## Aeroean Level 1

#### Male pony (pegasus) druid 1 - CR 1/2 Neutral Good Fey (Ponykind); Age: 17; Height: 4' 4"; Weight: 309lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX	16	+3	
CON	13	+1	
INT	12	+1	
WISDOM	17	+3	
<b>CHA</b> CHARISMA	11	0	
Saving Throw	Total Base A	Ability Resist N	lisc Temp Notes
FORTITUDE (CONSTITUTION)	+3 = +2	+1	
(DEXTERITY)	+3 =	+3	
WILL (WISDOM)	+5 = +2	+3	
Total	Armor Shield De	x Size Natur [	Deflec Dodge Misc
AC 17 =	= +4 +3	3	
Touch AC		ooted AC	<b>14</b>
CM Bonus	+0 = -	Strength	Size Misc
CIVI BOITUS	-	+0	
CM Defense		BAB Strength	Dexterity Size
17 vs. Trip	13 = 10	- +0	
Base Attacl	k +0		HP 9
Initiative	+5		Damage / Current HP
Speed	40 1	ft	
Shortspear			
Rng: 20		Crit: ×2 Rng: 20'	
	1-hand, Ranged: +3, 1d6		i-nand, P
Ranged, both hands: +3, 1d6			
	Lamellar (leat	her) armor	
+4	М		rmor Check: -2
т <b>-</b> <del>1</del>		Spell	Fail: 20%, Light





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Speed greater/less than 3	<b>60 ft.</b> : +4 t	o jump		
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
<sup>U</sup> Climb	-2	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
<sup>©</sup> Fly	-3	DEX (3)	1	
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+7	INT (1)	1	
Perception	+7	WIS (3)	1	
<sup>0</sup> Ride	+1	DEX (3)	-	
Sense Motive	+4	WIS (3)	1	
Spellcraft	+5	INT (1)	1	
<sup>9</sup> Stealth	+1	DEX (3)	-	
Survival	+5	WIS (3)	-	
<sup>U</sup> Swim	-2	STR (0)	-	

#### Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Cloud Kicker (Su) Druid Weapon Proficiencies Shield Proficiency Weather Pony

#### Traits

Magical Talent (Acid Splash, 1/day) (Sp)

## Gear

Total Weight Carried: 46/150 lbs, Light Load (Light: 49.5 lbs, Medium: 99 lbs, Heavy: 150 lbs)		
1 lb 2 lbs		
0.5 lbs 1 lb		

Holly and mistletoe	-
Lamellar (leather) armor	25 lbs
Mess kit	1 lb
Shortspear	3 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

## **Special Abilities**

Brand of Destiny
Cloud Walker (Su)
Druid Domain (Weather)
Fingerless
Flight (30 feet, Clumsy)
Low-Light Vision
Spontaneous Casting
Unique Destiny
Wild Empathy +1 (Ex)
Winged Flight (Ex)

Reactionary

## **Spell-Like Abilities**

Magical Talent (Acid Splash, 1/day) (Sp)	
Storm Burst 1d6 nonlethal (6/day) (Sp)	
Tracked Resources	

Acid	
Shortspear	
Trail rations	

	Languages	
Auran		Druidic
Common		Sylvan

## **Spells & Powers**

Druid spells memorized (CL 1st; concentration +4) Melee Touch +0 Ranged Touch +3 1st—cure light wounds, obscuring mist<sup>D</sup>, produce flame 0th (at will)—create water, detect magic, light [D] Domain spell; Domain Weather

## **Experience & Wealth**

Experience Points: **0**/2000 Current Cash: **4 gp, 4 sp, 6 cp** 

## Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Magical Talent (trait)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)

## Aeroean Level 5

Male pony (pegasus) druid 5 - CR 4 Neutral Good Fey (Ponykind); Age: 17; Height: 4' 4"; Weight: 309lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX	16	+3	
CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WISDOM	18/20	+4/+5	
<b>CHA</b> CHARISMA	11	0	
Saving Throw	Total Base	Ability Resist Mise	c Temp Notes
FORTITUDE (CONSTITUTION)	+5 = +4	+1	nt-targeted effects
REFLEX (DEXTERITY)	+4 = +1	+3 and plan	nt-targeted effects
WILL (WISDOM)	+9 = +4	<b>+5 . . . . . . . . . .</b>	nt-targeted effects
Total	Armor Shield De	x Size Natur Def	lec Dodge Misc
AC 19 =	+6 +3	3	
Touch AC     13     Flat-Footed AC     16       BAB     Strength     Size     Misc			
	DAD	Strength Si	ze Misc
CM Bonus	+3 = +3	Strength Si	ze Misc
CM Bonus	+3 = +3		ze Misc Dexterity Size
CM Bonus CM Defense 20 vs. Trip	+3 = +3	+0	
CM Defense	+3 = +3	+0       3AB       Strength       +3	Dexterity Size
CM Defense 20 vs. Trip Base Attack	+3 = +3 $16 = 10$ $+3$	AB Strength +3 +0	Dexterity Size
CM Defense 20 vs. Trip	+3 = +3	AB Strength +3 +0	Dexterity Size +3 - P 37
CM Defense 20 vs. Trip Base Attack	+3 = +3 $16 = 10$ $+3$ $+3$	+0        3AB     Strength       +3     +0       3     +0       3     -0	Dexterity Size +3 - P 37
CM Defense 20 vs. Trip Base Attack Initiative	+3 = +3 $16 = 10$ $+3$ $+5$	AB Strength +3 +0 BAB Strength +3 +0 B H Dan	Dexterity Size +3 - P 37
CM Defense 20 vs. Trip Base Attack Initiative	+3 = +3 16 = 10 +3 +3 +5 $40^{-1}$ Masterwork = 4, 1d6	AB Strength +3 +0 BAB Strength +3 +0 B H Dan	
CM Defense <sup>20 vs. Trip</sup> Base Attack Initiative Speed Main hand: +	+3 = +3 16 = 10 +3 +40 +106 +1	AB Strength +3 +0 BAB Strength +3 +0 B H Dar ft Shortspear	 Dexterity Size +3 - P 37 nage / Current HP Crit: ×2
CM Defense 20 vs. Trip Base Attack Initiative Speed Main hand: + Both hands: - Ranged: +7, Ranged, both	+3 = +3 16 = 10 +3 +40 +106 +1	AB Strength +3 +0 BAB Strength +3 +0 B H Dar 5 ft C	





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Speed greater/less than	30 ft. : +4 to	o jump		
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
<sup>9</sup> Climb	-1	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
<sup>©</sup> Fly	+9	DEX (3)	4	
Heal	+13	WIS (5)	5	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+10	INT (1)	4	
Perception	+13	WIS (5)	5	
<sup>9</sup> Ride	+2	DEX (3)	-	
Sense Motive	+10	WIS (5)	5	
Spellcraft	+7	INT (1)	3	
<sup>U</sup> Stealth	+2	DEX (3)	-	
Survival	+7	WIS (5)	-	
<sup>©</sup> Swim	-1	STR (0)	-	

### Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Cloud Kicker (Su) Dashing Flyer Dashing Flyer Druid Weapon Proficiencies Shield Proficiency Weather Pony

#### Traits

Magical Talent (Acid Splash, 1/day) (Sp) Reactionary

#### Gear

Total Weight Carried: 51/450 lbs, Light Load (Light: 150 lbs, Medium: 300 lbs, Heavy: 450	
+2 lamellar (leather) armor	25 lbs
Acid x3	1 lb
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
	1 lb
Flint and steel	-
Headband of inspired wisdom +2	1 lb
Holly and mistletoe	-
Masterwork shortspear	3 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Pot	4 lbs
Potion of bull's strength	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

#### **Special Abilities**

Brand of Destiny Cloud Walker (Su) Druid Domain (Weather) Fingerless Flight (50 feet, Average) Low-Light Vision Resist Nature's Lure (Ex) Spontaneous Casting Trackless Step (Ex) Unique Destiny Wild Empathy +5 (Ex) Wild Shape (5 hours, 1/day) (Su) Wild Shape (Beast Shape I: Small - Medium animal) Winged Flight (Ex) Woodland Stride (Ex)

## **Spell-Like Abilities**

Magical Talent (Acid Splash, 1/day) (S	Sp) 🗌
Storm Burst 1d6+2 nonlethal (8/day) (Sp)	

Tracked Resources			
Acid			
Masterwork shortspear			
Potion of bull's strength			
Trail rations			
Wild Shape (5 hours, 1/day) (Su)			
Languages			

Auran	Druidic
Common	Sylvan

## Experience & Wealth

Experience Points: **15000**/23000 Current Cash: **484 gp, 4 sp, 6 cp** 

#### Spells & Powers

**Druid spells memorized** (CL 5th; concentration +10) **Melee Touch** +3 **Ranged Touch** +6 **3rd**—*call lightning*<sup>D</sup> (DC 18), *jolt* (DC 18), *protection* 

from energy 2nd—barkskin, fog cloud<sup>D</sup>, rainbow wings, lesser

**2nd**—barkskin, tog cloud<sup>°</sup>, rainbow wings, lesser restoration

**1st**—cure light wounds, cure light wounds, hydraulic push<sup>APG</sup>, obscuring mist<sup>D</sup>, produce flame, produce flame **0th (at will)**—create water, detect magic, light, stabilize **[D]** Domain spell; **Domain** Weather

## Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

- Advanced Player's Guide / Bestiary 2 Hydraulic Push (spell)
- Advanced Player's Guide / Ultimate Equipment -Muleback cords (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Magical Talent (trait)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Dashing Flyer (feat); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Rainbow Wings (spell); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)

## Aeroean Level 9

Male pony (pegasus) druid 9 - CR 8 Neutral Good Fey (Ponykind); Age: 17; Height: 4' 4"; Weight: 309lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary		
STR STRENGTH	10	0			
DEX	16	+3			
	14	+2			
INT	12	+1			
WIS WISDOM	18/20	+4/+5			
<b>CHA</b> CHARISMA	11	0			
Saving Throw	Total Base	Ability Resist	Misc Temp Notes		
(CONSTITUTION)	+8 = +6 Resist Nature's Lur	<b>+2</b> re : +4 vs. fey and p	blant-targeted effects		
REFLEX (DEXTERITY)	+6 = +3 Resist Nature's Lur	<b>+3</b> re : +4 vs. fey and p	Dlant-targeted effects		
WILL (WISDOM)	+11 = +6	<b>+5 •• •• •• •• •• •• •• •</b>	Dlant-targeted effects		
Immunity to	Poison				
Total	Armor Shield De	ex Size Natur	Deflec Dodge Misc		
AC 19 =	+6 +	3			
Touch AC	13 Flat-F	Footed AC Strength	<b>16</b> Size Misc		
CM Bonus	+6 = +6	+0			
		BAB Strength			
<b>CM Defense</b> 23 vs. Trip	19 = 10	+6 +0	+3 -		
Base Attack	+6	3	HP 74		
			Damage / Current HP		
Initiative	+				
Speed	40	ft			
	Masterwork shortspear				
Main hand: + Both hands: ·	•		Crit: ×2 Rng: 20'		
Ranged: <b>+10</b> / Ranged, both		)/+5, 1d6	1-hand, P		
+2 lamellar (leather) armor					
+6	•	lax Dex: +3, /	Armor Check: -1 Fail: 20%, Light		





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2 DEX (3)		-	
Speed greater/less than	30 ft. : +4 to	o jump		
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
<sup>9</sup> Climb	-1	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
<sup>©</sup> Fly	+11	DEX (3)	6	
Heal	+17	WIS (5)	9	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+10	INT (1)	4	
Perception	+19	WIS (5)	9	
<sup>9</sup> Ride	+2	DEX (3)	-	
Sense Motive	+14	WIS (5)	9	
Spellcraft	+18	INT (1)	9	
Stealth	+2	DEX (3)	-	
Survival	+7	WIS (5)	-	
<sup>IJ</sup> Swim	-1	STR (0)	-	

#### Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Cloud Kicker (Su) Dashing Flyer Dashing Flyer Druid Weapon Proficiencies Natural Spell Shield Proficiency Storm Stallion

#### Weather Pony

#### Traits

Magical Talent (Acid Splash, 1/day) (Sp) Reactionary

#### Gear

Total Weight Carried: 53/450 lbs, Light Loa (Light: 150 lbs, Medium: 300 lbs, Heavy: 45	
+2 lamellar (leather) armor	25 lbs
Acid x3	1 lb
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
	1 lb
Brooch of amber sparks	1 lb
Eyes of keen sight	-
Flint and steel	-
Gloves of elvenkind	-
Headband of inspired wisdom +2	1 lb
Holly and mistletoe	-
Masterwork shortspear	3 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Polymorphic pouch (empty)	1 lb
Pot	4 lbs
Potion of blur	-
Potion of bull's strength	-
Potion of delay poison	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

## **Special Abilities**

Brand of Destiny Cloud Walker (Su) Druid Domain (Weather) Fingerless Flight (50 feet, Average) Low-Light Vision Resist Nature's Lure (Ex) Spontaneous Casting Trackless Step (Ex) Unique Destiny Wild Empathy +9 (Ex) Wild Shape (9 hours, 3/day) (Su) Wild Shape (Beast Shape III: Diminutive - Huge animal) Wild Shape (Elemental Body II: Small - Medium elemental) Wild Shape (Plant Shape I: Small - Medium plant creature) Winged Flight (Ex) Woodland Stride (Ex)

#### Spell-Like Abilities

Lightning Lord (9/day) (Sp)	
Magical Talent (Acid Splash, 1/day)	(Sp)
Storm Burst 1d6+4 nonlethal (8/day) (Sp)	

## **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **84 gp, 4 sp, 6 cp** 

Common

Iracked Resources	
Acid	
Masterwork shortspear	
Potion of blur	
Potion of bull's strength	
Potion of delay poison	
Trail rations	
Wild Shape (9 hours, 3/day) (Su)	

## Languages Auran Druidic

Sylvan

#### **Spells & Powers**

Druid spells memorized (CL 9th; concentration +14) Melee Touch +6/+1 Ranged Touch +9/+4 5th—call lightning storm (DC 20), ice storm<sup>D</sup>, wall of fire 4th—cure serious wounds, freedom of movement, communal protection from energy<sup>UC</sup>, sleet storm<sup>D</sup> 3rd—greater animal aspect<sup>UC</sup>, call lightning<sup>D</sup> (DC 18), jolt (DC 18), protection from energy, remove disease 2nd—barkskin, bull's strength, fog cloud<sup>D</sup>, rainbow wings, resist energy, lesser restoration 1st—cure light wounds, cure light wounds, hydraulic push<sup>APG</sup>, obscuring mist<sup>D</sup>, obscuring mist, produce flame, produce flame Oth (at will)—create water, detect magic, light, stabilize [D] Domain spell; Domain Weather

#### Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

- Advanced Player's Guide / Bestiary 2 Hydraulic Push (spell)
- Advanced Player's Guide / Ultimate Equipment -Muleback cords (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Magical Talent (trait)
- Advanced Race Guide Gloves of elvenkind (equipment)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Dashing Flyer (feat); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Rainbow Wings (spell); Storm Stallion (feat); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- Ultimate Combat Animal Aspect, Greater (spell); Protection from Energy, Communal (spell)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Brooch of amber sparks (equipment); Eyes of keen sight (equipment); Mess kit (equipment); Polymorphic pouch (equipment)

## **Brie Brightwing Level 1**

Female griffon barbarian (unchained) 1 - CR 1/2
Chaotic Neutral Fey (Griffon); Deity: The Sun King; Age:
22; Height: 3' 8"; Weight: 253lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Т	emporary	
STR STRENGTH	18	+4			
DEX	12	+1			
CON	14	+2			
INT	12	+1			
WISDOM	13	+1			
CHARISMA	8	_ <b>-1</b>			
Saving Throw	Total Base	Ability Resist	Misc Te	mp Notes	
FORTITUDE (CONSTITUTION)	+4 = +2	+2			
(DEXTERITY)	+1 =	+1			
WILL (WISDOM)	+1 =	+1			
Total	Armor Shield E	Dex Size Natu	r Deflec Do	dge Misc	
AC 15 :	= +4	F1			
Touch AC	11 Flat-	Footed AC Strength	14 Size	Misc	
CM Bonus	+5 = +1	+4	-	-	
		BAB Stren	gth Dexte	rity Size	
CM Defense 20 vs. Trip	16 = 10	+1 +4	+1	-	
Base Attac	k +	-1	HP	14	
			Damage /	Current HP	
Initiative	+	-1			
Speed	40	) ft			
Bite (Griffon)					
Main hand:	+5, 1d6+6		Liç	Crit: ×2 ght, B/P/S	
	Grea	ataxe			
Both hands:	+5, 1d12+6		:	Crit: ×3 2-hand, S	
Lamellar (leather) armor 🔨					
+4		Max Dex: +3	, Armor O	Check: -1 0%, Light	





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	1	
Speed greater/less than 3	<b>60 ft.</b> : +4 f	to jump		
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
<sup>9</sup> Climb	+3	STR (4)	-	
Diplomacy	+0	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+0	DEX (1)	-	
<sup>©</sup> Fly	+0	DEX (1)	1	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (-1)	1	
Knowledge (nature)	+5	INT (1)	1	
Perception	+5	WIS (1)	1	
Ride	+0	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
<sup>0</sup> Stealth	+0	DEX (1)	-	
Survival	+5	WIS (1)	1	
<sup>U</sup> Swim	+3	STR (4)	-	

## Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Intimidating Prowess Martial Weapon Proficiency - All Shield Proficiency Simple Weapon Proficiency - All

#### Traits

Armor Expert Day Greeter (Diplomacy)

#### Gear

## Total Weight Carried: 75/450 lbs, Light Load (Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)

( ] · · · · , · · · · · · · · · , · · · ]	
Alchemist's fire	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Greataxe	12 lbs
Lamellar (leather) armor 🔨	25 lbs
Mess kit	1 lb
Pot	4 lbs
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## **Special Abilities**

Cloud Walker (Su) Fast Movement +10 (Ex) Flight (40 feet, Poor) Low-Light Vision Predator Aspect Rage (Unchained, 6 rounds/day) (Ex) Winged Flight (Ex)

Tracked Resources				
Alchemist's fire				
Rage (Unchained, 6 rounds/day)	(Ex)			
Torch				
Trail rations				

#### Languages

Auran

Common

#### Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to

prove her worth.

## **Sourcebooks Used**

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Armor Expert (trait)
- Ponyfinder Campaign Setting Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Winged Flight (equipment)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)
- Unchained Classes Barbarian (Unchained) (class)

## **Experience & Wealth**

Experience Points: **0**/2000 Current Cash: **14 gp, 4 sp, 6 cp** 

## **Brie Brightwing Level 5**

Female griffon barbarian (unchained) 5 - CR 4
Chaotic Neutral Fey (Griffon); Deity: The Sun King; Age:
22; Height: 3' 8"; Weight: 253lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifie	er T	emporary	
STR STRENGTH	19	+4			
DEX	12	+1			
CON	14	+2			
INT	12	+1			
WISDOM	13	+1			
CHARISMA	8	-1			
Saving Throw	Total Ba	use Ability Resis	t Misc Te	mp Notes	
FORTITUDE (CONSTITUTION)	+6 = +	4 +2			
REFLEX (DEXTERITY)	+2 = + Danger Sense	<b>1 +1 •</b> : +1 bonus vs. traps			
WILL (WISDOM)	+2 = +	1 +1			
Total	Armor Shie	ld Dex Size Na	tur Deflec Do	dge Misc	
AC 15 =	= +4	+1			
Touch AC	11 F	lat-Footed AC	14		
Danger Sense : +1 bo	nus vs. traps	BAB Strength	Size	Misc	
CM Bonus	+9 =	+5 +4		_	
		BAB Stre	ngth Dovto	rity Size	
CM Defense	20 = 10		ngth Dexte		
24 vs. Trip See the AC section (a CMD				oply to	
Base Attac	k	+5	HP	54	
			Damage /	Current HP	
Initiative		+1			
Speed		40 ft			
+1 furious greataxe					
Both hands:	+10, 1d1	2+7	:	Crit: ×3 2-hand, S	
Bite (Griffon)					
Main hand: -	⊦4, 1d6+2	2	Liç	Crit: ×2 aht, B/P/S	
Masterwork lamellar (leather) armor					
_		Max Dex:	•	Check: -	
+4			pell Fail: 2		





Skill Name	Total	Ability	Ranks	Temp	
Acrobatics	+5	DEX (1)	1		
Speed greater/less than 3	<b>30 ft.</b> : +4 t	o jump			
Appraise	+1	INT (1)	-		
Bluff	-1	CHA (-1)	-		
<sup>©</sup> Climb	+4	STR (4)	-		
Diplomacy	+0	CHA (-1)	-		
Disguise	-1	CHA (-1)	-		
Escape Artist	+1	DEX (1)	-		
<sup>©</sup> Fly	+5	DEX (1)	5		
Heal	+1	WIS (1)	-		
Intimidate	+12	CHA (-1)	5		
Knowledge (nature)	+9	INT (1)	5		
Perception	+9	WIS (1)	5		
Danger Sense : +1 bonus to avoid being surprised by a foe					
<sup>0</sup> Ride	+1	DEX (1)	-		
Sense Motive	+1	WIS (1)	-		
<sup>0</sup> Stealth	+1	DEX (1)	-		
Survival	+9	WIS (1)	5		
<sup></sup> ¶Swim	+4	STR (4)	-		

## Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Intimidating Prowess Martial Weapon Proficiency - All Power Attack -2/+4 Shield Proficiency Simple Weapon Proficiency - All Sudden Save

## Traits

#### Armor Expert Day Greeter (Diplomacy)

#### Gear

#### Total Weight Carried: 75/525 lbs, Light Load (Light: 174 lbs, Medium: 349.5 lbs, Heavy: 525 lhs)

103/	
+1 furious greataxe Alchemist's fire	12 lbs 1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Masterwork lamellar (leather) armor	25 lbs
Mess kit	1 lb
Pot	4 lbs
Potion of bear's endurance	-
Potion of blur	-
Potion of cure serious wounds	-
Potion of delay poison	-
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

#### **Special Abilities**

Cloud Walker (Su) Danger Sense +1 (Ex) Fast Movement +10 (Ex) Flight (40 feet, Poor) Improved Uncanny Dodge ( $Lv \ge 9$ ) (Ex) Low-Light Vision No Escape (Ex) **Predator Aspect** Rage (Unchained, 14 rounds/day) (Ex) Strength Stance +2 (Ex) Winged Flight (Ex)

#### Tracked Resources

Alchemist's fire	
Potion of bear's endurance	
Potion of blur	
Potion of cure serious wounds	
Potion of delay poison	
Rage (Unchained, 14 rounds/day) (Ex)	 
Torch	
Trail rations	
Languag	es
Auran	Common

# **Experience & Wealth**

Experience Points: 15000/23000 Current Cash: 184 gp, 4 sp, 6 cp

## Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

- Advanced Player's Guide / Ultimate Equipment -Furious (item power)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Armor Expert (trait)
- Ponyfinder Campaign Setting Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Winged Flight (equipment)
- Ponyfinder Griffons of Everglow Sudden Save (feat)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)
- Unchained Classes Barbarian (Unchained) (class); No Escape (special ability); Strength Stance (special ability)

## **Brie Brightwing Level 9**

Female griffon barbarian (unchained) 9 - CR 8
Chaotic Neutral Fey (Griffon); Deity: The Sun King; Age:
22; Height: 3' 8"; Weight: 253lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	т	emporary
STR STRENGTH	20	+5		
DEX	12	+1		
	14/16	+2/+3		
INT	12	+1		
WISDOM	13	+1		
<b>CHA</b> CHARISMA	8	-1		
Saving Throw	Total Base	Ability Resist	Misc Ter	mp Notes
FORTITUDE (CONSTITUTION)	+9 = +6	+3		
REFLEX (DEXTERITY)	+4 = +3 Danger Sense : +3	+1 bonus vs. traps		
WILL (WISDOM)	+4 = +3	+1		
Damage Redu	uction (1/-)			
Total	Armor Shield D	ex Size Natur	Deflec Doo	lge Misc
AC 16 =	+5 +	1		
Touch AC		Footed AC	15	
Danger Sense : +3 bor	BAB	Strength	Size	Misc
CM Bonus	+14 = +9	+5	-	-
		BAB Streng	th Dexter	ity Size
CM Defense	25 = 10	+9 +5	+1	-
29 vs. Trip See the AC section (a CMD	bove) for situationa	I modifiers that I	nay also ap	ply to
Base Attack	( +	9	HP	103
			Damage / C	Current HP
Initiative	+	1		
Speed	40	ft		
	+1 furious	greataxe		
Both hands: ·		•	2	Crit: ×3 2-hand, S
	Bite (G	riffon)		
Main hand: +	•		Lig	Crit: ×2 ht, B/P/S
+	1 Iamellar (le	ather) arm	or	
+5		Max Dex: +3 Spe		Check: - 0%, Light





				_	
Skill Name	Total	Ability	Ranks	Temp	
Acrobatics	+9	DEX (1)	5		
Speed greater/less than	30 ft. : +4 t	o jump			
Appraise	+1	INT (1)	-		
Bluff	-1	CHA (-1)	-		
<sup>9</sup> Climb	+5	STR (5)	-		
Diplomacy	+0	CHA (-1)	-		
Disguise	-1	CHA (-1)	-		
Escape Artist	+1	DEX (1)	-		
<sup>©</sup> Fly	+13	DEX (1)	9		
Heal	+1	WIS (1)	-		
Intimidate	+17	CHA (-1)	9		
Knowledge (nature)	+13	INT (1)	9		
Perception	+13	WIS (1)	9		
Danger Sense : +3 bonus to avoid being surprised by a foe					
<sup>♥</sup> Ride	+1	DEX (1)	-		
Sense Motive	+1	WIS (1)	-		
<sup>9</sup> Stealth	+1	DEX (1)	-		
Survival	+9	WIS (1)	5		
<sup>♥</sup> Swim	+5	STR (5)	-		
	_				

## Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Intimidating Prowess Martial Weapon Proficiency - All Power Attack -3/+6 Powerful Flight Shield Proficiency Simple Weapon Proficiency - All Sudden Save Vital Strike

#### Traits

Armor Expert Day Greeter (Diplomacy)

#### Gear

#### Total Weight Carried: 81/600 lbs, Light Load (Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600 lbs)

103/	
+1 furious greataxe	12 lbs
+1 lamellar (leather) armor	25 lbs
Alchemist's fire	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Cloak of displacement, minor	1 lb
Elixir of tumbling	-
Elixir of vision	-
Explorer's outfit (Free)	-
Flint and steel	-
Handy haversack (empty)	5 lbs
loun stone (pink rhomboid)	-
Mess kit	1 lb
Pot	4 lbs
Potion of bear's endurance	-
Potion of blur	-
Potion of cure light wounds x2	-
Potion of cure moderate wounds	-
Potion of cure serious wounds	-
Potion of darkvision	-
Potion of delay poison	-
Potion of eagle's splendor	-
Potion of enlarge person	-
Potion of protection from evil	-
Potion of remove fear	-
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

#### **Special Abilities**

Clear Mind (Ex) Cloud Walker (Su) Danger Sense +3 (Ex) Fast Movement +10 (Ex) Flight (50 feet, Average) Ghost Rager +4 (Su) Improved Uncanny Dodge (Lv >=13) (Ex) Low-Light Vision No Escape (Ex) Predator Aspect Rage (Unchained, 23 rounds/day) (Ex) Strength Stance +3 (Ex) Winged Flight (Ex)

Tracked Resources
Alchemist's fire
Elixir of tumbling
Elixir of vision

Potion of bear's er	ndurance
---------------------	----------

## **Experience & Wealth**

Experience Points: 75000/105000 Current Cash: 34 gp, 4 sp, 6 cp

I racked Re	sources
Potion of blur	
Potion of cure light wounds	
Potion of cure moderate woun	ds 🗌
Potion of cure serious wounds	;
Potion of darkvision	
Potion of delay poison	
Potion of eagle's splendor	
Potion of enlarge person	
Potion of protection from evil	
Potion of remove fear	
Rage (Unchained, 23 rounds/day) (Ex)	
Torch	
Trail rations	
Langua	iges
Auran	Common

#### Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

## Sourcebooks Used

- Advanced Player's Guide / Ultimate Equipment -Furious (item power)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Armor Expert (trait)
- Ponyfinder Campaign Setting Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Powerful Flight (feat); Winged Flight (equipment)
- Ponyfinder Griffons of Everglow Sudden Save (feat)
- Ultimate Combat Ghost Rager (special ability)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)
- Unchained Classes Barbarian (Unchained) (class); Clear Mind (special ability); No Escape (special ability); Strength Stance (special ability)

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## **Dawn Event Level 1**

Male pony cleric of Pony Pantheon 1 - CR 1/2 Lawful Neutral Fey (Ponykind); Deity: Pony Pantheon; Age: 25; Height: 3' 11"; Weight: 274lb.; Eyes: Blue; Hair: Brown; Skin: White

- , -					
Ability	Score	Modifier	Temporary		
STR STRENGTH	14	+2			
DEX	8	-1			
	14	+2			
	from a forced ma	to continue running arch, to avoid nonle or to hold your brea			
INT INTELLIGENCE	11	0			
WISDOM	17	+3			
CHA CHARISMA	14	+2			
Saving Throw	Total Base	Ability Resist	Misc Temp Notes		
<b>FORTITUDE</b> (CONSTITUTION) +4 = +2 +2 (CONSTITUTION) +4 = +2 +2 (CONSTITUTION) = +4 vs. hot or cold environments and to resist damage from suffocation, Earth-Bound +2 : +2 vs. poison, spells, and spell-like abilities					
(DEXTERITY)					
WILL (WISDOM) $+6 = +2$ $+3$ $+1$ Earth-Bound +2 : +2 vs. poison, spells, and spell-like abilities					
Total	Armor Shield	Dex Size Natu	r Deflec Dodge Misc		
Touch AC     9     Flat-Footed AC     14       BAB     Strength     Size     Misc					
CM Bonus	+2 =	- +2			
CM Defense	44 40	BAB Streng			
15 vs. Trip	11 = 10	- +2			
Base Attac	k	+0	HP 14		
		-	Damage / Current HP		
Initiative		-1			
Speed	40	/ 30 ft			
Scimitar					
Main hand: <b>+2</b> , <b>1d6+2</b> Both hands: <b>+2</b> , <b>1d6+3</b> Crit: 18-20/x2 1-hand, S					
	Sca	le mail			
15		Max Dex: +3	, Armor Check: -4		



Max Dex: +3, Armor Check: -4 Spell Fail: 25%, Medium, Slows





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (-1)	-	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
<sup>♥</sup> Climb	-2	STR (2)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (-1)	-	
<sup>♥</sup> Fly	-5	DEX (-1)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+3	WIS (3)	-	
<sup>©</sup> Ride	-5	DEX (-1)	-	
Sense Motive	+3	WIS (3)	-	
<b>U</b> Stealth	-5	DEX (-1)	-	
Survival	+3	WIS (3)	-	
<sup>♥</sup> Swim	-2	STR (2)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

#### Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Endurance Selective Channeling Shield Proficiency Simple Weapon Proficiency - All Toughness

### Traits

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Focused Mind

#### Gear

Indomitable Faith

Total Weight Carried: 94/262.5 lbs, Medium Lo (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5	
Bedroll <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	5 lbs
Belt pouch (4 @ 2 lbs)	0.5 lbs
Candle x10 <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	-
Cleric's vestments (Free)	-
Flint and steel <in: (32="" 39.5="" @="" bags="" lbs<="" pony="" saddle="" td=""><td>;)&gt; -</td></in:>	;)> -
Holy symbol, wooden (Sun and Moon) <in: belt="" pour<="" td=""><td>ch (4 -</td></in:>	ch (4 -
Holy text (Pony Gods of Everglow) < In: Belt pouch (4)	4@2 -
Mess kit <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	1 lb
Pony Saddle Bags (32 @ 39.5 lbs)	15 lbs
Pot <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	4 lbs
Rope <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	10 lbs
Scale mail	30 lbs
Scimitar	4 lbs
Soap <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	0.5 lbs
Spell component pouch	2 lbs
Sunrod x2 <in: (4="" 2="" @="" belt="" lbs)="" pouch=""></in:>	1 lb
Torch x10 < In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Trail rations x5 <in: (32="" 39.5<="" @="" bags="" pony="" saddle="" td=""><td>1 lb</td></in:>	1 lb
Waterskin <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	4 lbs

## **Special Abilities**

Aura (Ex) Brand of Destiny Cleric Channel Positive Energy 1d6 (5/day, DC 12) (Su) Cleric Domain (Friendship) Cleric Domain (Healing) Earth-Bound +2 Fingerless Low-Light Vision Powerful Bond (6/day) (Su) Spontaneous Casting Unique Destiny

#### **Spell-Like Abilities**

Rebuke Death (6/day) (Sp)

Tracked Resources				
Cleric Channel Positive Energy 1d6 (5/day	, DC 12) (Su)			
Powerful Bond (6/day) (Su)				
Sunrod				
Torch				
Trail rations				

## Languages

Common

Sylvan

#### **Spells & Powers**

Cleric spells memorized (CL 1st; concentration +6) Melee Touch +2 Ranged Touch -1 1st—bless, cure light wounds<sup>D</sup>, shield of faith Oth (at will)—detect magic, light, stabilize [D] Domain spell; Domains Friendship, Good, Healing Experience Points: **0**/2000 Current Cash: **11 gp** 

## Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically panthiest, Dawn has learned a wide array of religious ceremonies and practices.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Indomitable Faith (trait)
- Blood of Angels / Inner Sea Gods Friendship (special ability)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Unique Destiny (equipment)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)

## Dawn Event Level 5

Male pony cleric of Pony Pantheon 5 - CR 4 Lawful Neutral Fey (Ponykind); Deity: Pony Pantheon; Age: 25; Height: 3' 11"; Weight: 274lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX	8	-1	
CON	14 Endurance: +4 to	continue running, vs. r	
	from a forced marc	to hold your breath	
INT INTELLIGENCE	12	+1	
WISDOM	17	+3	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes
FORTITUDE (CONSTITUTION)		+2 +1 hot or cold environme cation, Earth-Bound + e abilities	
REFLEX (DEXTERITY)	+1 = +1 Earth-Bound +2 : -	<b>-1 +1</b>	nd spell-like abilities
WILL (WISDOM)	+9 = +4 Earth-Bound +2 : +	+3 +1 +1	
Total	Armor Shield D	ex Size Natur De	flec Dodge Misc
AC 20 =	= +7 +3 -	·1 +1	
Touch AC	9 Flat- BAB	Footed AC Strength	<b>20</b> Bize Misc
CM Bonus	+5 = +3	+2	
		BAB Strength	Dexterity Size
CM Defense 18 vs. Trip	14 = 10	+3 +2	-1 -
Base Attac	k +	3 F	IP 48
Initiative	-	1Da	mage / Current HP
Speed	40 / 3	30 ft	
Scimitar			
Main hand: - Both hands:	•		Crit: 18-20/x2 1-hand, S

+1 chainmail

+7

Max Dex: +2, Armor Check: -4 Spell Fail: 30%, Medium, Slows





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Appraise	+1	INT (1)	-	
Bluff	+2	CHA (2)	-	
<sup>U</sup> Climb	-3	STR (2)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (-1)	-	
<sup>©</sup> Fly	-6	DEX (-1)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+9	INT (1)	5	
Perception	+3	WIS (3)	-	
<sup>©</sup> Ride	-6	DEX (-1)	-	
Sense Motive	+11	WIS (3)	5	
<sup>0</sup> Stealth	-6	DEX (-1)	-	
Survival	+3	WIS (3)	-	
<sup>©</sup> Swim	-3	STR (2)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Endurance: +4 to resist nonlethal damage from exhausti

## Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Deep Healing Deep Rooted Endurance Selective Channeling Shield Proficiency Simple Weapon Proficiency - All Toughness

### Traits

Focused Mind Indomitable Faith

#### +1 heavy wooden shield

+3

Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield

#### Gear

Total Weight Carried: 120/262.5 lbs, Medium L (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5	
+1 chainmail	40 lbs
+1 heavy wooden shield	10 lbs
Amulet of natural armor +1	-
Bedroll <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	5 lbs
Belt pouch (4 @ 2 lbs)	0.5 lbs
Candle x10 <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	-
Cleric's vestments (Free)	-
Cloak of resistance +1	1 lb
Flint and steel <in: (32="" 39.5="" @="" bags="" lbs<="" pony="" saddle="" td=""><td>;)&gt; -</td></in:>	;)> -
Heavy shield bash	-
Holy symbol, wooden (Sun and Moon) < In: Belt pour	ch (4 -
Holy text (Pony Gods of Everglow) < In: Belt pouch (4)	
Mess kit <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	1 lb
Pearl of power (1st level, 1/day)	-
Pony Saddle Bags (32 @ 39.5 lbs)	15 lbs
Pot <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	4 lbs
Potion of fly x2	-
Ring of feather falling	-
Rope <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	10 lbs
Saddle Rack (Scimitar)	5 lbs
Scimitar	4 lbs
Soap <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	0.5 lbs
Spell component pouch	2 lbs
Sunrod x2 <in: (4="" 2="" @="" belt="" lbs)="" pouch=""></in:>	1 lb
Torch x10 <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	1 lb
Trail rations x5 < In: Pony Saddle Bags (32 @ 39.5	1 lb
Waterskin <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	4 lbs

#### **Special Abilities**

Aura (Ex)

Brand of Destiny Cleric Channel Positive Energy 3d6 (5/day, DC 14) (Su) Cleric Domain (Friendship) Cleric Domain (Healing) Earth-Bound +2 Fingerless Low-Light Vision Powerful Bond (6/day) (Su) Spontaneous Casting Unique Destiny

#### **Spell-Like Abilities**

Rebuke Death (6/day) (Sp)

#### **Tracked Resources**

Cleric Channel Positive Energy 3d6 (5/day, DC 14) (Su)

Pearl of power (1st level, 1/day)

## **Experience & Wealth**

Experience Points: **15000**/23000 Current Cash: **97 gp** 

Tracked Resources			
Potion of fly			
Powerful Bond (6/day) (Su)			
Sunrod			
Torch			
Trail rations			

## Languages

Common Dwarven Sylvan

## **Spells & Powers**

**Cleric spells memorized** (CL 5th; concentration +10) **Melee Touch** +5 **Ranged Touch** +2 **3rd**—cure serious wounds<sup>D</sup>, dispel magic, prayer **2nd**—bull's strength, cure moderate wounds<sup>D</sup>, resist energy, spiritual weapon **4ct** blace cure light wounds<sup>D</sup> liberating commond<sup>UC</sup>

**1st**—bless, cure light wounds  $^{D}$ , liberating command  $^{UC}$ , protection from evil, shield of faith

**Oth (at will)**—*create water, detect magic, light, stabilize* [D] Domain spell; **Domains** Friendship, Good, Healing

#### Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically panthiest, Dawn has learned a wide array of religious ceremonies and practices.

#### Sourcebooks Used

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Indomitable Faith (trait)
- Andoran, Spirit of Liberty / Ultimate Combat -Liberating Command (spell)
- Blood of Angels / Inner Sea Gods Friendship (special ability)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Saddle Rack (equipment); Unique Destiny (equipment)
- Ponyfinder Down to Earth Deep Healing (feat); Deep Rooted (feat)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)

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## **Dawn Event Level 9**

Male pony cleric of Pony Pantheon 9 - CR 8 Lawful Neutral Fey (Ponykind); Deity: Pony Pantheon; Age: 25; Height: 3' 11"; Weight: 274lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX	8	-1	
CON	14	+2	
	Endurance: +4 to co from a forced march, starvation/thirst, or to	to avoid nonlethal of	
INT	12	+1	
WISDOM	18	+4	
<b>CHA</b> CHARISMA	14	+2	
	Circlet of persuasic checks	n : +3 competence	bonus on ability
Saving Throw	Total Base A	Ability Resist Mi	sc Temp Notes
FORTITUDE (CONSTITUTION)	+11 = +6	+2 +3	
	Endurance: +4 vs. h damage from suffoca spells, and spell-like a	tion, Earth-Bound ·	
REFLEX (DEXTERITY)	+5 = +3 Earth-Bound +2 : +2	-1 +3 vs. poison, spells, a	and spell-like abilities
WILL	+14 = +6	+4 +3 +	1
(WISDOM)	Earth-Bound +2 : +2	· · · · · · · · ·	
Total	Armor Shield De		eflec Dodge Misc
AC 22 =	= +7 +3 -1	<b>+2</b>	+1
Touch AC	10 Flat-F BAB	ooted AC Strength	<b>22</b> Size Misc
CM Bonus	+8 = +6	+2	
		SAB Strength	Dexterity Size
CM Defense 22 vs. Trip	18 = 10	<b>⊦6 +2</b>	-1 -
Base Attac	k +6		HP 84
		Da	mage / Current HP
Initiative	-1		
Speed	40 / 30	D ft	
	Scim	itar	
	+8/+3, 1d6+2 +8/+3, 1d6+3	3	Crit: 18-20/x2 1-hand, S
	+1 chai	nmail	
_		-	rmor Check: -4
+7			Medium, Slows





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (2)	-	
<sup>©</sup> Climb	-3	STR (2)	-	
Diplomacy	+17	CHA (2)	9	
Disguise	+5	CHA (2)	-	
Escape Artist	-6	DEX (-1)	-	
<sup>©</sup> Fly	-6	DEX (-1)	-	
Heal	+4	WIS (4)	-	
Intimidate	+5	CHA (2)	-	
Knowledge (religion)	+13	INT (1)	9	
Perception	+4	WIS (4)	-	
<sup>©</sup> Ride	-6	DEX (-1)	-	
Sense Motive	+16	WIS (4)	9	
<sup>0</sup> Stealth	-6	DEX (-1)	-	
Survival	+4	WIS (4)	-	
<sup></sup> Swim	-3	STR (2)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

#### Feats

Armor Proficiency (Light) Armor Proficiency (Medium) Deep Healing Deep Rooted Endurance Extra Channel (2/day) Selective Channeling Shield Proficiency Simple Weapon Proficiency - All Spontaneous Counter

Feats

Traits

Toughness

Focused Mind Indomitable Faith

+1 heavy wooden shield

+3

Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield

#### Gear

Total Weight Carried: 120/262.5 lbs, Medium I (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 +1 chainmail +1 heavy wooden shield Amulet of natural armor +2	
Bedroll < <i>In: Pony Saddle Bags (32 @ 39.5 lbs)</i> > Belt pouch (4 @ 2 lbs) Candle x10 < <i>In: Pony Saddle Bags (32 @ 39.5 lbs)</i> > Circlet of persuasion Cleric's vestments (Free) Cloak of resistance +3 Flint and steel < <i>In: Pony Saddle Bags (32 @ 39.5 lbs</i> )	5 lbs 0.5 lbs - - 1 lb
Fint and steel < <i>in:</i> Pony Saddle Bags (32 @ 39.5 lbs) Heavy shield bash Holy symbol, wooden (Sun and Moon) < <i>ln:</i> Belt pouch Holy text (Pony Gods of Everglow) < <i>ln:</i> Belt pouch (4 loun stone (dusty rose prism) Mess kit < <i>ln:</i> Pony Saddle Bags (32 @ 39.5 lbs)> Pearl of power (1st level, 2/day) x2 Phylactery of positive channeling Pony Saddle Bags (32 @ 39.5 lbs) Pot < <i>ln:</i> Pony Saddle Bags (32 @ 39.5 lbs)>	- ch (4 -
Potion of fly x2 Ring of feather falling Rope < <i>In: Pony Saddle Bags (32</i> @ 39.5 <i>lbs)&gt;</i> Saddle Rack (Scimitar) Scimitar Soap < <i>In: Pony Saddle Bags (32</i> @ 39.5 <i>lbs)&gt;</i> Spell component pouch Sunrod x2 < <i>In: Belt pouch (4</i> @ 2 <i>lbs)&gt;</i> Torch x10 < <i>In: Pony Saddle Bags (32</i> @ 39.5 <i>lbs)&gt;</i> Trail rations x5 < <i>In: Pony Saddle Bags (32</i> @ 39.5	4 lbs - - 10 lbs 5 lbs 4 lbs 0.5 lbs 2 lbs 2 lbs 1 lb 1 lb 1 lb 4 lbs
Waterskin <in: (32="" 39.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	- 103

## **Special Abilities**

Aura (Ex) Brand of Destiny Cleric Channel Positive Energy 7d6 (5/day, DC 16) (Su) Cleric Domain (Friendship) Cleric Domain (Healing) Earth-Bound +2 Fingerless Healer's Blessing (Su) Holy Lance (4 rounds, 1/day) (Su) Low-Light Vision Powerful Bond (7/day) (Su) Spontaneous Casting Unique Destiny

## **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **97 gp** 

Rebuke Death (7/day) (Sp)

Trackeu Res	sources
Cleric Channel Positive Energy 7d6 (5/day,	DC 16) (Su)
Extra Channel (2/day)	
Holy Lance (4 rounds, 1/day) (	(Su)
Pearl of power (1st level, 2/day	y) 🗆
Potion of fly	
Powerful Bond (7/day) (Su)	
Sunrod	
Torch	
Trail rations	

## Languages

Common Dwarven Sylvan

## **Spells & Powers**

Cleric spells memorized (CL 9th; concentration +15) Melee Touch +8/+3 Ranged Touch +5/+0 Sth—breath of life<sup>D</sup> (DC 19), flame strike (DC 19) 4th—air walk, cure critical wounds<sup>D</sup>, freedom of movement, tongues 3rd—create food and water, cure serious wounds<sup>D</sup>, dispel magic (2), prayer 2nd—bull's strength, cure moderate wounds<sup>D</sup>, resist energy (2), sacred space<sup>ARG</sup>, spiritual weapon 1st—bless, cure light wounds<sup>D</sup>, liberating command<sup>UC</sup> (2), protection from evil, shield of faith 0th (at will)—create water, detect magic, light, stabilize [D] Domain spell; Domains Friendship, Good, Healing

## Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically panthiest, Dawn has learned a wide array of religious ceremonies and practices.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- Advanced Race Guide Sacred Space (spell)
- Andoran, Spirit of Liberty / Ultimate Combat -Liberating Command (spell)
- Blood of Angels / Inner Sea Gods Friendship (special ability)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Saddle Rack (equipment); Unique Destiny (equipment)
- Ponyfinder Down to Earth Deep Healing (feat); Deep Rooted (feat)
- Ponyfinder Éarning Your Stripes Spontaneous Counter (feat)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)

## Fast Shadow Level 1

#### Female pony fighter 1 - CR 1/2 Neutral Good Fey (Ponykind); Deity: The Sun Queen; Age: 19; Height: 4' 2"; Weight: 299Ib.; Eyes: Blue; Hair: Blonde-pink; Skin: Brown

Ability	Score	Modifier	Temporary	
STR STRENGTH	16	+3		
DEX	10	0		
CON	15	+2		
	from a forced marc	continue running, vs. h, to avoid nonlethal to hold your breath		
INT INTELLIGENCE	13	+1		
WISDOM	12	+1		
<b>CHA</b> CHARISMA	12	+1		
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes	
FORTITUDE (CONSTITUTION)	+4 = +2	+2		
	damage from suffor	hot or cold environme cation, Earth-Bound e abilities, Deific Obe	+2 : +2 vs. poison,	
REFLEX	+0 =			
(DEATERITT)		-2 vs. poison, spells, a +4 sacred bonus vs.	and spell-like abilities, fire	
WILL (WISDOM)		<b>+1</b> 2 vs. poison, spells, a +4 sacred bonus vs.	and spell-like abilities,	
Total			eflec Dodge Misc	
AC 15 =	+5			
Touch AC		Footed AC	15	
	BAB		Size Misc	
CM Bonus	+4 = +1	+3		
	44 40 [	BAB Strength	Dexterity Size	
CM Defense         14         = 10         +1         +3         +0         -           18 vs. Trip				
Base Attacl	+ ۲	1	HP 16	
			amage / Current HP	
Initiative	+	6		
Speed	40/3	30 ft		
	Lar	nce		
Both hands:			Crit: ×3 2-hand, P,	
	Scale	mail		
	Sudie	IIIaII		



Max Dex: +3, Armor Check: -4 Spell Fail: 25%, Medium, Slows





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
<sup>U</sup> Climb	+3	STR (3)	1	
Diplomacy	+2	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (0)	-	
<sup>©</sup> Fly	-4	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (1)	1	
Perception	+1	WIS (1)	-	
Ride	-4	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
<sup>U</sup> Stealth	-4	DEX (0)	-	
Survival	+5	WIS (1)	1	
<sup>U</sup> Swim	-1	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

#### Feats

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Endurance Improved Initiative Martial Weapon Proficiency - All Power Attack -1/+2 Shield Proficiency Simple Weapon Proficiency - All Toughness Tower Shield Proficiency

Experience Points: 0/2000

Current Cash: 4 sp, 6 cp

Day Greeter (Diplomacy) Reactionary

#### Gear

#### Total Weight Carried: 75/345 lbs, Light Load (Light: 114 lbs, Medium: 229.5 lbs, Heavy: 345 lbs)

Acid <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	1 lb
Alchemist's fire <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	1 lb
Backpack (14 @ 23 lbs)	2 lbs
Caltrops x2 <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	2 lbs
Explorer's outfit (Free)	-
Lance	10 lbs
Saddle Rack (Lance)	5 lbs
Scale mail	30 lbs
Shovel <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	8 lbs
Torch x4 <i><in: (14<="" backpack="" i=""> @ 23 lbs)&gt;</in:></i>	1 lb
Trail rations x5 <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	1 lb
Waterskin	4 lbs

#### **Special Abilities**

+4 to saves vs. Fire
Brand of Destiny
Earth-Bound +2
Fingerless
Low-Light Vision
Unique Destiny

Tracked Resources		
Acid		
Alchemist's fire		
Torch		
Trail rations		

#### Languages

Common Sylvan Terran

#### Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes.

The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- **Ponyfinder Campaign Setting** +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Saddle Rack (equipment); Unique Destiny (equipment)

## Fast Shadow Level 5

#### Female pony fighter 5 - CR 4 Neutral Good Fey (Ponykind); Deity: The Sun Queen; Age: 19; Height: 4' 2"; Weight: 299Ib.; Eyes: Blue; Hair: Blonde-pink; Skin: Brown

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX	10	0	
	16	+3	
		continue running, vs h, to avoid nonlethal to hold your breath	
INT INTELLIGENCE	13	+1	
WISDOM	12	+1	
<b>CHA</b> CHARISMA	12	+1	
Saving Throw	Total Base	Ability Resist M	lisc Temp Notes
FORTITUDE (CONSTITUTION)	+8 = +4	+3 +1	
	damage from suffoc		l <b>+2</b> : +2 vs. poison,
	spells, and spell-like bonus vs. fire	e abilities, Deific Ob	edience : +4 sacred
REFLEX	+2 = +1	+1	
	Earth-Bound +2 : + Deific Obedience :		and spell-like abilities, . fire
WILL	+5 = +1	+1 +1 +	+2
(WISDOM)		r, Earth-Bound +2	: +2 vs. poison, spells, ce : +4 sacred bonus
Total	Armor Shield D	ex Size Natur D	Deflec Dodge Misc
AC 22 =	= +7 +3	+1	+1
Touch AC	BAB		22 Size Misc
CM Bonus	+6 = +5	+3	-   -
		BAB Strength	Dexterity Size
CM Defense 23 vs. Trip	19 = 10	+5 +3	+0 -
Base Attac	k +	-	HP 59
Initiative	+		bamage / Current HP
Speed	40	ft	
	+1 la	ince	
Main hand: · Both hands:			Crit: ×3 1-hand, P,
	+1 heavy wo	oden shield	
+3		Max Dex: -, A	Armor Check: -1 Fail: 15%, Shield





<u>S</u> kill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (0)	-	
Speed greater/less than	30 ft. : +4 to	o jump		
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
<sup>9</sup> Climb	+8	STR (3)	5	
Diplomacy	+6	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (0)	-	
<sup>9</sup> Fly	-3	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (1)	5	
Perception	+1	WIS (1)	-	
Ride	-3	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
<sup>0</sup> Stealth	-3	DEX (0)	-	
Survival	+8	WIS (1)	4	
<sup>♥</sup> Swim	+0	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Endurance Improved Initiative Iron Will Martial Weapon Proficiency - All Power Attack -2/+4 Shield Proficiency Simple Weapon Proficiency - All Tough as Rocks

#### Feats

Toughness Tower Shield Proficiency Weapon Focus (Lance) Weapon Specialization (Lance)

#### Traits

Day Greeter (Diplomacy) Reactionary

#### +1 mountain pattern armor

+7

Max Dex: +4, Armor Check: -2 Spell Fail: 30%, Medium

#### Gear

# Total Weight Carried: 96/345 lbs, Light Load (Light: 114 lbs, Medium: 229.5 lbs, Heavy: 345 lbs)

180)	
+1 heavy wooden shield	10 lbs
+1 lance	10 lbs
+1 mountain pattern armor	40 lbs
Acid <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	1 lb
Alchemist's fire <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	1 lb
Backpack (14 @ 23 lbs)	2 lbs
Caltrops x2 <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	2 lbs
Cloak of resistance +1	1 lb
Explorer's outfit (Free)	-
Heavy shield bash	-
Potion of cure serious wounds	-
Potion of fly x2	-
Ring of protection +1	-
Saddle Rack (- Custom / magic weapon -)	5 lbs
Shovel <in: (14="" 23="" @="" backpack="" lbs)=""></in:>	8 lbs
Torch x4 <i><in: (14<="" backpack="" i=""> @ 23 lbs)&gt;</in:></i>	1 lb
Trail rations x5 < <i>In: Backpack (14 @ 23 lbs)</i> >	1 lb
Waterskin	4 lbs

#### Special Abilities

+4 to saves vs. Fire Brand of Destiny Bravery +1 (Ex) Earth-Bound +2 Fingerless Low-Light Vision Unique Destiny Weapon Training (Spears) +1 (Ex)

Common

Acid	
Alchemist's fire	
Potion of cure serious wounds	
Potion of fly	
Torch	
Trail rations	

## Languages

Terran

## **Experience & Wealth**

Experience Points: **15000**/23000 Current Cash: **21 gp, 4 sp, 6 cp** 

#### Languages

Sylvan

#### Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes. The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Saddle Rack (equipment); Tough as Rocks (feat); Unique Destiny (equipment)
- Ultimate Combat / Ultimate Equipment Mountain pattern armor (armor)

## **Fast Shadow Level 9**

## Female pony fighter 9 - CR 8

Neutral Good Fey (Ponykind); Deity: **The Sun Queen**; Age: **19**; Height: **4' 2"**; Weight: **299Ib.**; Eyes: **Blue**; Hair: **Blonde-pink**; Skin: **Brown** 

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX	10	0	
DEXTERITY			
	16	+3	
	Endurance: +4 to co from a forced march, starvation/thirst, or to	to avoid nonlethal c	
INT INTELLIGENCE	14	+2	
WISDOM	12	+1	
CHARISMA	12	+1	
Saving Throw	Total Base A	Ability Resist Mis	sc Temp Notes
(CONSTITUTION)	+10 = +6	+3 +1	
(00.00.00.00.00.00.00.00.00.00.00.00.00.	Endurance: +4 vs. h damage from suffoca spells, and spell-like a bonus vs. fire	tion, Earth-Bound -	+2 : +2 vs. poison,
REFLEX	+4 = +3	+1	
(DEXTERITY)	Earth-Bound +2 : +2 Deific Obedience : +	vs. poison, spells, a	
WILL	+7 = +3	+1 +1 +	
(WISDOM)	Bravery: +2 vs. fear, and spell-like abilities vs. fire	Earth-Bound +2 :	+2 vs. poison, spells,
Damage Red	uction (1/-)		
Total	Armor Shield De	x Size Natur De	flec Dodge Misc
AC 26 =	= +7 +4	+3+	-2
Touch AC	12 Flat-F BAB	ooted AC Strength	26 Bize Misc
CM Bonus	+10 = +9	+4	
		AB Strength	Devterity Size
CM Defense		AB Strength	Dexterity Size
28 vs. Disarm; 28 vs. S		FJ T <del>T</del>	
Base Attac	k +9	ŀ	IP 100
		Da	mage / Current HP
Initiative	+6	;	
Speed	40 1	ft	
	+2 adamant	ina lanca	
			0-11-0
	+15/+10, 1d8		Crit: ×3 1-hand, P,
	+15/+10, 1d8		
	Hooves x2 (Iro	n nooves)	• •
Main hand:	⊦12, 1d4+11		Crit: ×2 Light, B





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	crobatics -2 DEX (0)		-	
Speed greater/less than 3	<b>30 ft.</b> : +4 t	o jump		
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (1)	-	
<sup>9</sup> Climb	+11	STR (4)	6	
Diplomacy	+7	CHA (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (0)	-	
<sup>©</sup> Fly	-2	DEX (0)	-	
Handle Animal	+6	CHA (1)	2	
Heal	+1	WIS (1)	-	
Intimidate	+14	CHA (1)	9	
Knowledge (dungeoneering)	+14	INT (2)	9	
Perception	+1	WIS (1)	-	
<sup>U</sup> Ride	+3	DEX (0)	2	
Sense Motive	+1	WIS (1)	-	
<sup>9</sup> Stealth	-2	DEX (0)	-	
Survival	+8	WIS (1)	4	
<sup>♥</sup> Swim	+7	STR (4)	2	
Endurance: +4 to resist nonlethal damage from exhaustion				

#### Feats

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Blade-turning Pelt Endurance Improved Initiative Iron Hooves Iron Hooves

#### Feats

Iron Will Martial Weapon Proficiency - All Power Attack -3/+6 Shield Proficiency Simple Weapon Proficiency - All Tough as Rocks Toughness Tower Shield Proficiency Weapon Focus (Hooves) Weapon Focus (Lance) Weapon Specialization (Lance)

#### Traits

Day Greeter (Diplomacy) Reactionary

#### +1 mountain pattern armor

+7

Max Dex: +5, Armor Check: -1 Spell Fail: 30%, Medium

#### +2 heavy wooden shield

+4

Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield

#### Gear

#### Total Weight Carried: 102/450 lbs, Light Load (Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs) +1 mountain pattern armor 40 lbs +2 adamantine lance 10 lbs +2 heavy wooden shield 10 lbs Acid <In: Backpack (14 @ 23 lbs)> 1 lb Alchemist's fire <In: Backpack (14 @ 23 lbs)> 1 lb Amulet of natural armor +2 Backpack (14 @ 23 lbs) 2 lbs Bandages of rapid recovery x4 1 lb Belt of giant strength +2 1 lb Caltrops x2 <In: Backpack (14 @ 23 lbs)> 2 lbs Cloak of resistance +1 1 lb Explorer's outfit (Free) Heavy shield bash Oil of invisibility -Potion of cure serious wounds Potion of fly x2 Potion of gaseous form Potion of restoration, lesser x3 Ring of protection +2 Saddle Rack (- Custom / magic weapon -) 5 lbs Shovel <In: Backpack (14 @ 23 lbs)> 8 lbs Swarmbane clasp 0.5 lbs Torch x4 <In: Backpack (14 @ 23 lbs)> 1 lb Trail rations x5 <In: Backpack (14 @ 23 lbs)> 1 lb Waterskin 4 lbs

#### **Special Abilities**

+4 to saves vs. Fire Brand of Destiny Bravery +2 (Ex) Earth-Bound +2

## **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **71 gp, 4 sp, 6 cp** 

#### **Special Abilities**

Fingerless Low-Light Vision Unique Destiny Weapon Training (Natural) +1 (Ex) Weapon Training (Spears) +2 (Ex)

#### Tracked Resources

Acid	
Alchemist's fire	
Bandages of rapid recovery	
Oil of invisibility	
Potion of cure serious wounds	
Potion of fly	
Potion of gaseous form	
Potion of restoration, lesser	
Torch	
Trail rations	

	Languages
Common	
Elven	

Sylvan
Terran

#### Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes. The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

- Advanced Player's Guide / Ultimate Equipment -Bandages of rapid recovery (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Blade-turning Pelt (feat); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Iron Hooves (feat); Iron Hooves (feat); Pony (race); Saddle Rack (equipment); Tough as Rocks (feat); Unique Destiny (equipment)
  - Ultimate Combat / Ultimate Equipment Mountain pattern armor (armor)
  - Ultimate Equipment Swarmbane clasp (equipment)

## Sonja the Tinkerer Level 1

## Female pony (zebra) gunslinger (mobile cannon) 1 - CR 1/2

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen**; Age: **20**; Height: **4' 5"**; Weight: **320lb.** 

Ability	Score	Modifier	Temporary
STR	12	+1	
STRENGTH		• •	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WISDOM	12	+1	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes
FORTITUDE (CONSTITUTION)	+3 = +2 Deific Obedience :	+1	ire
REFLEX (DEXTERITY)	+5 = +2 Deific Obedience :	+2 +4 sacred bonus vs. f	I ire
WILL (WISDOM)	+1 =	+1	ire
Total	Armor Shield De	ex Size Natur De	flec Dodge Misc
AC 16	= +4 +	2	
Touch AC	12 Flat-F	Footed AC Strength	<b>14</b> Size Misc
CM Bonus	+2 = +1	+1	
	I	BAB Strength	Dexterity Size
CM Defense 18 vs. Trip	14 = 10	+1 +1	+2 -
Base Attac	k +1	l F	IP 12
		Da	mage / Current HP
Initiative	+2	2	
Speed	40 / 3	0 ft	
Musket			
Ranged: -1,	1d12		Crit: ×4
Ranged, both	n hands: <b>+3</b> ,	1d12	Rng: 40' 2-hand, B/P

#### Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2 Spell Fail: 20%, Light





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
<sup>U</sup> Climb	+2	STR (1)	1	
Craft (clockwork)	+7	INT (3)	1	
<sup>T</sup> Craft (firearms)	+7	INT (3)	1	
Diplomacy	+2	CHA (2)	-	
Disable Device	+4	DEX (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (2)	-	
<sup>♥</sup> Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+7	INT (3)	1	
Knowledge (local)	+7	INT (3)	1	
Perception	+5	WIS (1)	1	
<sup>U</sup> Ride	-1	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
<sup>U</sup> Stealth	-1	DEX (2)	-	
Survival	+1	WIS (1)	-	
<sup>U</sup> Swim	-2	STR (1)	-	

#### Feats

Armor Proficiency (Light) Exotic Weapon Proficiency (Firearms) Gunsmithing Martial Weapon Proficiency - All Point-Blank Shot Precise Shot Simple Weapon Proficiency - All

#### **Traits**

Deft Dodger Vagabond Child (urban, Disable Device)

#### Gear

## Total Weight Carried: 90/195 lbs, Medium Load (Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195 lbs)

(Light: 04.0 103, meanin: 120 103, mea	x y. 155 165 <i>j</i>
Artisan's tools (Craft [firearms])	5 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Black powder x11 > <in: (11<="" horn="" powder="" td=""><td>@ 0 lbs)&gt; -</td></in:>	@ 0 lbs)> -
Firearm bullet x30 🔪	0.0167 lbs
Flint and steel	-
Gunsmith's kit	2 lbs
Lamellar (leather) armor	25 lbs
Mess kit	1 lb
Musket	9 lbs
Pot	4 lbs
Potion of cure light wounds	-
Powder horn (11 @ 0 lbs)	1 lb
Rope	10 lbs
Saddle Rack (Musket)	5 lbs
Scholar's outfit (Free)	-
Thieves' tools	1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

#### **Special Abilities**

+4 to saves vs. Fire Brand of Destiny Deed: Deadeye (Ex) Deed: Gunslinger's Dodge (+2 AC) (Ex) Deed: Quick Clear (Ex) Fingerless Grit (Ex) Low-Light Vision Natural Linguist Poison Use (Ex) Quadrupedal Reload (Ex) Unique Destiny

Tracked Resources			
Black powder			
Firearm bullet			
Grit Pool (1/day)			
Potion of cure light wounds			
Torch			
Trail rations			
Languages			

Lang	juages
Auran	Elven
Common	Sylvan
Dwarven	

## Experience & Wealth

Experience Points: **0**/2000 Current Cash: **You have no money!** 

## Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural, While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony.

She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Deft Dodger (trait)
- Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign - Vagabond Child (urban) (trait)
- Inner Sea World Guide / Ultimate Combat Exotic Weapon Proficiency (Firearms) (feat)
- Inner Sea World Guide / Ultimate Combat / Ultimate Equipment - Black powder (weapon); Firearm bullet (weapon); Musket (weapon); Powder horn (equipment)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Unique Destiny (equipment); Zebra (alternate racial trait)
- Ultimate Combat Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)

## Sonja the Tinkerer Level 5

Female pony (zebra) gunslinger (mobile cannon) 5 - CR 4

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen**; Age: **20**; Height: **4' 5"**; Weight: **320lb.** 

Ability	Score	Modifier	Temporary	
STR STRENGTH	12	+1		
DEX	15/17	+2/+3		
	13	+1		
INT	16	+3		
WISDOM	12	+1		
<b>CHA</b> CHARISMA	14	+2		
Saving Throw FORTITUDE (CONSTITUTION)	Total Base +5 = +4 Deific Obedience :	Ability Resist M +4 sacred bonus vs.	isc Temp Notes	
(DEXTERITY)	+8 = +4 Deific Obedience :	+3 +4 sacred bonus vs.	-1 fire	
WILL (WISDOM)	+2 = +1 Deific Obedience :	+1 +4 sacred bonus vs.	fire	
Total       Armor Shield Dex       Size       Natur       Deflec       Dodge       Misc         AC       16       =       +3       +3				
CM Bonus	+6 = +5	Strength	Size Misc	
CM Defense 23 vs. Trip	19 = 10	BAB Strength +5 +1	Dexterity Size	
Base Attack	<b>.</b> +			
Initiative	+		amage / Current HP	
Speed	40	ft		
	+1 mus	sket 🔨		
Ranged: <b>+1</b> , Ranged, both		3d6+4	Crit: ×4 Rng: 40' 2-hand, B/P	
Striking Horseshoes				
Main hand: +	6, 1d4+1		Crit: ×2 Light, P	
	+1 lamella	r cuirass		
+3			Armor Check: - I Fail: 5%, Light	





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	2	
Speed greater/less than	-			
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
<sup>U</sup> Climb	+5	STR (1)	1	
Craft (alchemy)	+7	INT (3)	1	
Craft (clockwork)	+11	INT (3)	5	
<sup>T</sup> Craft (firearms)	+11	INT (3)	5	
Diplomacy	+2	CHA (2)	-	
Disable Device	+12	DEX (3)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
<sup>©</sup> Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+11	INT (3)	5	
Knowledge (local)	+11	INT (3)	5	
Perception	+9	WIS (1)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+3	DEX (3)	-	
Survival	+1	WIS (1)	-	
<sup>U</sup> Swim	+5	STR (1)	1	
	Facto			

#### Feats

Armor Proficiency (Light) Exotic Weapon Proficiency (Firearms) Extra Grit Gunsmithing Martial Weapon Proficiency - All Point-Blank Shot Precise Shot Rapid Reload (Musket) Simple Weapon Proficiency - All

Weapon Focus (Musket)

Traits

#### Deft Dodger

Vagabond Child (urban, Disable Device)

Gear

Total Weight Carried: 83/600 lbs. Light Load

Total Weight Gamea. 66/666 183, Eight Load		
(Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600		
lbs)		
+1 lamellar cuirass	8 lbs	
+1 musket	18 lbs	
Alchemical cartridge (paper) x80 🔨	-	
Artisan's tools (Craft [firearms])	5 lbs	
Backpack (empty)	2 lbs	
Bedroll	5 lbs	
Belt of incredible dexterity +2	1 lb	
Belt pouch (empty)	0.5 lbs	
Flint and steel	-	
Gunsmith's kit	2 lbs	
Mess kit	1 lb	
Muleback cords	0.25 lbs	
Pot	4 lbs	
Potion of cure moderate wounds	-	
Potion of darkvision	-	
Potion of invisibility	-	
Potion of restoration, lesser	- 10 lbs	
Rope Saddle Rack (- Custom / magic weapon -)	5 lbs	
Scholar's outfit (Free)	5 105	
Striking Horseshoes	- 1 lb	
Thieves' tools	1 lb	
Torch x10	1 lb	
Trail rations x5	1 lb	
Waterskin	4 lbs	
	- 1 <b>0</b> 3	

#### **Special Abilities**

+4 to saves vs. Fire Brand of Destiny Deed: Deadeve (Ex) Deed: Gunslinger Initiative (Ex) Deed: Gunslinger's Dodge (+2 AC) (Ex) Deed: Pistol-Whip (Ex) Deed: Quick Clear (Ex) Deed: Utility Shot (Ex) Fingerless Grit (Ex) Gun Training +3 (Musket) (Ex) Heavy Calibre (Ex) Low-Light Vision Natural Linguist Poison Use (Ex) Quadrupedal Reload (Ex) Unique Destiny

## **Experience & Wealth**

Experience Points: **15000**/23000 Current Cash: **482 gp** 

Tracked Re	Tracked Resources			
Alchemical cartridge (paper)				
Grit Pool (3/day)				
Potion of cure moderate woun	ids 🗌			
Potion of darkvision				
Potion of invisibility				
Potion of restoration, lesser				
Torch				
Trail rations				
Langua	Languages			

## Languages

Auran	
Common	
Dwarven	
Dwarven	



#### Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural, While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony.

She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

- Advanced Player's Guide / Ultimate Equipment Muleback cords (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Deft Dodger (trait)
- Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign - Vagabond Child (urban) (trait)
- Inner Sea World Guide / Ultimate Combat Exotic Weapon Proficiency (Firearms) (feat)
- Inner Sea World Guide / Ultimate Combat / Ultimate Equipment - Musket (weapon)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Striking Horseshoes (weapon); Unique Destiny (equipment); Zebra (alternate racial trait)
- **Ultimate Combat** Extra Grit (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- Ultimate Combat / Ultimate Equipment Lamellar cuirass (armor); Alchemical cartridge (paper) (weapon)
- Ultimate Equipment Mess kit (equipment)

## Sonja the Tinkerer Level 9

Female pony (zebra) gunslinger (mobile cannon) 9 - CR 8

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen**; Age: **20**; Height: **4' 5"**; Weight: **320lb.** 

Ability	Score	Modifier	Temporary
STR			
STRENGTH	12	+1	
DEX DEXTERITY	16/20	+3/+5	
CON	13	+1	
INT INTELLIGENCE	16	+3	
WISDOM	12	+1	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base A	Ability Resist M	lisc Temp Notes
FORTITUDE (CONSTITUTION)	+7 = +6	+1 4 sacred bonus vs	. fire
REFLEX (DEXTERITY)	+12 = +6 Deific Obedience : +		▶1
WILL (WISDOM)	+4 = +3 Deific Obedience : +	+1 4 sacred bonus vs	. fire
Total	Armor Shield De	x Size Natur I	Deflec Dodge Misc
AC 17 =	= +3 +4		
Touch AC		ooted AC	13
014 5	BAB	Strength	Size Misc
CM Bonus	+10 = +9	+1	-
BABStrengthDexteritySizeCM Defense25= 10+9+1+5-29 vs. Trip			
Base Attac	k +9		HP 76
			Damage / Current HP
Initiative	+1	1	
Speed	40 1	ft	
+1 blunderbuss			
Ranged: +6/ Ranged, both 2d6+1			Crit: ×2 2-hand, B/P,
	orrosive dista	ance muske	et 🔨
•		/+6, 3d6+6	D.a. a.v. 0.01
	Striking Ho	rseshoes	
Main hand:	+10/+5, 1d4+	1	Crit: ×2 Light, P





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (5)	3	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
<sup>♥</sup> Climb	+5	STR (1)	1	
Craft (alchemy)	+7	INT (3)	1	
Craft (clockwork)	+15	INT (3)	9	
<sup>†</sup> Craft (firearms)	+15	INT (3)	9	
Diplomacy	+2	CHA (2)	-	
Disable Device	+18	DEX (5)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	+5	DEX (5)	-	
<b>9</b> Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+13	INT (3)	7	
Knowledge (local)	+13	INT (3)	7	
Linguistics	+8	INT (3)	1	
Perception	+13	WIS (1)	9	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
<sup>9</sup> Stealth	+5	DEX (5)	-	
Survival	+10	WIS (1)	6	
<sup>♥</sup> Swim	+5	STR (1)	1	
	Foats			

Feats

Armor Proficiency (Light) Exotic Weapon Proficiency (Firearms) Extra Grit Far Shot Gunsmithing Improved Initiative Martial Weapon Proficiency - All

#### Feats

Point-Blank Shot Precise Shot Rapid Reload (Musket) Simple Weapon Proficiency - All Weapon Focus (Musket)

#### Traits

Deft Dodger Vagabond Child (urban, Disable Device)

#### +1 lamellar cuirass



Max Dex: +4, Armor Check: -Spell Fail: 5%, Light

## Gear

#### Total Weight Carried: 101/600 lbs, Light Load (Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600 lbs)

165)	
+1 blunderbuss	16 lbs
+1 corrosive distance musket	18 lbs
+1 lamellar cuirass	8 lbs
Alchemical cartridge (paper) x100	-
Artisan's tools (Craft [firearms])	5 lbs 2 lbs
Backpack (empty) Bedroll	2 lbs 5 lbs
Belt of incredible dexterity +4	1 lb
Belt pouch (empty)	0.5 lbs
Flint and steel	- 0.0 100
Gunsmith's kit	2 lbs
Jaunt boots (3/day)	2 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Pot	4 lbs
Potion of cure serious wounds	-
Potion of darkvision	-
Potion of invisibility	-
Potion of restoration, lesser	-
Ring of feather falling	-
Rope	10 lbs
Saddle Rack (- Custom / magic weapon -, - Custom	/ 5 lbs
Scholar's outfit (Free) Striking Horseshoes	- 1 lb
Swarmbane clasp	0.5 lbs
Thieves' tools	0.0103 1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## **Special Abilities**

+4 to saves vs. Fire Brand of Destiny Deed: Dead Shot (Ex) Deed: Deadeye (Ex) Deed: Gunslinger Initiative (Ex) Deed: Gunslinger's Dodge (+2 AC) (Ex) Deed: Pistol-Whip (Ex) Deed: Quick Clear (Ex) Deed: Startling Shot (Ex) Deed: Targeting (Ex)

## **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **578 gp, 6 sp, 7 cp** 

#### **Special Abilities**

Deed: Utility Shot (Ex) Double Cannon (Ex) Fingerless Grit (Ex) Gun Training +5 (Musket) (Ex) Heavy Calibre (Ex) Low-Light Vision Natural Linguist Poison Use (Ex) Quadrupedal Reload (Ex) Unique Destiny

#### **Tracked Resources**

Alchemical cartridge (paper)	
Grit Pool (3/day)	
Jaunt boots (3/day)	
Potion of cure serious wounds	
Potion of darkvision	
Potion of invisibility	
Potion of restoration, lesser	
Torch	
Trail rations	

L	anguages
Auran	Elven
Common	Gnome
Draconic	Sylvan
Dwarven	

## Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural, While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony.

She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

- Advanced Player's Guide / Ultimate Equipment Muleback cords (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Deft Dodger (trait)
- Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign - Vagabond Child (urban) (trait)
- Inner Sea World Guide / Ultimate Combat Exotic Weapon Proficiency (Firearms) (feat)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Striking Horseshoes (weapon); Unique Destiny (equipment); Zebra (alternate racial trait)
- Ultimate Combat Extra Grit (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- Ultimate Combat / Ultimate Equipment Blunderbuss (weapon); Lamellar cuirass (armor); Alchemical cartridge (paper) (weapon)
- Ultimate Equipment Jaunt boots (equipment); Mess kit (equipment); Swarmbane clasp (equipment)

## **Steel Prism Level 1**

Pony (unicorn) paladin (sacred servant) 1 - CR 1/2 Lawful Good Fey (Ponykind); Deity: **The Sun Queen**; Age: **17**; Height: **4' 2"**; Weight: **299Ib.** 

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
	10	0	
CON	14	+2	
INT	18	+4	
WISDOM	10	0	
<b>CHA</b> CHARISMA	13	+1	
Saving Throw	Total Base A	Ability Resist Mi	sc Temp Notes
FORTITUDE (CONSTITUTION)	+4 = +2 Deific Obedience : +	+2 4 sacred bonus vs.	fire
(DEXTERITY) +0 = Deific Obedience : +4 sacred bonus vs. fire			fire
WILL (WISDOM) +2 = +2 Deific Obedience : +4 sacred bonus vs. fire			
Total	Armor Shield De:	x Size Natur De	eflec Dodge Misc
AC 16 = +6			
Touch AC         10         Flat-Footed AC         16           BAB         Strength         Size         Misc			
CM Bonus +1 = +1 +1			
BAB Strength Dexterity Size			
CM Defense 16 vs. Trip	12 = 10	<b>⊦1 +1</b>	+0 -
Base Attack	۲ <mark>+1</mark>		HP 13
Initiative	+2		mage / Current HP
Speed	40 / 30	0 ft	
Longsword			
Main hand:         +4, 1d8+6         Crit: 19-20/x2           Both hands:         +4, 1d8+8         1-hand, S			
Four-mirror armor			
+6			rmor Check: -5 Medium, Slows





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	-	
Appraise	+4	INT (4)	-	
Bluff	+1	CHA (1)	-	
<sup>♥</sup> Climb	-4	STR (1)	-	
Diplomacy	+5	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-5	DEX (0)	-	
<sup>©</sup> Fly	-5	DEX (0)	-	
Heal	+4	WIS (0)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+8	INT (4)	1	
Perception	+0	WIS (0)	-	
<sup>U</sup> Ride	-5	DEX (0)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+8	INT (4)	1	
<sup>U</sup> Stealth	-5	DEX (0)	-	
Survival	+0	WIS (0)	-	
<sup>U</sup> Swim	-4	STR (1)	-	
Use Magic Device	+6	CHA (1)	1	

## Feats

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Martial Weapon Proficiency - All Power Attack -1/+2 Practiced Horn Magic (Su) Shield Proficiency Simple Weapon Proficiency - All

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#### Traits

**Dangerously Curious** Reactionary

#### Gear

## Total Weight Carried: 92/225 lbs, Medium Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Four-mirror armor	45 lbs
Holy symbol, wooden (Sun Queen)	-
Holy text (????)	-
Longsword	4 lbs
Mess kit	1 lb
Pot	4 lbs
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## **Special Abilities**

+4 to saves vs. Fire Aura of Good (Ex) Brand of Destiny Fingerless Graceful Caster Horn Magic (Sp) Low-Light Vision Smite Evil (1/day) (Su) Unique Destiny

Torch

#### **Spell-Like Abilities**

Detect Evil (At will) (Sp)	
Light (3/day)	
Unseen Servant (2/day)	

## **Tracked Resources**

Smite Evil (1/day) (Su) Trail rations

#### Languages Common Infernal

Elven

Ignan

## Sylvan Undercommon

#### **Spells & Powers**

Paladin (Sacred Servant) spells memorized (CL 0th; concentration +1) Melee Touch +1 Ranged Touch +1

## **Experience & Wealth**

Experience Points: 0/2000 Current Cash: You have no money!

#### Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

#### Sourcebooks Used

- Advanced Player's Guide Sacred Servant (archetype)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Dangerously Curious (trait)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Ponv (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- Ultimate Combat / Ultimate Equipment Four-mirror (armor)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)
# **Steel Prism Level 5**

Pony (unicorn) paladin (sacred servant) 5 - CR 4
Lawful Good Fey (Ponykind); Deity: The Sun Queen; Age:
17; Height: 4' 2"; Weight: 299lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX	10	0	
<b>CON</b> CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base	Ability Resist	Misc Temp Notes
FORTITUDE (CONSTITUTION)	+8 = +4	+2	+2
REFLEX (DEXTERITY)	+3 = <mark>+1</mark> Deific Obedience∶+	4 sacred bonus v	<b>+2</b>
WILL (WISDOM)	+6 = +4	4 sacred bonus v	<b>+2</b>
Immunity to	o Disease	Immunity	to Fear (Ex)
Total	Armor Shield De	x Size Natur	Deflec Dodge Misc
AC 23	= +10 +3		
Touch AC	10 Flat-F BAB	ooted AC Strength	23 Size Misc
CM Bonus	+4 = +5	+1	
	E	BAB Strength	Dexterity Size
CM Defense 20 vs. Trip	16 = 10 ·	+5 +1	+0 -
Base Attac	k +5		HP 49
In the time			Damage / Current HP
Initiative	+2		
Speed	40 / 3	0 ft	
	+1 longs	sword	
Main hand:	+8, 1d8+9		Crit: 19-20/×2
Both hands:			1-hand, S
	Cold iron lo	ongsword	
Main hand:	•		Crit: 19-20/x2
Both hands:			1-hand, S
	Silver lon	gsword	
Main hand: · Both hands:	•		Crit: 19-20/x2 1-hand, S





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Appraise	+4	INT (4)	-	
Bluff	+2	CHA (2)	-	
<sup>©</sup> Climb	-5	STR (1)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
<sup>©</sup> Fly	-6	DEX (0)	-	
Heal	+8	WIS (0)	5	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+12	INT (4)	5	
Perception	+0	WIS (0)	-	
<sup>©</sup> Ride	-6	DEX (0)	-	
Sense Motive	+8	WIS (0)	5	
Spellcraft	+12	INT (4)	5	
<sup>0</sup> Stealth	-6	DEX (0)	-	
Survival	+0	WIS (0)	-	
<sup>0</sup> Swim	-5	STR (1)	-	
Use Magic Device	+11	CHA (2)	5	
Feats				

Advanced Horn Magic (Su) Armor Proficiency (Heavy) Armor Proficiency (Light)

Armor Proficiency (Light) Armor Proficiency (Medium) Keen Evasion Martial Weapon Proficiency - All Power Attack -2/+4 Practiced Horn Magic (Su)

Shield Proficiency Simple Weapon Proficiency - All

# Traits

**Dangerously Curious** Reactionary

# +1 full plate

+10

Max Dex: +1, Armor Check: -5 Spell Fail: 35%, Heavy, Slows

#### +1 heavy steel shield

+3

Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield

#### Gear ----

Total Weight Carried: 120/225 lbs, Medium Load		
(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 l	bs)	
+1 full plate	50 lbs	
+1 heavy steel shield	15 lbs	
+1 longsword	4 lbs	
Backpack (empty)	2 lbs	
Bedroll	5 lbs	
Belt pouch (empty)	0.5 lbs	
Cold iron longsword	4 lbs	
Explorer's outfit (Free)	-	
Flint and steel	-	
Heavy shield bash	-	
Holy symbol, wooden (Sun Queen)	-	
Holy text (????)	-	
Mess kit	1 lb	
Pearl of power (1st level, 1/day)	-	
Pot	4 lbs	
Potion of barkskin +2	-	
Potion of fly	-	
Potion of protection from evil	-	
Potion of resist fire 10	-	
Potion of shield of faith +2	-	
Rope Silver langeword	10 lbs 4 lbs	
Silver longsword		
Soap Torch x10	0.5 lbs 1 lb	
Trail rations x5		
Waterskin	1 lb 4 lbs	
	4 105	
Special Abilities		

#### +4 to saves vs. Fire Aura of Courage +4 (10 ft.) (Su) Aura of Good (Ex) Brand of Destiny Divine Symbol +1 (5 minutes, 1/day) (Su) Finaerless Graceful Caster Horn Magic (Sp) Lav on Hands (2d6 hit points, 4/dav) (Su) Low-Light Vision Mercy (Fatiqued) (Su) Paladin (Sacred Servant) Domain (Sun)

# **Experience & Wealth**

Experience Points: 15000/23000 Current Cash: 250 gp

# **Special Abilities**

Paladin Channel Positive Energy 3d6 (2/day, DC 14) Smite Evil (1/day) (Su) Sun's Blessing (Su) **Unique Destiny** 

# **Spell-Like Abilities**

Detect Evil (At will) (Sp)	
_ight (3/day)	
Inseen Servant (2/dav)	

Tracke	ed Resources	

 $\square\square$ 

Divine Symbol +1 (5 minutes, 7	1/day) (Su)	
Lay on Hands (2d6 hit points, 4	4/day) (Su)   [	
Paladin Channel Positive Energy 3d6	δ (2/day, DC 14) (Su	
Pearl of power (1st level, 1/day	/)	
Potion of barkskin +2		
Potion of fly		
Potion of protection from evil		
Potion of resist fire 10		
Potion of shield of faith +2		
Smite Evil (1/day) (Su)		
Torch		
Trail rations		

#### Languages

Common	Infernal
Elven	Sylvan
Ignan	Undercommon

### **Spells & Powers**

Paladin (Sacred Servant) spells memorized (CL 2nd; concentration +4) Melee Touch +4 Ranged Touch +5 **1st**—bless weapon, endure elements<sup>D</sup>, veil of positive

energy

[D] Domain spell; Domain Sun

#### Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

- Advanced Player's Guide Divine Symbol (special ability); Sacred Servant (archetype); Veil of Positive Energy (spell)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Dangerously Curious (trait)
- Ponyfinder Born to Magic Keen Evasion (feat)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Advanced Horn Magic (feat); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Pony (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)

# **Steel Prism Level 9**

Pony (unicorn) paladin (sacred servant) 9 - CR 8
Lawful Good Fey (Ponykind); Deity: The Sun Queen; Age:
17; Height: 4' 2"; Weight: 299lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX	10	0	
CON	14	+2	
INT INTELLIGENCE	18	+4	
WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base A	Ability Resist Mi	sc Temp Notes
FORTITUDE (CONSTITUTION)	+10 = +6 Deific Obedience : +	+2 + 4 sacred bonus vs.	
REFLEX (DEXTERITY)	+5 = +3 Deific Obedience∶+		2
WILL (WISDOM)	+8 = +6 Deific Obedience : +		<b>2</b> fire
Immunity te	o Disease	Immunity to	o Fear (Ex)
Immunity te Total	o Disease		<b>b Fear (Ex)</b> eflec Dodge Misc
			• •
Total	Armor Shield De = +11 +3 10 Flat-F	x Size Natur D	eflec Dodge Misc
AC 25 Touch AC	Armor Shield De = +11 +3 10 Flat-F BAB	x Size Natur D +1	eflec Dodge Misc
Total	Armor Shield De = +11 +3 10 Flat-F BAB +8 = +9	x Size Natur D +1 ooted AC Strength +2	eflec Dodge Misc  25 Size Misc  -
Total AC 25 Touch AC CM Bonus	Armor Shield De = +11 +3 10 Flat-F BAB +8 = +9	x Size Natur D +1	eflec Dodge Misc
Total AC 25 Touch AC CM Bonus	Armor Shield De = $\pm 11$ $\pm 3$ 10 Flat-F BAB $\pm 8$ = $\pm 9$ 21 = 10 $\pm 10$	x Size Natur D ooted AC Strength +2 AB Strength +9 +2	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 -
Total AC 25 Touch AC CM Bonus	Armor Shield De = $\pm 11$ $\pm 3$ 10 Flat-F BAB $\pm 8$ = $\pm 9$ 21 = 10 $\pm 10$	x Size Natur D toted AC Strength +2 SAB Strength +9 +2	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 - HP 85
Total AC 25 Touch AC CM Bonus	Armor Shield De = $\pm 11$ $\pm 3$ 10 Flat-F BAB $\pm 8$ = $\pm 9$ 21 = 10	x Size Natur D ooted AC Strength +2 AB Strength +9 +2 Dz	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 -
Total AC 25 Touch AC CM Bonus CM Defense 25 vs. Trip Base Attac	Armor Shield De = +11 +3 10 Flat-F BAB +8 = +9 21 = 10 k +9	x Size Natur D ooted AC Strength +2 AB Strength +9 +2 Da	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 - HP 85
Total AC 25 Touch AC CM Bonus CM Defense 25 vs. Trip Base Attac Initiative	Armor Shield De = $+11$ +3 10 Flat-F BAB +8 = +9 21 = 10 k +9 40 / 30	x Size Natur D ooted AC Strength +2 AB Strength +9 +2 Data	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 - HP 85
Total AC 25 Touch AC CM Bonus CM Defense 25 vs. Trip Base Attac Initiative Speed Main hand:	Armor Shield De = $\pm 11 \pm 3$ 10 Flat-F BAB +8 = $\pm 9$ 21 = 10 $\pm$ k $\pm 9$	x Size Natur D ooted AC Strength +2 AB Strength +9 +2 Da Da Da Da Sword 13	eflec Dodge Misc 25 Size Misc  Dexterity Size +0 - HP 85

# +3

Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield

# +2 full plate

+11

Max Dex: +1, Armor Check: -5 Spell Fail: 35%, Heavy, Slows





Skill Name Total Ability Ranks	-
Acrobatics -6 DEX (0) -	
Appraise +4 INT (4) -	
Bluff +2 CHA (2) -	
<b>UClimb</b> -4 STR (2) -	
<b>Diplomacy</b> +14 CHA (2) 9	
<b>Disguise</b> +2 CHA (2) -	
<b>UESCAPE Artist</b> -6 DEX (0) -	
<b><sup>0</sup>Fly -6</b> DEX (0) -	
Heal +12 WIS (0) 9	
Intimidate +2 CHA (2) -	
Knowledge (religion) +16 INT (4) 9	
<b>Perception</b> +0 WIS (0) -	
<b>PRide -6</b> DEX (0) -	
<b>Sense Motive</b> +12 WIS (0) 9	
<b>Spellcraft +16</b> INT (4) 9	
<b>UStealth</b> -6 DEX (0) -	
<b>Survival</b> +0 WIS (0) -	
<b>USwim -4</b> STR (2) -	
<b>Use Magic Device</b> +15 CHA (2) 9	

# Feats

Advanced Horn Magic (Su) Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Extra Lay on Hands Keen Evasion Martial Weapon Proficiency - All Power Attack -3/+6

Practiced Horn Magic (Su) Shield Proficiency Simple Weapon Proficiency - All Sudden Warning

# Traits

Dangerously Curious Reactionary

### Gear

Total Weight Carried: 115/262.5 lbs, Medium	Load
(Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5	lbs)
+1 heavy steel shield	15 lhs

	10 103
+2 full plate	50 lbs
+3 longsword	4 lbs
Amulet of natural armor +1	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Broom of flying (9 hours/day)	3 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Heavy shield bash	-
Holy symbol, wooden (Sun Queen)	-
Holy text (????)	-
Mess kit	1 lb
Pot	4 lbs
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

# **Special Abilities**

+4 to saves vs. Fire Aura of Courage +4 (10 ft.) (Su) Aura of Good (Ex) Brand of Destiny Divine Symbol +2 (9 minutes, 2/day) (Su) Fingerless **Graceful Caster** Horn Magic (Sp) Lay on Hands (4d6 hit points, 8/day) (Su) Low-Light Vision Mercy (Diseased) (Su) Mercy (Fatigued) (Su) Mercy (Shaken) (Su) Paladin (Sacred Servant) Domain (Sun) Paladin Channel Positive Energy 5d6 (4/day, DC 16) (Su) Smite Evil (2/day) (Su) Sun's Blessing (Su) **Unique Destiny** 

# **Spell-Like Abilities**

Call Lesser Celestial Ally (1/week) (Sp)	
Detect Evil (At will) (Sp)	
Light (3/day)	
Unseen Servant (2/day)	

# **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **195 gp** 

Iracked Re	sources
Broom of flying (9 hours/day)	
Divine Symbol +2 (9 minutes,	2/day) (Su)
Lay on Hands (4d6 hit points, 8/day) (S	Su)
Paladin Channel Positive Energy 5d6 (4/c	day, DC 16) (Su)
Smite Evil (2/day) (Su)	
Torch	
Trail rations	

Languages		
Infernal		
Sylvan		
Undercommon		

# **Spells & Powers**

Paladin (Sacred Servant) spells memorized (CL 6th; concentration +8)
Melee Touch +8/+3 Ranged Touch +9/+4
2nd—heat metal<sup>D</sup> (DC 14), litany of righteousness <sup>UC</sup> (DC 14), resist energy
1st—endure elements<sup>D</sup>, grace<sup>APG</sup>, hero's defiance<sup>APG</sup>, hero's defiance<sup>APG</sup>
[D] Domain spell; Domain Sun

#### Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

- Advanced Player's Guide Divine Symbol (special ability); Grace (spell); Hero's Defiance (spell); Sacred Servant (archetype)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Dangerously Curious (trait)
- Ponyfinder Born to Magic Keen Evasion (feat); Sudden Warning (feat)
- Ponyfinder Campaign Setting +4 to saves vs. Fire (equipment); Advanced Horn Magic (feat); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Pony (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- Ultimate Combat Litany of Righteousness (spell)
- Ultimate Equipment Holy text (equipment); Mess kit (equipment)

# **Under Score Level 1**

# Male pony wizard 1 - CR 1/2

Neutral Good Fey (Ponykind); Deity: **Princess Luminace**; Age: **45**; Height: **4'**; Weight: **281Ib.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White** 

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX	12	+1	
CON CONSTITUTION	14	+2	
	Endurance: +4 to c from a forced march starvation/thirst, or t		
INT INTELLIGENCE	16	+3	
WISDOM	13	+1	
CHARISMA	10	0	
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes
(CONSTITUTION)	+2 =	+2	
, ,	Endurance: +4 vs. h damage from suffoca		
	spells, and spell-like		
REFLEX (DEXTERITY)	+1 = []	+1 2 vs. poison, spells, a	and spell-like abilities
WILL	+3 = +2	+1	
(WISDOM)			and spell-like abilities
Total	Armor Shield De		eflec Dodge Misc
AC 11 :	=+		
Touch AC		ooted AC	<u>10</u>
	BAB		Size Misc
CM Bonus	+1 = -	+1	
	E	BAB Strength	Dexterity Size
CM Defense	12 = 10	- +1	+1 -
16 vs. Trip			
Base Attac	k +(	)	HP 9
			amage / Current HP
Initiative	+3	<u> </u>	
<b>6</b>		•	
Speed	40	ft 🔄	
	Masterwo	ork club	
Main hand:			Crit: ×2
Main hand:			Rng: 10'
Both hands:	+2, 106+1		1-hand, B
Ranged: +2,	1d6+1		

Ranged, both hands: +2, 1d6+1





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 3				
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
<sup>©</sup> Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
<sup>©</sup> Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Linguistics	+7	INT (3)	1	
Perception	+2	WIS (1)	1	
<sup>U</sup> Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+7	INT (3)	1	
<sup>0</sup> Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
<sup>♥</sup> Swim	+1	STR (1)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance Point-Blank Shot Scribe Scroll Spell Focus (Evocation) Wizard Weapon Proficiencies

Focused Mind Reactionary

### Gear

Total Weight Carried: 37/195 lbs, Light Lo (Light: 64.5 lbs, Medium: 129 lbs, Heavy:	
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	0.0 103
	-
Ink, black	-
Inkpen	-
Masterwork club	3 lbs
Mess kit	1 lb
Pot	4 lbs
Scholar's outfit (Free)	-
Scroll of burning hands	-
Scroll of protection from evil	-
Scroll of shield	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
	4 105

# **Special Abilities**

Admixture Arcane Bond (Masterwork club) (1/day) (Sp) Brand of Destiny Earth-Bound +2 Fingerless Illusion Intense Spells (+1 damage) (Su) Low-Light Vision Necromancy Unique Destiny Versatile Evocation (6/day) (Su)

# **Tracked Resources**

Arcane Bond (Masterwork club) (1/day) (Sp)	
Masterwork club	
Torch	
Trail rations	
Versatile Evocation (6/day) (Su)	

Languages			
Celestial	Elven		
Common	Sylvan		
Dwarven	Terran		
Common	Sylvan		

# **Spells & Powers**

Wizard spells memorized (CL 1st; concentration +6) Melee Touch +1 Ranged Touch +1 1st—burning hands (DC 15), magic missile, shocking grasp Oth (at will)—detect magic, light, ray of frost

# **Experience & Wealth**

Experience Points: **0**/2000 Current Cash: **36 gp, 9 sp, 6 cp** 

# Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

- Advanced Player's Guide Admixture (special ability)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait); Reactionary (trait)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Unique Destiny (equipment)
- Ponyfinder Cave Fliers Moment of Darkness (spell)
- Ultimate Equipment Mess kit (equipment)

# **Under Score Level 5**

# Male pony wizard 5 - CR 4

Neutral Good Fey (Ponykind); Deity: **Princess Luminace**; Age: **45**; Height: **4'**; Weight: **281Ib.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White** 

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX	12	+1	
CON	14	+2	
	Endurance: +4 to from a forced marc starvation/thirst, or	h, to avoid nonleth	
INT INTELLIGENCE	17	+3	
WISDOM	13	+1	
CHARISMA	10	0	
	Total Base	Ability Resist	Misc Temp Notes
FORTITUDE (CONSTITUTION)		cation, Earth-Bou	nments and to resist nd +2 : +2 vs. poison,
REFLEX (DEXTERITY)	+2 = +1 Earth-Bound +2 : -	+1 +2 vs. poison, spel	Is, and spell-like abilities
WILL (WISDOM)	+5 = +4 Earth-Bound +2:	+1 +2 vs. poison, spel	Is, and spell-like abilities
Total	Armor Shield D	ex Size Natur	Deflec Dodge Misc
AC 11 :	=	-1	
Touch AC	11 Flat- BAB	Footed AC Strength	<b>10</b> Size Misc
CM Bonus	+3 = +2	+1	
		BAB Streng	th Dexterity Size
CM Defense	14 = 10	+2 +1	+1 -
Base Attac	k J	2	HP 37
Dust Allut		-	Damage / Current HP
Initiative	+	3	
Speed	40	) ft	
	Masterw	ork club	
Main hand: · Both hands:	+4, 1d6+1		Crit: ×2 Rng: 10' 1-hand, B
Ranged: +4,	1d6+1		. nana, D

Ranged, both hands: +4, 1d6+1





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than a		o jump		
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
<sup>U</sup> Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
<sup>©</sup> Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+14	INT (3)	5	
Knowledge (planes)	+11	INT (3)	5	
Linguistics	+11	INT (3)	5	
Perception	+6	WIS (1)	5	
<sup>U</sup> Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+11	INT (3)	5	
<sup>9</sup> Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
<sup>Ų</sup> Swim	+1	STR (1)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

**-** (

Feats

Endurance Merciful Spell Point-Blank Shot Scribe Scroll Skill Focus (Knowledge [arcana]) Spell Focus (Evocation)

Spell Penetration Wizard Weapon Proficiencies

Traits

Focused Mind Reactionary

# Gear

Total Weight Carried: 47/195 lbs, Light Load		
(Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195	lbs)	
Backpack (empty)	2 lbs	
Bedroll	5 lbs	
Belt pouch (empty)	0.5 lbs	
Flint and steel	-	
Ink, black	-	
Inkpen	-	
Masterwork club	3 lbs	
Mess kit	1 lb	
Pot	4 lbs	
Saddle Rack (- Custom / magic weapon -) Scholar's outfit (Free)	5 lbs -	
Scroll of burning hands	-	
Scroll of protection from evil	-	
Scroll of shield	-	
Soap	0.5 lbs	
Spell component pouch	2 lbs	
Staff of fire	5 lbs	
Torch x10	1 lb	
Trail rations x5	1 lb	
Waterskin	4 lbs	

# **Special Abilities**

Admixture Arcane Bond (Staff of fire) (1/day) (Sp) Brand of Destinv Earth-Bound +2 Fingerless Illusion Intense Spells (+2 damage) (Su) Low-Light Vision Necromancy Unique Destiny Versatile Evocation (6/day) (Su)

# Tracked Resources

Arcane Bond (Staff of fire) (1/day	) (Sp)
Burning Hands	
Fireball	
Masterwork club	
Staff of fire	
Torch	
Trail rations	
Versatile Evocation (6/day) (Su)	
Wall of Fire	

# **Experience & Wealth**

Experience Points: 15000/23000 Current Cash: 445 gp, 2 sp, 9 cp

# Languages

Gnome
Ignan
Sylvan
Terran

# **Spells & Powers**

Wizard spells memorized (CL 5th; concentration +10) Melee Touch +3 Ranged Touch +3 3rd—fireball (DC 17), fireball (DC 17), jolt (DC 17) 2nd—flaming sphere (DC 16), flaming sphere (2, DC 16), levitate 1st—burning hands (DC 15), burning hands (DC 15), feather fall, magic missile, shocking grasp **Oth (at will)**—detect magic, light, ray of frost, read magic Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

# Sourcebooks Used

- Advanced Player's Guide Admixture (special ability); Merciful Spell (feat)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait); Reactionary (trait)
- Ponyfinder Campaign Setting Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Human Way (spell); Pony (race); Saddle Rack (equipment); Sticky Hoof (spell); Unique Destiny (equipment)
- Ponyfinder Cave Fliers Moment of Darkness (spell)
- Ultimate Combat Darkvision, Communal (spell)
- Ultimate Equipment Mess kit (equipment)

# Languages

Aquan

Elven

# **Under Score Level 9**

# Male pony loremaster 2/wizard 7 - CL9 - CR 8 Neutral Good Fey (Ponykind); Deity: Princess Luminace; Age: 45; Height: 4'; Weight: 281lb.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX	12	+1	
CON	14	+2	
		continue running, vs. no h, to avoid nonlethal dan to hold your breath	
INT	18/20	+4/+5	
WISDOM	13	+1	
<b>CHA</b> CHARISMA	10	0	
Saving Throw	Total Base	Ability Resist Misc	Temp Notes
FORTITUDE	+5 = +3	+2	
(CONSTITUTION)	Endurance: +4 vs.	hot or cold environments ation, Earth-Bound +2	
REFLEX	+4 = +3	+1	
(DEXTERITY)		2 vs. poison, spells, and	spell-like abilities
WILL (WISDOM)	+7 = +6 Earth-Bound +2 : +	+1 2 vs. poison, spells, and	spell-like abilities
Total	Armor Shield D	ex Size Natur Defle	c Dodge Misc
AC 11 =	+	·1	
Touch AC	11 Flat-		e Misc
CM Bonus	+5 = +4	+1 -	-
		BAB Strength [	Dexterity Size
CM Defense 20 vs. Trip	16 = 10	+4 +1	+1 -
Base Attack	+	4 HF	72
• • • • •			age / Current HP
Initiative	+	3	
Speed	40	ft	
	Masterw	ork club	
Main hand: + Both hands: ·	•		Crit: ×2 Rng: 10'
Ranged: +6,			1-hand, B
Ranged, both		1d6+1	





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 3				
Appraise	+5	INT (5)	-	
Bluff	+0	CHA (0)	-	
<sup>©</sup> Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (1)	9	
<sup>©</sup> Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+21	INT (5)	9	
Knowledge (dungeoneering)	+10	INT (5)	1	
Knowledge (engineering)	+10	INT (5)	1	
Knowledge (geography)	+10	INT (5)	1	
Knowledge (history)	+13	INT (5)	4	
Knowledge (local)	+10	INT (5)	1	
Knowledge (nature)	+10	INT (5)	1	
Knowledge (planes)	+18	INT (5)	9	
Knowledge (religion)	+13	INT (5)	4	
Linguistics	+17	INT (5)	9	
Perception	+10	WIS (1)	9	
<sup>0</sup> Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+17	INT (5)	9	
<b>U</b> Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	

	Skills			
Skill Name	Total	Ability	Ranks	Temp
<sup>♥</sup> Swim	+1	STR (1)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				
	Feats			
Endurance				

**Heighten Spell** Merciful Spell Point-Blank Shot Scribe Scroll Skill Focus (Knowledge [arcana]) Solid Magic +1 Spell Focus (Evocation) Spell Penetration Toughness Wizard Weapon Proficiencies

#### Traits

Focused Mind Reactionary

#### Gear

Total Weight Carried: 49/195 lbs, Light Load (Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195	lbs)
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Cloak of displacement, minor	1 lb
Flint and steel	-
Headband of vast intelligence +2 (Escape Artist)	1 lb
Ink, black	-
Inkpen	-
Masterwork club	3 lbs
Mess kit	1 lb
Pearl of power (1st level, 3/day) x3	-
Pot	4 lbs
Ring of feather falling	-
Saddle Rack (- Custom / magic weapon -) 🔨 Scholar's outfit (Free)	5 lbs
	_
Scroll of burning hands	
Scroll of protection from evil Scroll of shield	_
Scroll of shield	0.5 lbs
Spell component pouch	2 lbs
Staff of fire	5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
	100

### **Special Abilities**

Admixture Arcane Bond (Staff of fire) (1/day) (Sp) Brand of Destiny Earth-Bound +2 Fingerless Illusion Intense Spells (+3 damage) (Su) Lore +1 (Ex) Low-Light Vision Necromancy Unique Destiny

# **Experience & Wealth**

Experience Points: 75000/105000 Current Cash: 745 gp, 2 sp, 9 cp

# **Special Abilities**

Versatile Evocation (8/day) (Su)

# **Tracked Resources**

Arcane Bond (Staff of fire) (1/d	ay) (Sp)
Burning Hands	
Fireball	
Masterwork club	
Pearl of power (1st level, 3/day	/)
Staff of fire	
Torch	
Trail rations	
Versatile Evocation (8/day) (Su	l) 000000000
Wall of Fire	

#### Languages Aquan Elven Auran Giant Celestial Gnome Common Ignan Daemonic Infernal Draconic Orc Dwarven Sylvan Elder Thing Terran

# **Spells & Powers**

- Wizard spells memorized (CL 9th; concentration +16) Melee Touch +5 Ranged Touch +5 5th—cone of cold (DC 21), cone of cold (DC 21), wall of force
- **4th**—black tentacles, dimension door, dragon's breath<sup>APG</sup> (DC 20), dragon's breath<sup>APG</sup> (DC 20)
- 3rd—arcane sight, fireball (DC 19), fireball (DC 19), flv, s jolt (DC 19) s
  - 2nd—flaming sphere (DC 18), flaming sphere (3, DC 18), human way (DC 17), levitate
- b
  - 1st—burning hands (DC 17), burning hands (DC 17), feather fall, magic missile, shield, shocking grasp, sticky
- s hoof

**Oth (at will)**—detect magic, light, ray of frost, read maaic

# Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

- Advanced Player's Guide Admixture (special ability); Dragon's Breath (spell); Hydraulic Torrent (spell); Merciful Spell (feat)
- Advanced Player's Guide / Bestiary 2 Hydraulic Push (spell)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait); Reactionary (trait)
- Ponyfinder Campaign Setting Blast of Harmony (spell); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Human Way (spell); Pony (race); Saddle Rack (equipment); Sticky Hoof (spell); Unique Destiny (equipment)
- Ponyfinder Cave Fliers Moment of Darkness (spell)
- **Ponyfinder Down to Earth** Earth's Pull (spell); Restful Pause (spell); Rocky Shards (spell); Solid Magic (feat)
- Ultimate Combat Darkvision, Communal (spell)
- Ultimate Equipment Mess kit (equipment)

# Wandering Note Level 1

Male cloven bard 1 - CR 1/2 Lawful Neutral Fey (Cloven); Age: 18; Height: 4' 4"; Weight: 284Ib.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX	13	+1	
CON CONSTITUTION	12	+1	
INT	16	+3	
WISDOM	12	+1	
CHA	14	+2	
Saving Throw FORTITUDE (CONSTITUTION) REFLEX (DEXTERITY) WILL (WISDOM)	Total Base $/$ +1 = $\square$ [ Cloven Resilience : +3 = +2 [ Cloven Resilience : +4 = +2 [ Cloven Resilience :	+1	Misc         Temp         Notes           Image: Second secon
AC 15 = Touch AC		ooted AC	r Deflec Dodge Misc
CM Bonus	+1 = -	Strength	Size Misc
CM Defense 16 vs. Trip	12 = 10	AB Streng	th Dexterity Size
Base Attack	к <b>+</b> 0		HP 10
Initiative	+1		Damage / Current HP
Speed	40	ft	
	Gore (C	loven)	
Main hand: +	1, 1d4+1		Crit: ×2 Light, P
	Rap	ier	
Main hand: + Both hands:			Crit: 18-20/x2 1-hand, P
	Lamellar (leat	ther) armo	or
+4	Μ		, Armor Check: -2 ell Fail: 20%, Light





Skill Name	Total	Ability	Ranks	Temp		
Acrobatics	-1	DEX (1)	-			
Speed greater/less than 30 ft. : +4 to jump						
Appraise	+5	INT (3)	-			
Bluff	+6	CHA (2)	1			
<sup>U</sup> Climb	-1	STR (1)	-			
Diplomacy	+6	CHA (2)	1			
Disguise	+2	CHA (2)	-			
Escape Artist	-1	DEX (1)	-			
<sup>U</sup> Fly	-1	DEX (1)	-			
Heal	+1	WIS (1)	-			
Intimidate	+2	CHA (2)	-			
Knowledge (arcana)	+4	INT (3)	-			
Knowledge (dungeoneering)	+4	INT (3)	-			
Knowledge (engineering)	+4	INT (3)	-			
Knowledge (geography)	+8	INT (3)	1			
Knowledge (history)	+4	INT (3)	-			
Knowledge (local)	+8	INT (3)	1			
Knowledge (nature)	+4	INT (3)	-			
Knowledge (nobility)	+4	INT (3)	-			
Knowledge (planes)	+4	INT (3)	-			
Knowledge (religion)	+4	INT (3)	-			
Linguistics	+7	INT (3)	1			
Perception	+5	WIS (1)	1			
	Cloven Watchfulness : +2 to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by					
Perform (wind instruments)	+6	CHA (2)	1			

Perform (wind instruments)	+6	CHA (2)	1
<sup>U</sup> Ride	-1	DEX (1)	-
Sense Motive	+5	WIS (1)	1

Skills						
Skill Name	Total	Ability	Ranks	Temp		
Spellcraft	+7	INT (3)	1			
<sup>9</sup> Stealth	-1	DEX (1)	-			
Survival	+1	WIS (1)	-			
<sup>U</sup> Swim	-1	STR (1)	-			

Armor Proficiency (Light) Bard Weapon Proficiencies Combat Expertise +/-1 Shield Proficiency Simple Weapon Proficiency - All

#### Traits

Focused Mind Indomitable Faith

#### Gear

#### Total Weight Carried: 73/225 lbs, Light Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs) 5 lbs Bedroll <In: Pony Saddle Bags (21 @ 25.5 lbs)> Belt pouch (empty) 0.5 lbs Candle x10 <In: Ponv Saddle Bags (21 @ 25.5 lbs)> Entertainer's outfit (Free) Flint and steel <In: Pony Saddle Bags (21 @ 25.5 lbs)> Lamellar (leather) armor 25 lbs Mess kit <In: Pony Saddle Bags (21 @ 25.5 lbs)> 1 lb Musical instrument: Flute 3 lbs Pony Saddle Bags (21 @ 25.5 lbs) 15 lbs Rapier 2 lbs Rope <In: Pony Saddle Bags (21 @ 25.5 lbs)> 10 lbs Soap <In: Pony Saddle Bags (21 @ 25.5 lbs)> 0.5 lbs Spell component pouch 2 lbs Trail rations x5 <In: Ponv Saddle Bags (21 @ 25.5 1 lb Waterskin <In: Pony Saddle Bags (21 @ 25.5 lbs)> 4 lbs

# **Special Abilities**

Bardic Knowledge +1 (Ex) Bardic Performance (standard action, 6 rounds/day) Bardic Performance: Countersong (Su) Bardic Performance: Distraction (Su) Bardic Performance: Fascinate (1 targets, DC 12) (Su) Bardic Performance: Inspire Courage +1 (Su) Cloven Resilience Cloven Watchfulness Fingerless Low-Light Vision Mountain Footed

# **Tracked Resources**

Bardic Performance (standard action, 6 rounds/day)

Trail rations

Langu	lages
Common	Sylvan
Elven	Terran
Gnome	

# **Experience & Wealth**

Experience Points: **0**/2000 Current Cash: **43 gp, 4 sp, 5 cp** 

## **Spells & Powers**

Bard spells known (CL 1st; concentration +5) Melee Touch +1 Ranged Touch +1 1st (2/day)—cure light wounds, hideous laughter (DC 13)

**Oth (at will)**—detect magic, ghost sound (DC 12), light, read magic

# Background

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

### Sourcebooks Used

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Indomitable Faith (trait)
- Ponyfinder Campaign Setting Cloven (race); Cloven Resilience (equipment); Cloven Watchfulness (equipment); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)

# Wandering Note Level 5

Male cloven bard 5 - CR 4 Lawful Neutral Fey (Cloven); Age: 18; Height: 4' 4"; Weight: 284Ib.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WISDOM	12	+1	
<b>CHA</b> CHARISMA	14	+2	
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes
FORTITUDE (CONSTITUTION)		+1 +1 bardic performance, ic, Cloven Resilienc	
REFLEX (DEXTERITY)		+1 +1 bardic performance, ic, Cloven Resilienc	
WILL (WISDOM)		+1 +1 +1 bardic performance, ic, Cloven Resilienc	language-
Total	Armor Shield De	av Siza Notur Do	flag Dodgo Migo
Total <b>AC 17 :</b>	Armor Shield De		flec Dodge Misc
Touch AC			
TOUCHAC		Footed AC	<u>16</u>
	BAB	Strength S	16 ize Misc
CM Bonus	BAB +5 = +3		
	BAB +5 = +3 ping	Strength S	
CM Bonus	+5 = +3 $17 = 10$	Strength S	ize Misc
CM Bonus +7 Disarming; +7 Trip CM Defense	BAB +5 = +3 ping 17 = 10	Strength         S           +2	ize Misc
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs.	BAB +5 = +3 ping 17 = 10	Strength S +2 BAB Strength +3 +2 3 +2	ize Misc 
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs.	BAB +5 = +3 ping 17 = 10	Strength S +2 BAB Strength +3 +2 3 +2 3 Pa	Ize     Misc       -     -       Dexterity     Size       +1     -       IP     34
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac	H = H = H = H = H = H = H = H = H = H =	Strength     S       +2	Ize     Misc       -     -       Dexterity     Size       +1     -       IP     34
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative	BAB $+5 = +3$ $Ti7 = 10$ $k +3$ $+4$	Strength S +2 BAB Strength +3 +2 3 +2 1 Dai ft	Ize     Misc       -     -       Dexterity     Size       +1     -       IP     34
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative	BAB $+5 = +3$ $17 = 10$ $k + 4$ $+4$ $Gore (C)$	Strength S +2 BAB Strength +3 +2 3 +2 1 Dai ft	Ize     Misc       -     -       Dexterity     Size       +1     -       IP     34
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative Speed	BAB $+5 = +3$ $17 = 10$ $k + 4$ $+4$ $Gore (C)$	Strength S +2 BAB Strength +3 +2 3 +2 3 1	ize       Misc         -       -         Dexterity       Size         +1       -         IP       34         mage / Current HP         Crit: x2
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative Speed	BAB +5 = +3 17 = 10 K +4 Frip K +4 A0 Gore (C +6, 1d4+4 Rap +5, 1d6+2	Strength S +2 BAB Strength +3 +2 3 +2 3 1	ize       Misc         -       -         Dexterity       Size         +1       -         IP       34         mage / Current HP         Crit: x2
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative Speed Main hand: Main hand:	BAB +5 = +3 17 = 10 K +4 Frip K +4 A0 Gore (C +6, 1d4+4 Rap +5, 1d6+2	Strength S +2 BAB Strength +3 +2 3 +2 3	ize       Misc         -       -         Dexterity       Size         +1       -         IP       34         mage / Current HP         Crit: x2         Light, P         Crit: 18-20/x2
CM Bonus +7 Disarming; +7 Trip CM Defense 19 vs. Disarm; 23 vs. Base Attac Initiative Speed Main hand: Main hand:	BAB +5 = +3 17 = 10 17 = 10 k +3 40 Gore (C +6, 1d4+4 Rap +5, 1d6+2 +5, 1d6+2 +5, 1d6+2 +5, 1d6+2 +5, 1d6+2	Strength S +2 BAB Strength +3 +2 3 +2 3	ize Misc  Dexterity Size +1 - IP 34 mage / Current HP Crit: x2 Light, P Crit: 18-20/x2 1-hand, P





Skill Name	Total	Ability	Ranks	Temp		
Acrobatics	+5	DEX (1)	2			
Speed greater/less than 30 ft. : +4 to jump						
Appraise	+5	INT (3)	-			
Bluff	+10	CHA (2)	5			
<sup>©</sup> Climb	+7	STR (2)	3			
Diplomacy	+10	CHA (2)	5			
Disguise	+2	CHA (2)	-			
Escape Artist	+0	DEX (1)	-			
<sup>©</sup> Fly	+0	DEX (1)	-			
Heal	+1	WIS (1)	-			
Intimidate	+2	CHA (2)	-			
Knowledge (arcana)	+5	INT (3)	-			
Knowledge (dungeoneering)	+5	INT (3)	-			
Knowledge (engineering)	+5	INT (3)	-			
Knowledge (geography)	+13	INT (3)	5			
Knowledge (history)	+5	INT (3)	-			
Knowledge (local)	+13	INT (3)	5			
Knowledge (nature)	+5	INT (3)	-			
Knowledge (nobility)	+5	INT (3)	-			
Knowledge (planes)	+5	INT (3)	-			
Knowledge (religion)	+5	INT (3)	-			
Linguistics	+11	INT (3)	5			
Perception	+9	WIS (1)	5			
Cloven Watchfulness : +2 secret doors), determine wit taste						
Perform (oratory)	+9	CHA (2)	4			
Perform (wind instruments)	+10	CHA (2)	5			

+0

DEX (1)

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**V**Ride

	Skills			
Skill Name	Total	Ability	Ranks	Temp
Sense Motive	+9	WIS (1)	-	
Spellcraft	+11	INT (3)	5	
Stealth	+0	DEX (1)	-	
Survival	+1	WIS (1)	-	
<sup>0</sup> Swim	+1	STR (2)	-	

Armor Proficiency (Light) Bard Weapon Proficiencies Combat Expertise +/-1 Improved Disarm Improved Trip Shield Proficiency Simple Weapon Proficiency - All

Traits

Focused Mind

Indomitable Faith

#### Gear

Total Weight Carried: 74/262.5 lbs, Light Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 l	bs)
+1 lamellar (leather) armor	25 lbs
Amulet of mighty fists +1	-
Bedroll <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	5 lbs
	0.5 lbs
Candle x10 <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	-
Cloak of resistance +1	1 lb
Entertainer's outfit (Free)	-
Flint and steel <in: (21="" 25.5="" @="" bags="" lbs)<="" pony="" saddle="" td=""><td></td></in:>	
Mess kit <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	1 lb
Musical instrument: Flute	3 lbs
Pony Saddle Bags (21 @ 25.5 lbs)	15 lbs
Potion of cure moderate wounds x2	-
Potion of fly	-
Rapier	2 lbs
Ring of protection +1	-
Rope <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	10 lbs
	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5 < <i>In: Pony Saddle Bags (21 @ 25.5</i>	1 lb
Waterskin < In: Pony Saddle Bags (21 @ 25.5 lbs)>	4 lbs

# **Special Abilities**

Bardic Knowledge +2 (Ex) Bardic Performance (standard action, 14 rounds/day) Bardic Performance: Countersong (Su) Bardic Performance: Distraction (Su) Bardic Performance: Fascinate (2 targets, DC 14) (Su) Bardic Performance: Inspire Competence +2 (Su) Bardic Performance: Inspire Courage +2 (Su) Cloven Resilience Cloven Watchfulness Fingerless Lore Master (1/day) (Ex) Low-Light Vision Mountain Footed Versatile Performance (Oratory) +9 (Ex) Well Versed (Ex)

# **Experience & Wealth**

Experience Points: **15000**/23000 Current Cash: **893 gp, 4 sp, 5 cp** 

Tracked Resources		
Bardic Performance (standard action, 14 rounds/day)		
Lore Master (1/day) (Ex)		
Potion of cure moderate woun	lds	
Potion of fly		
Trail rations		

Lang	uages
Aquan	Elven
Auran	Gnome
Common	Sylvan
Draconic	Terran
Dwarven	

#### **Spells & Powers**

Bard spells known (CL 5th; concentration +9) Melee Touch +5 Ranged Touch +4 2nd (3/day)—invisibility, mirror image, sound burst (DC 14) 1st (5/day)—cure light wounds, hideous laughter (DC 13), liberating command<sup>UC</sup>, remove fear

13), liberating command<sup>UC</sup>, remove fear **Oth (at will)**—detect magic, ghost sound (DC 12), light, open/close (DC 12), prestidigitation, read magic

# Background

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

# Sourcebooks Used

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign -Indomitable Faith (trait)
- Andoran, Spirit of Liberty / Ultimate Combat Liberating Command (spell)
- Ponyfinder Campaign Setting Cloven (race); Cloven Resilience (equipment); Cloven Watchfulness (equipment); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)

# Wandering Note Level 9

Male cloven bard 9 - CR 8 Lawful Neutral Fey (Cloven); Age: 18; Height: 4' 4"; Weight: 284Ib.; Eyes: Blue; Hair: Brown; Skin: White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WISDOM	12	+1	
CHARISMA	14	+2	
Saving Throw	Total Base	Ability Resist M	lisc Temp Notes
FORTITUDE (CONSTITUTION)	+6 = +3 Well Versed : +4 vs. dependent, and soni Anything : +18 vs. in diseases caused by	c, Cloven Resilier ngested poisons, Ea	ice: +9 vs. poison, Eat
REFLEX (DEXTERITY)	+10 = +6 Well Versed : +4 vs. dependent, and soni Anything : +18 vs. ir diseases caused by	c, Cloven Resilier	ice: +9 vs. poison, Eat
WILL (WISDOM)	+10 = +6 Well Versed : +4 vs. dependent, and soni Anything : +18 vs. in diseases caused by	bardic performance c, Cloven Resilier agested poisons, E	ice: +9 vs. poison, Eat
Total	Armor Shield De		Deflec Dodge Misc
AC 20 = Touch AC	= <u>+6</u> +2 14 Flat-F	Footed AC	+2 18
CM Bonus	+8 = +6	Strength	Size Misc
+12 Disarming; +10 Tr	E	BAB Strength	Dexterity Size
CM Defense 24 vs. Disarm; 28 vs.		+6 +2	
Base Attac	k +6		HP 58
Initiative	+2		amage / Current HP
Speed	40	ft	
	Gore (C	loven)	
Main hand:	⊦9, 1d4+4		Crit: ×2 Light, P
	Masterwo	rk rapier	
Main hand: - Both hands:	•		Crit: 18-20/x2 1-hand, P





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	2	
Speed greater/less than 3	_			
Appraise	+5	INT (3)	-	
Bluff	+14	CHA (2)	9	
<sup>©</sup> Climb	+7	STR (2)	3	
Diplomacy	+19	CHA (2)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (2)	-	
<sup>©</sup> Fly	+1	DEX (2)	-	
Handle Animal	+14	CHA (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+7	INT (3)	-	
Knowledge (dungeoneering)	+7	INT (3)	-	
Knowledge (engineering)	+7	INT (3)	-	
Knowledge (geography)	+19	INT (3)	9	
Knowledge (history)	+7	INT (3)	-	
Knowledge (local)	+19	INT (3)	9	
Knowledge (nature)	+7	INT (3)	-	
Knowledge (nobility)	+7	INT (3)	-	
Knowledge (planes)	+7	INT (3)	-	
Knowledge (religion)	+7	INT (3)	-	
Linguistics	+15	INT (3)	9	
Perception	+13	WIS (1)	9	
<b>Cloven Watchfulness</b> : +2 to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste				
Perform (oratory)	+13	CHA (2)	8	

9

CHA (2)

+14

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Perform (wind instruments)

Skills			
Total	Ability	Ranks	Temp
+1	DEX (2)	-	
+13	WIS (1)	-	
+8	DEX (2)	4	
+15	INT (3)	9	
+1	DEX (2)	-	
+1	WIS (1)	-	
+1	STR (2)	-	
	Total +1 +13 +8 +15 +1 +1 +1	Total         Ability           +1         DEX (2)           +13         WIS (1)           +8         DEX (2)           +15         INT (3)           +1         DEX (2)           +1         WIS (1)	Total       Ability       Ranks         +1       DEX (2)       -         +13       WIS (1)       -         +8       DEX (2)       4         +15       INT (3)       9         +1       DEX (2)       -         +1       WIS (1)       -

Armor Proficiency (Light) Bard Weapon Proficiencies Combat Expertise +/-2 Eat Anything Greater Disarm Improved Disarm Improved Trip Shield Proficiency Simple Weapon Proficiency - All

# Traits

Focused Mind Indomitable Faith

#### +2 lamellar (leather) armor

+6

Max Dex: +3, Armor Check: -1 Spell Fail: 20%, Light

#### Gear

Total Weight Carried: 77/262.5 lbs, Light Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lb	os)
	25 lbs
Amulet of mighty fists +1	
Bedroll <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	5 lbs
	).5 lbs
Candle x10 <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	-
Cloak of resistance +2	1 lb
Entertainer's outfit (Free) Flint and steel <in: (21="" 25.5="" @="" bags="" lbs):<="" pony="" saddle="" td=""><td>-</td></in:>	-
Living garments	2 lbs
Masterwork rapier	2 lbs
Mess kit  In the second	1 lb
Musical instrument: Flute	3 lbs
Pony Saddle Bags (21 @ 25.5 lbs)	15 lbs
Potion of cure moderate wounds x2	-
Potion of fly	-
Ring of protection +2	-
Rope <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	10 lbs
Soap <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""></in:>	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5 <in: (21="" 25.5<="" @="" bags="" pony="" saddle="" td=""><td>1 lb</td></in:>	1 lb
Waterskin <in: (21="" 25.5="" @="" bags="" lbs)="" pony="" saddle=""> Winged boots (3/day)</in:>	4 lbs 1 lb

# **Experience & Wealth**

Experience Points: **75000**/105000 Current Cash: **3,093 gp, 4 sp, 5 cp** 

# **Special Abilities**

Bardic Performance: Dirge of Doom (30 ft.) (Su) Bardic Performance: Distraction (Su) Bardic Performance: Fascinate (3 targets, DC 16) (Su) Bardic Performance: Inspire Competence +3 (Su) Bardic Performance: Inspire Courage +2 (Su) Bardic Performance: Inspire Greatness (1 allies) (Su) Bardic Performance: Suggestion (DC 16) (Sp) **Cloven Resilience Cloven Watchfulness Finderless** Lore Master (1/day) (Ex) Low-Light Vision Mountain Footed Versatile Performance (Oratory) +13 (Ex) Versatile Performance (Wind Instruments) +14 (Ex) Well Versed (Ex)

# Tracked Resources

Bardic Performance (move action, 22 rounds/day)	
Lore Master (1/day) (Ex)	
Potion of cure moderate wound	ds 🗆
Potion of fly	
Trail rations	
Winged boots (3/day)	

Languages		
Abyssal	Elven	
Aquan	Gnoll	
Auran	Gnome	
Celestial	Orc	
Common	Sylvan	
Draconic	Terran	
Dwarven		

# **Spells & Powers**

Bard spells known (CL 9th; concentration +13)
Melee Touch +8/+3 Ranged Touch +8/+3
3rd (3/day)—confusion (DC 15), haste, see invisibility, communal tongues<sup>UC</sup>
2nd (5/day)—invisibility, mirror image, silence (DC 14), sound burst (DC 14)
1st (6/day)—cure light wounds, feather fall, hideous laughter (DC 13), liberating command<sup>UC</sup>, remove fear
0th (at will)—detect magic, ghost sound (DC 12), light, open/close (DC 12), prestidigitation, read magic

# Special Abilities

Bardic Knowledge +4 (Ex) Bardic Performance (move action, 22 rounds/day) Bardic Performance: Countersong (Su)

# Background

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

- Advanced Player's Guide Traits / Character Traits Web Enhancement - Focused Mind (trait)
- Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- Advanced Race Guide Living garments (equipment)
- Andoran, Spirit of Liberty / Ultimate Combat -Liberating Command (spell)
- Ponyfinder Campaign Setting Cloven (race); Cloven Resilience (equipment); Cloven Watchfulness (equipment); Eat Anything (feat); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment)
- Ultimate Combat Tongues, Communal (spell)
- Ultimate Combat / Ultimate Equipment Lamellar (leather) armor (armor)
- Ultimate Equipment Mess kit (equipment)