

# CLERIC (LEVEL 1)

Kyra has sworn her life and sword arm to Sarenrae, vowing to protect the helpless and to not spare the blade when the time for redemption has passed.

## KYRA

Female human cleric of Sarenrae 1  
NG Medium humanoid (human)

**Init** +0; **Senses** Perception +3

### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

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

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

### OFFENSE

**Speed** 30 ft.

**Melee** scimitar +2 (1d6+2/18–20)

**Ranged** sling +0 (1d4+2)

**Special Attacks** channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead])

**Domain Spell-Like Abilities** (CL 1st; concentration +4)  
6/day—*rebuke death* (1d4)

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

1st—*bless*, *cure light wounds*<sup>o</sup>, *shield of faith*

0 (at will)—*detect magic*, *light*, *stabilize*

**D** Domain spell; **Domains** Healing, Sun

### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 17, **Cha** 14

**Base Atk** +0; **CMB** +2; **CMD** 12

**Feats** Selective Channeling, Toughness\*

**Skills** Diplomacy +6, Heal +7, Knowledge (religion) +4; **Armor Check Penalty** –2

**Traits** deft dodger\*, flame of the Dawnflower

**Languages** Common, Kelish

**SQ** aura (faint good), spontaneous casting

**Combat Gear** scroll of endure elements; **Other Gear** chain shirt, scimitar, sling with 10 bullets, backpack, wooden holy symbol, waterskin, 6 gp

\* The effects of this ability have already been calculated into Kyra's statistics.

### SPECIAL ABILITIES

**Channel Positive Energy** Kyra can release a wave of positive energy by channeling divine power through her holy symbol. This energy can be used to cause damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Kyra. Creatures that take damage from channeled energy may attempt a DC 12 Will saving throw to halve the

damage. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. Kyra can channel energy 5 times per day as a standard action that does not provoke an attack of opportunity. Kyra can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

**Flame of the Dawnflower** When Kyra scores a critical hit with a scimitar, she deals an additional 2 points of fire damage. *Rebuke Death* Five times per day, Kyra can touch a living creature as a standard action, healing it 1d4+1 points of damage. She may only use this ability on a creature that is below 0 hit points.

**Selective Channeling** When Kyra channels positive energy, she can select up to two creatures within the area of the burst; these targets are not affected by her channeled energy.

**Spells** Kyra can cast the following spells she has memorized. For full spell descriptions for these and other spells she can prepare, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

*Bless*: Grants Kyra and all allies within 50 feet a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Cure Light Wounds*: Touch a living creature to heal 1d8+1 points of damage, or touch undead to deal 1d8+1 points of damage.

*Detect magic*: Detects all spells and magic items within a 60-foot cone.

*Light*: Touched object shines like a torch for 10 minutes.

*Shield of Faith*: Touched creature gains a +2 deflection bonus to AC.

*Stabilize*: A living creature within 25 feet that has –1 or fewer hit points stabilizes.

**Spontaneous Casting** Kyra can exchange any prepared spell (other than an orison or a domain spell) for a cure spell of the same spell level or lower as she casts the spell.

**Sun's Blessing** When Kyra channels positive energy to harm undead creatures, she adds 1 point to the damage dealt (already calculated into her statistics). Undead do not add their channel resistance to their saves when she channels positive energy.

Kyra was one of the few to survive a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword to Sarenrae—the goddess of the sun, redemption, honesty, and healing. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since that time. Where another might be consumed by anger and a thirst for revenge, she has instead found peace in the Dawnflower, and in the belief that if she can prevent even one death at evil hands, her own losses will not have been in vain. Though she takes great pleasure in ridding the world of evildoers, she takes even greater pleasure in redeeming them.



“May the blessings of the Dawnflower shed light on the dark corners of Golarion.”

# FIGHTER (LEVEL 1)

*Noble at heart, and fiercely loyal to his friends, Valeros nevertheless hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than ending a day with an evening of hard drinking and a night of soft company.*

## VALEROS

Male human fighter 1  
NG Medium humanoid (human)

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

### DEFENSE

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

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

**Fort** +4, **Ref** +2, **Will** +1

### OFFENSE

**Speed** 20 ft.

**Melee** longsword +3 (1d8+3/19-20), short sword +2 (1d6+1/19-20) or longsword +5 (1d8+3/19-20) or short sword +4 (1d6+3/19-20)

**Ranged** shortbow +3 (1d6/×3)

### STATISTICS

**Str** 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

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

**Feats** Toughness, Two-Weapon Fighting, Weapon Focus (longsword)

**Skills** Climb +3, Knowledge (dungeoneering) +5, Ride +2, Swim +3;

**Armor Check Penalty** -4

**Traits** dirty fighter, indomitable faith

**Languages** Common, Varisian

**Combat Gear** acid, alchemist's fire; **Other Gear** scale mail, longsword, short sword, shortbow with 20 arrows, backpack, bedroll, crowbar, grappling hook, hemp rope (50 ft.), tankard, torch (3), trail rations (2), waterskin, 6 gp

### SPECIAL ABILITIES

**Dirty Fighter** When Valeros hits while flanking, he deals 1 additional point of damage. This damage is added to his base damage and is multiplied on a critical hit.

**Indomitable Faith** Valeros's faith in his god is strong, and he gains a +1 bonus on Will saves, which has already been calculated into his stats.

**Toughness** Valeros is particularly hardy and has 3 additional hit points, which have already been added to his total.

**Two-Weapon Fighting** Valeros fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses.

**Weapon Focus** Valeros has extensive training in fighting with a

longsword, granting him a +1 bonus on all attack rolls made with this weapon. This bonus has already been added to his stats.

**Splash Weapons** The acid and alchemist's fire Valeros carries can be thrown as a ranged touch attack with a range increment of 10 feet that deals 1d6 points of damage and 1 point of damage to each creature within 5 feet of where the flask hits. This damage is acid or fire, respectively, and the alchemist's fire deals another 1d6 points of fire damage on the next round to a target it hits.

**Armor Check** Valeros's armor weighs him down when he attempts physical tasks. He takes a -4 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is already included for the skills listed in his stat block.

Valeros was born on a quiet farm, and grew up dreaming of adventure and exploration. Though this longing only increased as he grew older, so did the responsibilities of agricultural life. Finally, just a month before a marriage of convenience to a local farmer's daughter could lock him into place, Valeros came to the realization that the door to a life of adventure was closing for good. Seized by a desperate need for a larger life than tending to cattle and corn, Valeros quietly packed up his few possessions and left in the middle of the night.

In the years since, Valeros has come a long way from the wide-eyed young man who sought only the joy of exploration (and maybe a pretty girl or three). Life on the road is much harder than the bards' tales suggest, and the adult Valeros has the scars to prove it. Discovering himself to be a deft hand with a sword, Valeros quickly fell in with the mercenary crowd, learning the dirtier, grittier facts of warfare. After acting as hired muscle for dozens of different employers, Valeros finally realized that it was time to go into business for himself as an adventurer.

While admittedly not the best at following orders, Valeros is an extremely talented two-blade fighter, easily earning his keep in any group through the tenacity and absolute fearlessness—some might say thoughtlessness—with which he flings himself into combat. Despite his reputation as a bruiser and scofflaw, Valeros has picked up a fair bit of education during his travels, and can even read (something his “respectable” parents never learned to do). Valeros takes an easy-come, easy-go approach to life, wealth, and relationships.

Though a fan of fine weapons and creature comforts, Valeros is never without a tankard on his belt (after all, you never know when someone might offer you a drink). This vessel also symbolizes Valeros's devotion to Cayden Cailean, the god of bravery, ale, freedom, and wine—all things Valeros loves with great passion.



“For the scar I’ll forgive you;  
for the spilt drink I’ll have your heart.”

# ROGUE (LEVEL 1)

*Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person at any given time.*

## MERISIEL

Female elf rogue 1

CN Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +7

### DEFENSE

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

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

**Fort** +2, **Ref** +6, **Will** +1; +2 vs. enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** rapier +4 (1d6+2/18–20)

**Ranged** dagger +4 (1d4+2/19–20)

**Special Attacks** sneak attack +1d6

### STATISTICS

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

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

**Feats** Weapon Finesse\*

**Skills** Acrobatics +7, Climb +5, Disable Device +8, Escape Artist +7, Knowledge (local) +4, Perception +7 (+8 to locate traps), Sleight of Hand +8, Stealth +7; **Armor Check Penalty** –1

**Traits** forlorn\*, reactionary\*

**Languages** Common, Elven

**SQ** elven magic\*, keen senses\*, trapfinding\* +1, weapon familiarity

**Combat Gear** acid, alchemist's fire; **Other Gear** studded leather, daggers (6), rapier, backpack, hooded lantern, oil (5), silk rope (50 ft.), thieves' tools, 13 gp

\* The effects of this ability are already calculated into Merisiel's statistics.

### SPECIAL ABILITIES

**Sneak Attack** If Merisiel can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an additional 1d6 points of damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. Should Merisiel score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

**Elven Immunities** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Forlorn** Having lived outside of traditional elf society for much of her life, Merisiel knows the world can be cruel, dangerous, and

unforgiving of the weak. She gains a +1 trait bonus on Fortitude saving throws.

**Keen Senses** Elves receive a +2 racial bonus on Perception checks.

**Low-Light Vision** As an elf, Merisiel can see twice as far as humans in conditions of dim light.

**Reactionary** Merisiel is quick on her feet, and gains a +2 trait bonus on initiative checks.

**Trapfinding** Merisiel gains a +1 bonus on Perception checks to locate traps and on Disable Device checks. She can use Disable Device to disarm magic traps.

**Weapon Familiarity** Elves are proficient with longbows, longswords, rapiers, and shortbows, and treat any weapon with the word "elven" in its name as a martial weapon.

**Weapon Finesse** With a light weapon, rapier, whip, or spiked chain, Merisiel uses her Dexterity modifier instead of her Strength modifier on attack rolls.

**Armor Check Penalty** Merisiel's armor weighs her down when she attempts physical tasks. She takes a –1 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is already calculated into the skills listed in her statistics.

The elves have a name for elven children unfortunate enough to be born and raised in human society—the Forlorn. Merisiel is one of these. Her parents left her in the care of Varisia's temple to Calistria. The priests raised her, but she had little patience for teachers and prayer. Eventually, she left and spent years on the streets of Magnimar, earning a living as a freelance thief. When her growing reputation as a pincher became inconvenient, she decided to seek out new settlements to explore and enjoy.

Merisiel became a master at stowing away on ships, talking her way out of trouble, and finding her way in new societies. She's called dozens of cities home, leaving one for another when her companions have outgrown her or she's outlived them. Faced often with situations where a quick tongue or stealth won't suffice to keep her out of trouble, Merisiel has taken to carrying a dozen knives. When things go wrong with her carefully laid plans (as they almost always seem to do), the knives come out. To date, Merisiel hasn't met a problem that can't, in one way or another, be solved with a blade.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive, always on the move and working on her latest batch of plots to make easy money. In the end, it comes down to being faster than everyone else—either on her feet or with her beloved blades. She wouldn't have it any other way.



*"If I've got a big problem, I cut it into smaller pieces and most of the time that solves it!"*

# WIZARD (LEVEL 1)

A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts makes him a valued member of the Pathfinder Society.

## EZREN

Male human wizard 1

NG Medium humanoid (human)

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

### DEFENSE

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

**hp** 8 (1d6+2)

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk cane +1 (1d6) or  
dagger +0 (1d4/19-20)

**Ranged** light crossbow +2 (1d8/19-20)

**Special Attacks** hand of the apprentice (7/day; +7 to hit, 1d6 damage)

**Wizard Spells Prepared** (CL 1st; concentration +7 [+11 to cast  
defensively])

1st—*burning hands* (DC 16), *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*

### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10

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

**Feats** Combat Casting\*, Great Fortitude\*, Spell Focus (evocation)\*

**Skills** Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8,  
Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8,  
Spellcraft +8

**Traits** focused mind\*, history of heresy\*

**Languages** Common, Draconic, Goblin, Infernal, Osiriani, Terran

**SQ** arcane bond (cane)

**Combat Gear** *scroll of mage armor*, tanglefoot bag; **Other Gear**

dagger, light crossbow with 10 bolts, masterwork cane, backpack,  
scroll case, spell component pouch, spellbook (contains all 0-level  
spells; 1st—*burning hands*, *color spray*, *expeditious retreat*, *grease*,  
*mage armor*, *magic missile*, *sleep*), 15 gp

\* The effects of this ability have already been calculated into  
Ezren's statistics.

### SPECIAL ABILITIES

**Arcane Bond** If Ezren attempts to cast a spell without wielding his  
cane, he must make a concentration check (DC 20 + the spell's  
level) or lose the spell. Once per day, Ezren may use his cane to  
cast any single spell from his spellbook, even if the spell hasn't  
been prepared, as if he had memorized it that morning.

**Hand of the Apprentice** As a standard action, Ezren can make a  
single attack with his cane at a range of 30 feet, the weapon  
flying from his hand to strike a foe and then instantly returning  
to him. This attack is treated as a ranged attack with a thrown  
weapon, with a +5 bonus to hit. This ability cannot be used to  
perform combat maneuvers.

**Spells** Ezren can cast the following spells (either from memory  
or from his spellbook). For full spell descriptions of these and  
the unprepared spells in his spellbook, see Chapter 10 of the  
*Pathfinder RPG Core Rulebook*.

*Acid Splash*: Ranged touch attack (+2 to hit, range 25 feet)  
dealing 1d3 points of acid damage.

*Burning Hands*: 15-foot cone of fire dealing 1d4 points of fire  
damage to all within range (Reflex save for half damage).

*Detect Magic*: Detects all spells and magic items within a 60-foot cone.

*Light*: Touched object shines like a torch for 10 minutes.

*Mage Armor*: Subject gains a +4 armor bonus for 1 hour.

*Magic Missile*: Dart of force automatically hits target within  
110 feet, dealing 1d4+1 points of force damage.

Born to a successful spice merchant in one of Absalom's more  
affluent districts, Ezren lived a pleasantly safe childhood. He  
enjoyed the comforts of a well-to-do family, lived in a neighborhood  
relatively safe from crime, and seemed poised for a life of mediocrity.

That changed when his father was taken away and charged  
with heresy by the church of Abadar. Though his father escaped  
excommunication, the damage had been done—his father's  
business fell to pieces. Convinced his father was innocent, Ezren  
spent his adult life trying to repair his father's reputation. When  
Ezren finally uncovered irrefutable proof of his father's guilt and  
realized he'd wasted his life on a lie, he turned his evidence over  
to the church and said goodbye to his home, his family, and his  
former life.

At his advanced age, Ezren knows he's missed his adulthood, yet  
looks forward to discovering the world. His dissatisfaction with  
family, religion, and government left him precious little to trust  
but his own intellect—in fighting for his father's redemption, he  
had become a gifted researcher, scholar, and intellectual. He hoped  
to join one of several prestigious schools of wizardry. Yet time and  
time again, he was turned away due to his age. So Ezren was forced  
to strike out on his own once again.

Over the next decade, Ezren studied where he could, picking  
up tricks of the wizard's trade here and there. The combination of  
arcane study mixed with his worldly experiences has given him an  
edge over young wizards fresh out of apprenticeship.



“Some say knowledge flows from sweat and  
blood. I prefer a tidier approach.”