina's family has been close friends with the Old Fortune-Teller's family for as long as she's been alive. The Old Fortune-Teller's recent death wasn't all

that unexpected, but it was a sobering moment nonetheless. What no one else in Valentina's family knows, though, is that in the weeks before her death, the Old Fortune-Teller's called the young acrobat Valentina to her house one day and had her make a promise: If the Fortune-Teller's daughter, a Priestess of the Goddess of Travel, ever went on a long trip, Valentina would go with her to ensure her safety. Valentina agreed. Ever since making this promise, Valentina has felt a strange sense of destiny looming in her future—as if the Old Fortune-Teller is now watching over her shoulder. As a result of this eerie sensation, she can react to dangerous situations more quickly than ever. As long as the Priestess under her protection remains alive, Valentina gains a +1 trait bonus on Perception checks. In addition, she gains a +1 trait bonus on all attack rolls against foes that threaten the Priestess.



奥院靈感妬心旅路耶蘇

Background: Valentina Yeris (VAL-un-TEE-nuh YAIR-iss) grew up amongst an extended clan of wandering nomads. Their caravan made irregular circuits of the countryside, stopping at whatever settlements suited them for the time. Valentina's family members were acrobats by trade, performing tumbling routines, high wire acts, and other feats of derring-do for the entertainment of locals. Once she was old enough to walk, she began training with her family and over the years has become a rather talented performer. Valentina has also learned other arts that her people are better known for—pickpocketing, moving quietly and unseen, and other nefarious skills. Being rather talented, she helped support her family with all of her skills in most places they visited. However, one particular coastal town was off-limits to any such criminal activity. The family was rather friendly with the locals, and the Town Sheriff was a man best not crossed. Nevertheless, it was one of Valentina's favorite stops.

The town was home to an Old Fortune-Teller of Valentina's people, much older than even the graybeards of her clan. She and her daughter, a Priestess of the Goddess of Travel, were always accorded much respect by Valentina's clan, and doted on young Valentina whenever she was in town. Valentina always enjoyed her visits, reveling in performances and flirting with local boys, like the young Caravan Master and Vash Kandar (or girls, like the Popular Tavern Owner and Saiyeth Inissi). One particular visit was different, though.

The Old Fortune-Teller was bedridden, and her daughter politely rebuffed all visitors, but Valentina was summoned to the home. The Old Fortune-Teller extracted a promise from Valentina to act as a guardian for her daughter, should she ever decide to go abroad. Valentina swore to do so. A few weeks later the Old Fortune-Teller died and clans from all across the territory came to pay their respects.

Now the time to fulfill her promise is nigh. Such a prospect will be exciting for Valentina, as it will give her the chance to roam beyond the bounds of her clan's normal wanderings. Yet her promise will ever be on the forefront of her mind, keeping her watchful over her charge.

Description: Valentina is a comely young woman with an athletic build, standing 5 feet, 6 inches tall and weighing about 125 pounds. Her long-lashed eyes are blue and she usually wears her dark chestnut hair tied up with ribbons. She is often dressed for a performance, in a form-fitting outfit of varying shades of purple, trimmed in sky blue.

.....
 "You're not fighting fair. I like that in a man. Here's a tip: there's a nerve cluster located right about...here!"

— Valentina Yeris,
after flanking an opponent with an ally, then hitting him where it hurts

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Valentina is quick with a smile and a laugh, able to face adversity with her wry humor and wit. She is used to being the center of attention, and playing to the crowd is second nature. She does everything with flair. Despite her seemingly carefree attitude, she takes her responsibilities to friends and family seriously. When those she cares about are threatened, her smile becomes wolfish and her humor takes a dark edge, usually an indication of the pain she is about to deliver to those that dare bring harm to her loved ones.

Valentina collects small things to carry with her that remind her of the places she's visited, often as simple as a pressed flower or a pretty pebble from a stream. Crafted items unique to the area also make their way into her collection, whether purchased or acquired through her particular skills.

Filled with an abundant curiosity about the lives of other people, Valentina enjoys taking time to observe the cultural quirks of others. She will often find a perch and quietly observe, but if someone is talkative and will indulge her curiosity, she will pester them with questions.

The lore of Valentina's people is rife with superstition and she is not immune to seeing portents and omens in sights or events, however mundane. She may be utterly convinced of the failure or success of a particular venture based entirely on the flight of birds or the appearance of some symbolic color or image.

Level Progression: Valentina advances as a rogue (acrobat) each time she gains a level. At 2nd level the Expert Leaper talent will serve to improve her acrobatic ability. She will add ranks to her existing skills, though she may gain an interest in languages as she travels, forgoing any further ranks in Perform to pick up ranks in Linguistics. At 3rd level, Valentina adds Two-Weapon Fighting as a feat to increase her effectiveness with the quarterstaff, or Weapon Finesse if she picks up a light weapon she prefers during her travels. At 4th level, she increases her Intelligence by 1, allowing her to add ranks to all her skills. If she has not yet taken Linguistics as a skill, she puts a rank into it now. The Peerless Maneuver talent is taken to enhance her acrobatic prowess.

POINT BUY OPTIONS

To run Valentina as a **15-point buy character**, reduce her Charisma by 2 and her Constitution by 1. This will reduce her total hit points and Fort save by 1 and her Bluff and Perform (dance) skills by 1 point each.

To increase Valentina to a **25-point buy character**, increase her Dexterity and Strength each by 1. This will increase her melee damage, CMB, and CMD by 1 across the board. Climb and Swim scores will also increase by 1.



奧利靈恩敵心林器眼蘊主齡

VASH KANDAR

Male human (Vari.1) samurai 1
CG medium humanoid
Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +2, **Will** +1
Defensive Abilities resolve 1/day

OFFENSE

Speed 30 ft.
Melee katana +4 (1d8+3/18–20)
or katana (two-handed) +4
(1d8+7/18–20) or dagger +4
(1d4+3/19–20)
Ranged sling +3 (1d4+3)
or dagger +3 (1d4+3/19–20)

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 14
Base Atk +1; **CMB** +4; **CMD** 16
Feats Furious Focus, Power Attack
Traits Bully, Hero Worship
Skills Intimidate +6, Ride +6, Sense Motive +5, Swim +5 (armor penalties applied)
Languages Common, Vari.²
SQ challenge 1/day (+1 atk, +1 dodge), mount (war-trained heavy horse named Storm), order (ronin), resolve
Gear katana, dagger, sling and 10 bullets, lamellar (leather) armor, alchemist's kindness (2), backpack, banner, bedroll, hooded lantern, mess kit, oil (3 flasks), trail rations (5 days), star candle firework, traveler's outfit, waterskin, whetstone, 8 cp.
Encumbrance: 35 lbs.

SPECIAL ABILITIES

Bully (Ex): Vash grew up in an environment where the meek were ignored; he often had to resort to threats or violence to be heard. He gains a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for him.

Hero Worship (Ex):³ Everyone in town seems to admire the Warden of the Wilderness—she's a hero, after all, and played a key role in solving the recent troubles that plagued the local area. Vash, though, takes this admiration to a new level—he practically worships her. She happened to give him precisely the right words of encouragement a few years ago when he was young and impressionable. In any case, Vash has done his best to emulate his hero's talents at combat. Vash gains a +1 bonus to his AC against attacks of opportunity. In addition, he gains a +1 trait bonus on all attack rolls against foes that threaten his hero.



STORM, HEAVY WARHORSE

N Large animal
Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 11, flat-footed 11 (+2 Dex, natural +2, –1 size)
hp 19 (2d8+10)
Fort +8, **Ref** +8, **Will** +3

OFFENSE

Speed 50 ft.
Melee 2 hooves +6 (1d6+5) and bite +1 (1d4+2)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11
Base Atk +1; **CMB** +7; **CMD** 21 (25 vs. trip)
Feats Endurance, Run
Skills Perception +8
SQ combat trained

Background: Vash Kandar (VASH KAN-dar) is a member of the Wild Frontier Region's nomadic natives, specifically the branch that is directly involved in much of the criminal activity of the region. The youngest sibling of a particularly brutal clan, he was much abused and bullied by his older siblings. In turn, he took out his aggression on those outside of the family who could not defend themselves. Seeking to lay claim to his own territory and gain some measure of prestige amongst his family, he set his sights on a small coastal town.

At first he was mostly involved in trivial crimes—muggings, petty theft, and extortion—which attracted the attention of the Town Sheriff, but Vash was able to elude capture. One day he happened upon the home of one of the town's founding families, expatriated nobles from the East, and found an opportunity to snatch a fine-looking sword from an open training hall. Vash had his prize in hand and was on his way out when one of the family patriarch's retainers, an old samurai loyal to the family, caught him. The samurai ordered young Vash to return the sword to its stand. Laughing, Vash told the old fool to get out of his way before he thrashed him. He attempted to leave, only to be sent crashing hard into the floor. Angry and surprised, Vash jumped up to attack the old man and once again found himself on his back. This happened again, and again, and again. Finally, beaten and exhausted, Vash crawled back inside the training hall and replaced the sword.

Much to his surprise, Vash was not hauled off to a cell in the Sheriff's jailhouse. Instead, the old samurai arranged for Vash to remain on the estate to work off his crimes as a servant. During that time, the old retainer drilled him mercilessly, teaching him discipline, focus, and endurance. Vash eventually learned the way of the sword, training with wooden practice weapons and receiving countless bruises from his old mentor before he was finally allowed to touch one of steel again.

During the giant attack upon the town, the old samurai went forth into battle, ordering Vash to remain behind and help guard the estate. Vash did as he was told—for a time—then lost patience and rushed off to join his master in battle. By the time he arrived, however, it was too late. The battle had ended and so had the life of the old samurai. Vash was devastated, both angry and humiliated at not being given the chance to fight and possibly save the old man's life. As he was mourning, the Warden of the Wilderness chanced upon him. She took the time to speak to Vash and he, not entirely sure why, opened up to her and explained everything. The Warden listened until he was done speaking. When she responded, she told Vash that he should not be angry or humiliated. The old samurai had died well, defending the town against its attackers. He had also passed on his skills to Vash, so that the tradition and

.....
"No? Then die, honorless pigs!"

— *A particularly verbose pre-battle speech delivered by Vash Kandar*
.....

honor of his ways would not be lost. That the samurai had chosen to mentor a foreigner spoke of the great respect the old man had for Vash. He should honor the memory of his master by appreciating the opportunity he'd been given. That Vash hadn't been trained to die a green recruit beneath a giant's club, but to carry on after the old samurai was gone.

Vash had badly needed those words at that moment. He realized that he was part of something greater, and that honor demanded he use his training to make his old master proud. He asked to learn from the Warden as well. She taught him what skills she could, to Vash's great gratitude. With the death of his old master, the samurai's armor and katana were bequeathed to him, and he was released from service. As a ronin, it is now for Vash to decide where he goes and what does. All he needs is the opportunity.

Description: Vash Kandar stands 6 feet, 2 inches tall and weighs 210 pounds. He typically wears his bushy, black hair up in a top knot and keeps his beard short. His deep-set brown eyes and thick eyebrows easily express anger when his temper is aroused. His look is made more intimidating by the long, thin scar that runs from his left temple, down his cheek to the corner of his mouth, disappearing in his chin hair. Vash rarely goes anywhere without his brown lacquered armor, trimmed in gold leaf, and his katana belted at his side. His armaments are old and have seen hard use, but Vash cleans and cares for them regularly.

PERSONALITY & ROLEPLAYING OPTIONS:

Vash is a man of action. To know him is to see him act, and he acts as his code dictates. As a warrior, he values economy of action, which has translated into other facets of his life. He speaks little, and when he does it is usually brief and to the point. Often he communicates in little more than gestures, facial expressions, and emphatic grunts. Conflict demands victory; if he cannot intimidate his foes into stepping aside, then he will not hesitate to teach them the error of their ways with his blade.

VASH'S CODE:

Do not draw your blade in anger or make idle threats. Draw your sword only in service to a cause for which you are willing to die.

Be respectful to those below your station; a ronin is a masterless cur. Pay your debts, reward charity with kindness, and give those who wrong you the chance

奥
割
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主
敵

to make amends before loosing your blade and meting fit punishment.

Death is the constant companion and final reward of all samurai. Make your death at least as memorable as the life which preceded it.

Level Progression: Vash Kandar advances as a samurai for each of his class levels. At 2nd level, Vash gains the Self Reliant order ability. Now out on the open road, he puts a rank into Survival instead of Swim, raising each of his other existing skills by 1 rank. At 3rd level, Vash applies the Weapon Expertise class ability to his katana. He also takes the Weapon Focus (katana) feat, further increasing his ability with his primary weapon. He puts another skill rank into Survival, and the other three into whichever skills have seen the most use. Finally, at 4th level, Vash increases his Strength by 1 point, places one more rank each into Survival and three other appropriate skills, and seeks to obtain a good bow to make use of his Mounted Archer class ability.

POINT BUY OPTIONS

To run Vash as a **15-point buy character**, reduce his Dexterity by 1 and his Charisma by 2. Lower his CMD by 1 and his Intimidate and Ride scores each by 1.

To increase Vash to a **25-point buy character**, increase his Strength by 2. This raises his melee attacks and weapon damage, CMB, and CMD each by 1 and increases his Swim score by 1.



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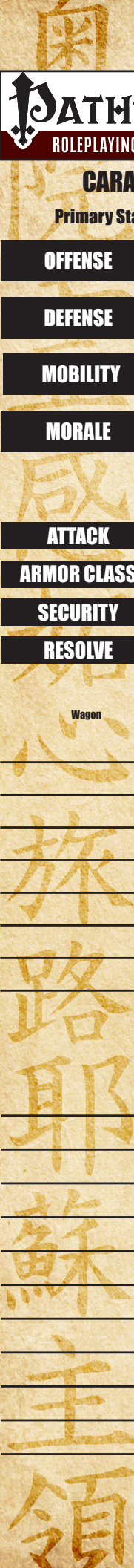
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Primary Statistics

Caravan Feats

ATTACK

ARMOR CLASS

SECURITY

RESOLVE

Wagon

Totals

Units

Totals

Campaign

Max Wagons

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Traveler

Total Travelers

Monthly Wages

Notes: