

CROWE

Male human bloodrager 3
CN Medium humanoid (human)

Deity Desna

Homeland Varisia

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 28 (3d10+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities blood sanctuary, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *earth breaker*^{UE} +6 (2d6+4/×3) or morningstar +5 (1d8+2) or punching dagger +5 (1d4+2/×3)

Ranged javelin +5 (1d6+2)

Special Attacks bloodline power (elemental strikes), bloodrage (15 rounds/day)

TACTICS

Bloodraging Statistics When bloodraging, your statistics are

AC 16, touch 10, flat-footed 14; **hp** 34; **Fort** +6, **Will** +4;

Melee +1 *earth breaker*^{UE} +8 (2d6+7/×3) or morningstar +7

(1d8+4) or punching dagger +7 (1d4+4/×3); **Ranged** javelin +5

(1d6+4); **Str** 22, **Con** 17; **CMB** +7; **Skills** Climb +6.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Extra Rage, Lightning Reflexes, Power Attack

Skills Acrobatics +4, Climb +4, Knowledge (arcana) +6, Perception +7, Spellcraft +6, Survival +7

Languages Common, Shoanti

SQ bloodline (elemental [air]), fast movement*

Combat Gear *potion of cure light wounds*, alchemist's fire (2), thunderstones (2); **Other Gear** mwk steel lamellar, +1 *earth breaker*^{UE}, javelins (6), morningstar, punching dagger, backpack, belt pouch, everburning torch, flint and steel, grappling hook, hammer, pitons (5), rations (2 weeks), silk rope (50 feet), waterskin, 60 gp

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

SPECIAL ABILITIES

Bloodline Power The element of air infuses your being, and you can draw upon its power during your bloodrage. When you enter a bloodrage, your transformation takes on physical characteristics of your elemental air bloodline. You can use the following bloodline power while in a bloodrage; once the bloodrage ends, your bloodline power immediately ceases.

Elemental Strikes (Su): As a swift action up to three times per day, you can imbue your melee attacks with elemental electricity for 1 round, dealing an extra 1d6 points of electricity damage with your melee attacks.

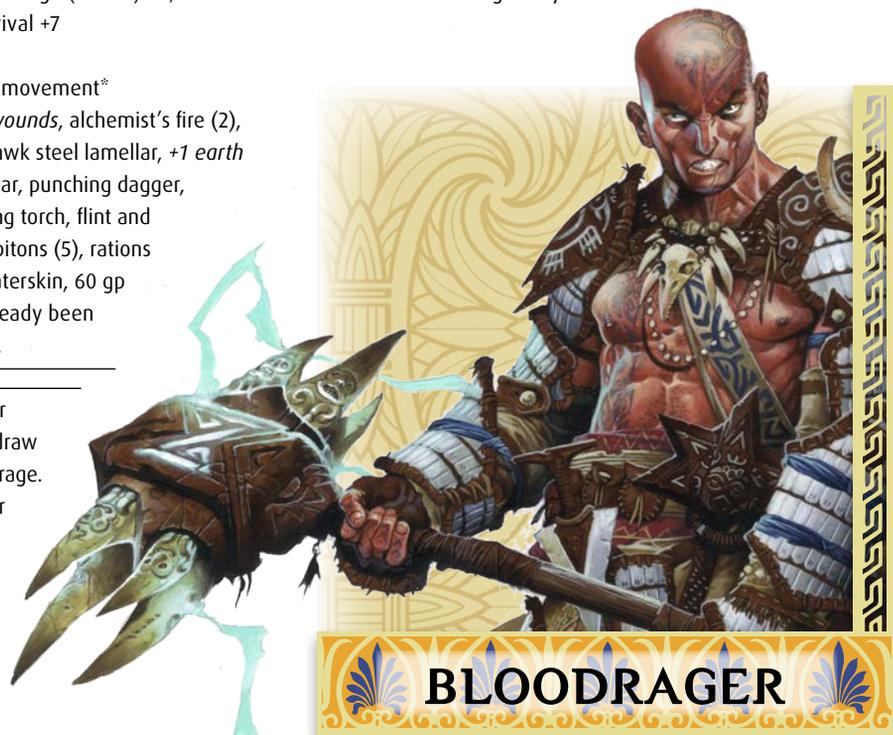
Bloodrage (Su) You can bloodrage for 15 rounds per day. These rounds are renewed after resting for 8 hours, although the hours of rest need not be consecutive.

Entering a bloodrage is a free action. While in a bloodrage, you gain a +4 morale bonus to your Strength and Constitution and a +2 morale bonus on Will saving throws, but you take a -2 penalty to Armor Class. You also gain 6 additional hit points, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While in bloodrage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

You can end your bloodrage as a free action. When the bloodrage ends, you're fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. You cannot enter a new bloodrage while fatigued or exhausted, but otherwise can enter bloodrage multiple times during a single encounter. If you fall unconscious, your bloodrage immediately ends.

Blood Sanctuary (Su) You gain a +2 bonus on saving throws against spells that you or an ally casts (such as *fireball*).

Uncanny Dodge (Ex) You cannot be caught flat-footed, even if an attacker is invisible, but you still lose your Dexterity bonus to AC if you're immobilized or if an opponent successfully uses the feint action against you.



BLOODRAGER

QUINN

Male human investigator 3
 LG Medium humanoid (human)
Deity Abadar
Homeland Galt
Init +2; **Senses** Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)
hp 20 (3d8+3)
Fort +3, **Ref** +5, **Will** +4; +2 vs. poison
Defensive Abilities trap sense +1

OFFENSE

Speed 30 ft.
Melee sword cane^{UE} +4 (1d6) or club +2 (1d6)
Ranged hand crossbow +4 (1d4/19–20)
Investigator Extracts Prepared (CL 3rd; concentration +7)
 1st—*cure light wounds*, *shock shield*^{UC} (DC 15), *stone fist*^{APG}, *true strike*

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 18, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +2; **CMD** 15
Feats Dodge, Great Fortitude, Weapon Finesse
Skills Acrobatics +8, Appraise +8, Craft (alchemy) +10 (+13 to create alchemical items), Diplomacy +7, Disable Device +9, Knowledge (dungeoneering, history, nature) +8, Linguistics +10, Perception +12, Sense Motive +7, Spellcraft +9, Stealth +8, Use Magic Device +7
Languages Aklo, Ancient Osiriani, Aquan, Auran, Common, Ignan, Osiriani, Terran
SQ alchemy (alchemy crafting +3, identify potions), inspiration (5), investigator talents (trap spotter), keen recollection, poison lore, trapfinding +1
Combat Gear *oil of magic weapon*, *potion of sanctuary*, acid (2), alchemist's fire (2), antitoxin, smokestick; **Other Gear** leather armor, club, dagger, hand crossbow with 20 bolts, sword cane^{UE}, *eyes of the eagle*, alchemy crafting kit^{UE}, backpack, belt pouch, formula book (contains all prepared extracts, plus *anticipate peril*^{UM}, *comprehend languages*, *detect secret doors*, and *endure elements*), hooded lantern, manacles, oil (4 flasks), sunrods (3), thieves' tools, tindertwigs (6), trail rations (2 weeks), waterskin, 90 gp

SPECIAL ABILITIES

Alchemy (Su) By holding a potion for 1 round, you can use Craft (alchemy) to identify it as if using *detect magic*.
Extracts You can prepare a number of extracts each day. Extracts behave like spells in potion form, and you cast the spells by drinking the extract. You must refer to your formula book whenever you prepare an extract.
Inspiration (Ex) You begin each day with a pool of five uses of inspiration. As a free action, you can expend one use of inspiration to add 1d6 to the result of a skill check or ability check (including any you take 10 or 20 on). You can do this

after you make the roll, but must do so before the results are revealed. You can only use inspiration once per roll. You can use inspiration on any Knowledge, Linguistics, or Spellcraft skill check without spending a use of inspiration, provided you're trained in that skill. As an immediate action by expending two uses of inspiration, you can use inspiration on attack rolls and saving throws.

Investigator Talents You have learned the following investigator talent:

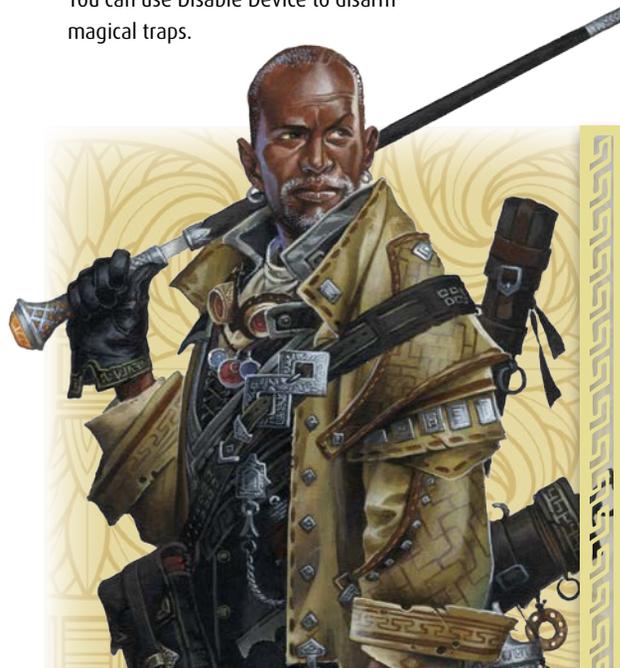
Trap Spotter (Ex): Whenever you come within 10 feet of a trap, you receive an immediate Perception skill check to notice the trap. Your GM should attempt this check in secret.

Keen Recollection (Ex) You can attempt all Knowledge skill checks untrained.

Poison Lore (Ex) If you take 1 minute to examine a poison, you can attempt a Knowledge (nature) check to identify any natural poison or a Knowledge (arcana) check to identify any magical poison (DC = the poison's save DC). Once identified, you can spend 1 minute to attempt a Craft (alchemy) check (DC = the poison's save DC) to neutralize 1 dose of the poison, rendering it harmless. You cannot accidentally poison yourself when applying poison to a weapon or when examining or attempting to neutralize a poison.

Trap Sense (Ex) You gain a +1 bonus on Reflex saving throws made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding You gain a +1 bonus on Perception skill checks made to locate traps and to Disable Device checks. You can use Disable Device to disarm magical traps.



INVESTIGATOR

JIRELLE

Female half-elf swashbuckler 3
CG Medium humanoid (elf, human)

Deity Cayden Cailean

Hometown The Shackles

Init +5; **Senses** low-light vision; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield)

hp 24 (3d10+3)

Fort +3, **Ref** +7, **Will** +1; +2 vs. enchantments

Defensive Abilities charmed life (+3, 3/day); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6+1/18-20) or light mace +6 (1d6+1)

Ranged mwk dagger +7 (1d4+1/19-20)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 18

Feats Combat Expertise, Combat Reflexes, Skill Focus (Bluff)

Skills Acrobatics +8, Bluff +11, Climb +6, Escape Artist +8, Intimidate +8, Knowledge (nobility) +4, Perception +6, Sense Motive +3, Sleight of Hand +7

Languages Common, Elven

SQ deeds* (dodging panache +3, opportune parry and riposte, precise strike +3), elf blood, panache (3)

Combat Gear *potion of good hope*, *potion of jump*, alchemist's fire, holy water, thunderstone; **Other Gear** mwk studded leather, mwk buckler, dagger, light mace, mwk dagger, mwk rapier, *cloak of resistance* +1, backpack, belt pouch, bottle of fine wine, signet ring, sunrods (3), trail rations (2 weeks), waterskin, 124 gp

* Other deeds available to Jirelle are listed in the upcoming *Pathfinder RPG Advanced Class Guide*, including some already incorporated into the above statistics.

SPECIAL ABILITIES

Charmed Life (Ex) Three times per day as an immediate action before attempting a saving throw, you can add a +3 bonus to the result of the save. You must choose to do this before the roll is made, and may apply only one use of charmed life on a given saving throw.

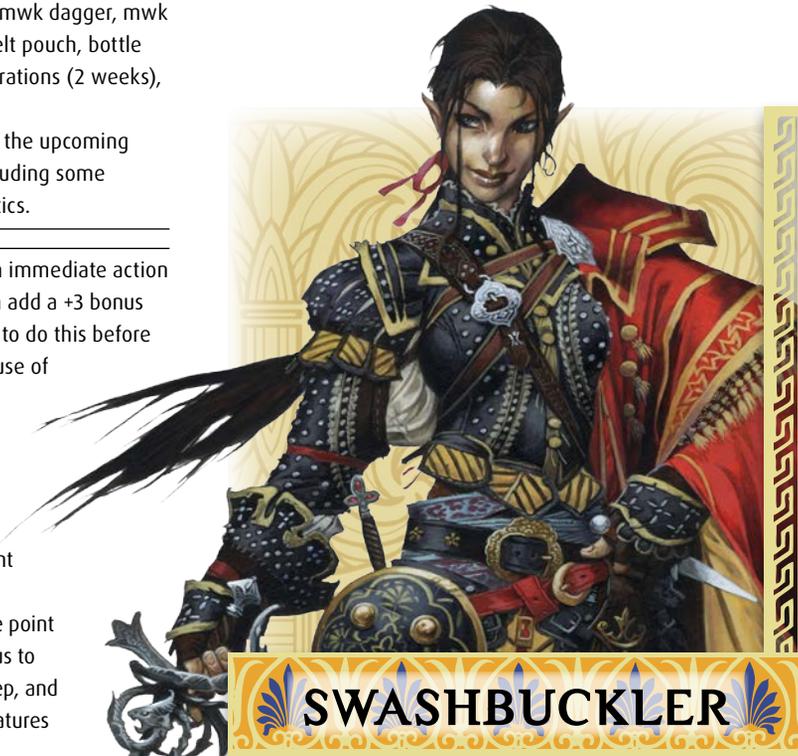
Deeds You can spend panache points (see below) to accomplish the following deeds. Note that some deeds do not cost panache points, but do require you to have at least 1.

Dodging Panache (Ex): When an opponent attempts a melee attack against you, as an immediate action you can spend 1 panache point to move 5 feet, which grants you a +3 bonus to AC against that attack. This isn't a 5-foot step, and it provokes attacks of opportunity from creatures other than the one that triggered this deed.

Opportune Parry and Riposte (Ex): When an opponent attempts a melee attack against you, you can spend 1 panache point and expend a use of an attack of opportunity to attempt to parry that attack. Make an attack roll as if you were making an attack of opportunity. If your attack roll is greater than the attack roll of the attacking creature, the creature's attack automatically misses. For each size category the attacking creature is larger than you, you take a -2 penalty on your attack roll. You must declare the use of this ability after the creature's attack is announced but before its attack roll is made. Immediately after you perform a successful parry, if you still have at least 1 panache point, you can make an attack as an immediate action against the creature whose attack you blocked (provided that creature is within your reach).

Precise Strike (Ex): While you have at least 1 panache point, you can strike precisely with a light or one-handed piercing melee weapon (even a thrown one, as long as the target is within 30 feet) and add a +3 bonus to your damage roll. Creatures that are immune to sneak attacks are immune to a precise strike. The extra damage isn't multiplied with a critical hit. As a swift action, you can spend 1 panache point to double your precise strike's damage bonus on the next attack. This must be used before the end of your turn, or it is lost.

Panache (Ex) You begin each day with 3 panache points. You can spend panache to accomplish deeds (see above), and regain panache each time you confirm a critical hit with a light or one-handed piercing weapon or when you reduce a creature to 0 or fewer hit points with a light or one-handed piercing weapon attack.



SWASHBUCKLER

OLOCH

Male half-orc warpriest 3

CN Medium humanoid (human, orc)

Deity Gorum

Homeland Belkzen

Init +4; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 30 (3d8+9)

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

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee greatsword +7 (2d6+6/19-20) or

heavy flail +6 (1d10+6/19-20) or

spiked gauntlet +6 (1d4+4)

Ranged mwk heavy crossbow +3 (1d10/19-20)

Special Attacks blessings 4/day (Strength: strength surge +1;

War: war mind), fervor (1d6, 3/day), sacred weapon (1d6)

Warpriest Spells Prepared (CL 3rd; concentration +5)

1st—*bless*, *divine favor*, *magic weapon*, *shield of faith*

0—*create water*, *detect magic*, *read magic*, *stabilize*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 16

Feats Combat Casting, Improved Initiative, Power Attack, Weapon Focus^B (greatsword)

Skills Heal +8, Intimidate +6, Knowledge (engineering) +4, Knowledge (religion) +4, Sense Motive +6

Languages Common, Orc

SQ focus weapon, orc blood, spontaneous casting (cure)

Combat Gear *scroll of cure moderate wounds*, *scrolls of hide from undead* (2), *scroll of remove fear*, *wand of cure light wounds* (25 charges), *alchemist's fire* (2), *holy water* (3);

Other Gear mwk half-plate, greatsword, heavy flail, mwk heavy crossbow with 20 bolts, spiked gauntlet, *pearl of power* (1st level), backpack, battle standard, belt pouch, caltrops, drum, flint and steel, healer's kit, iron holy symbol of Gorum, shovel, torches (4), trail rations (2 weeks), waterskin, 38 gp

SPECIAL ABILITIES

Blessings (Su) Your deity (Gorum, god of strength and battle) grants you the following minor powers, which you can call upon four times per day in any combination.

Strength Surge: As a swift action, you gain a +1 enhancement bonus on melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks for 1 round.

War Mind: You can touch an ally to grant it a tactical advantage for 1 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, +1 dodge bonus to AC, +1 insight bonus on attack rolls, or a +1 luck bonus on saving throws.

Fervor (Su) Three times per day, you can touch a creature to heal it of 1d6 points of damage as a standard action; targeting yourself is a swift action. Alternatively, you can deal 1d6 points of damage to an undead creature with a successful melee touch attack as a standard action that provokes an attack of opportunity. This attack counts as positive energy and undead do not receive a saving throw against it.

As a swift action, you can expend one use of fervor to cast any one warpriest spell you have prepared. You can target only yourself with this spell, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. You do not need to have a free hand to cast a spell in this way.

Focus Weapon You receive Weapon Focus as a bonus feat.

Sacred Weapon (Su) Your deity's favored weapon (greatsword) and any weapons designated by selecting them with the Weapon Focus feat are sacred weapons, and deal damage based on your level rather than the weapon type. At 3rd level, a sacred weapon deals 1d6 points of damage. If the weapon normally deals more damage than this, its damage is unchanged. This does not affect any other aspect of the weapon.

Spontaneous Casting You can expend any prepared spell that isn't an orison (0-level spell) in order to cast any spell with "cure" in its name that's of the same spell level or lower.



WARPRIEST