

ORGANIZED PLAY

PATHFINDER

SOCIETY

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PATHFINDER

ROLEPLAYING GAME



HIT POINTS

DAMIEL

Male elf alchemist 1

CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +4, **Will** -1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6+1/18-20) or dagger +1 (1d4+1/19-20)

Ranged sling +2 (1d4+1) or bomb +3 (1d6+3 fire) or thrown splash weapon +3 (by weapon +3)

Special Attacks bomb 6/day (1d6+3 fire, DC 13), throw anything

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—*enlarge person*, *true strike*

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 8, **Cha** 10

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

Feats Extra Bombs, Skill Focus (Craft [Alchemy]), Throw Anything

Skills Appraise +7, Climb +0, Craft (alchemy) +11, Disable Device +5, Knowledge (nature) +7, Perception +5, Sleight of Hand +6, Spellcraft +7 (+9 identify magic items), Use Magic Device +4


Languages Common, Draconic, Elven, Gnome, Goblin

SQ alchemy, elven magic, extract, mutagen, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of shield*, acid, alchemist's fire (2), mutagen (Dexterity), oil flasks (5), tanglefoot bag, thunderstone; **Other Gear** studded leather armor, dagger, rapier, sling with 10 bullets, alchemist's kit, backpack, formula book (contains all prepared extracts, plus cure light wounds, expeditious retreat, and shield), rations (4), sunrods (3), thieves' tools, tindertwigs (6), various and sundry inebriants and intoxicants, 2 gp

SPECIAL ABILITIES

Extract (Su) An extract is a stored alchemist spell. You prepare your spells by mixing ingredients into a number of extracts, and then "cast" them by drinking the extract, like a potion. An extract immediately becomes inert if it leaves your possession, reactivating as soon as it returns to your keeping; this means you cannot normally hand out your extracts for allies to use. An extract remains potent for 1 day before becoming inert, so you must re-prepare your extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but you can keep some (or even all) of your daily extract slots open so you can prepare extracts in the field as needed. The recipes for extracts you know are kept in your formula book.



Bomb (Su) A bomb is an explosive splash weapon created from raw ingredients and power from your innate magic. Creating and throwing a bomb is a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the “Throw Splash Weapon” special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are unstable, and if not used in the round they are created, they degrade and become inert. Splash damage from an alchemist bomb is always equal to the bomb’s minimum damage (Reflex half).

Mutagen (Su) Mutagens are transformative elixirs that you can drink to enhance your physical abilities at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until you pick it up again; non-alchemists cannot use mutagens. When you brew a mutagen, you select one physical ability score—either Strength, Dexterity, or Constitution. The mutagen gives you a +4 alchemical bonus to that ability score and a +2 natural armor bonus for 10 minutes, but you take a penalty to a mental ability score for that same amount of time (Strength mutagens give you an Intelligence penalty, Dexterity mutagens give you a Wisdom penalty, and Constitution mutagens give you a Charisma penalty). Drinking a mutagen is a standard action. Mutagens do not stack. Whenever you drink a mutagen, the effects of any previous mutagen immediately end.



HIT POINTS

ALAIN

Male human cavalier 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or lance +4 (1d8+3/x3) or flail +4 (1d8+3)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks challenge 1/day (+1 damage, additional +1 damage as long as only one threatening foe)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 15

Feats Mounted Combat, Precise Strike, Weapon Focus (longsword)

Skills Bluff +5, Climb +3, Intimidate +5, Perception +4, Ride +5

Languages Common

SQ mount (horse named Donahan), order of the cockatrice, tactician 1/day (Precise Strike)

Gear chain shirt, heavy steel shield, light crossbow with 10 bolts, flail, lance, longsword, backpack, banner, bit and bridle, grappling hook, leather barding, rations (4), riding saddle, silk rope, sunrods (3), 8 gp

SPECIAL ABILITIES

Challenge (Ex) Once per day, you can challenge a foe to combat. As a swift action, you choose one target within sight to challenge. Your melee attacks deal +1 extra damage whenever the attacks are made against the target of your challenge. You can use this ability once per day.

Challenging a foe requires much of your concentration. After issuing a challenge you take a –2 penalty to your Armor Class, except against attacks made by the target of your challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Your challenge also includes another effect, which is listed in the Order of the Cockatrice section.

Mount (Ex) You gain the service of a loyal and trusty steed to carry you into battle. This mount functions as a druid's animal companion, using your cavalier level as your effective druid level. You do not take an armor check penalty on Ride checks while riding your mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. Your mount does not gain the share spells special ability of an animal companion.

Order (Ex) At 1st level, you must pledge yourself to a specific order. The order grants you a number of bonuses, class

skills, and special abilities. In addition, each order includes a number of edicts that you must follow. If you violate any of these edicts, you lose all benefits gained from your order for 24 hours. The violation of an edict is subject to GM interpretation.

Tactician (Ex) At 1st level, you receive a teamwork feat as a bonus feat (you have the Precise Strike feat, see below). As a standard action, you can grant this feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds. You can use this ability once per day.

NEW RULES—CAVALIER

ORDER OF THE COCKATRICE

As a cavalier who belongs to this order, you serve only yourself, working to further your own aims and increase your own prestige. Like other cavaliers of this order, you tend to be selfish and concerned only with personal goals and objectives.

Edicts: You must put your own interests and aims above those of all others. You must always accept payment when it is due, rewards that you've earned, and an even share of loot. You must take every opportunity to increase your own stature, prestige, and power.

Challenge: Whenever you issue a challenge, you receive a +1 morale bonus on all melee damage rolls made against the target of your challenge as long as you are the only creature threatening the target.

Skills: As an order of the cockatrice cavalier, you add Appraise (Int) and Perform (Cha) to your list of class skills. In addition, add your Charisma modifier to the DC on attempts to demoralize you through Intimidate (in addition to your Wisdom modifier, as normal).

New Feat: Precise Strike (Combat, Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. The bonus damage is not multiplied on a critical hit.

CAVALIER MOUNT

DONAHAN

Male horse animal companion

N Large animal

Init +1; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 17 (2d8+8)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +4 (1d4+3), 2 hooves -1 (1d6+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

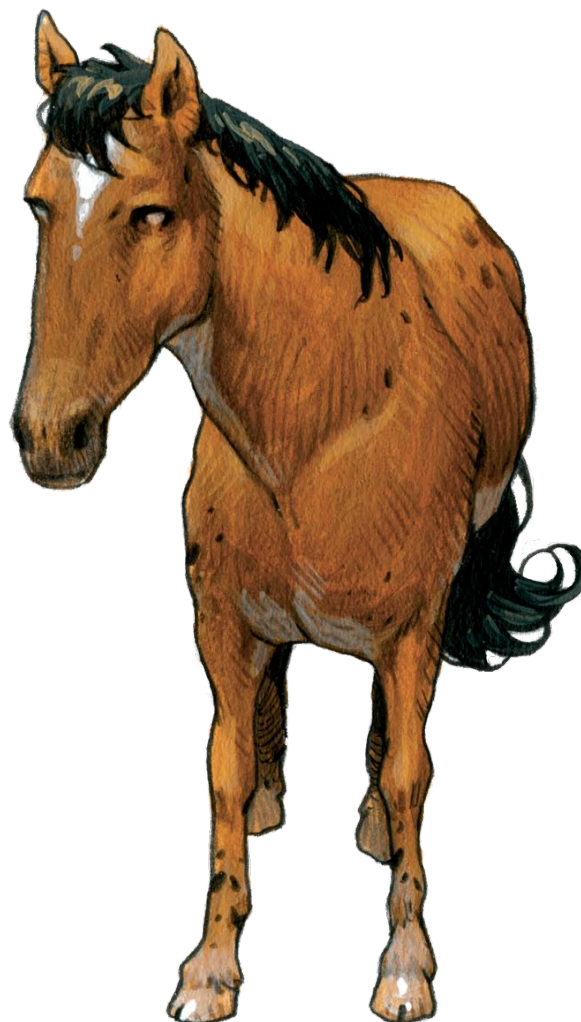
Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Light Armor Proficiency, Toughness

Skills Perception +6

SQ link, tricks (combat trained, stay)





HIT POINTS

ALAHAZRA

Female human oracle 1

LG Medium humanoid (human)

Init +2; **Senses** darkvision 30 ft.; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 8 (1d8)

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

Weaknesses oracle's curse (clouded vision)

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6) or touch of flame +0 touch (1d6 fire)

Ranged sling +2 (1d4)

Special Attacks touch of flame 6/day (1d6 fire)

Spells Known (CL 1st; concentration +4 [+8 cast defensively])

1st (4/day)—*cure light wounds*, *doom* (DC 14), *magic stone*

o (at will)—*detect magic*, *guidance*, *read magic*, *stabilize*

Mystery Flame

STATISTICS

Str 10, **Dex** 14, **Con** 8, **Int** 13, **Wis** 12, **Cha** 17

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

Feats Combat Casting, Dodge

Skills Acrobatics +5, Climb +3, Diplomacy +7, Heal +5 (+7 with healer's kit), Knowledge (history) +5, Spellcraft +5

Languages Common, Draconic

SQ revelation (touch of flame)

Combat Gear *scrolls of cure light wounds* (2), thunderstone;

Other Gear studded leather armor, quarterstaff, sling with 10 bullets, backpack, fortune-telling bones, healer's kit, rations (6), silver holy symbol, spell component pouch, 10 gp

SPECIAL ABILITIES

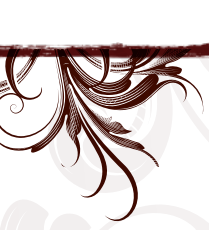
Spells You cast divine spells drawn from the cleric spell lists (see page 226 of the Pathfinder RPG Core Rulebook). You can cast any spell you know without preparing it ahead of time. Unlike other divine spellcasters, your selection of spells is extremely limited. You also know all cure spells (cure spells include all spells with "cure" in their names). Unlike a cleric, you need not prepare your spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Mystery Each oracle draws upon a divine mystery to grant her spells and powers. This mystery also grants additional class skills and other special abilities. Your mystery is Flame (see below).

Oracle's Curse (Ex) Each oracle is cursed, but this curse comes with a benefit as well as a hindrance. Your curse cannot be removed or dispelled without the aid of a deity.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision.

Revelation At 1st level, you uncover a new secret about



the mystery that grants your powers and abilities. Unless otherwise noted, activating the power of a revelation is a standard action. Your revelation is Touch of Flame (see below).

MYSTERY OF FLAME

Deities: Asmodeus, Sarenrae.

Class Skills: As an oracle with the flame mystery, you add Acrobatics, Climb, Intimidate, and Perform to your list of class skills.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage. You can use this ability a number of times per day equal to 3 + your Charisma modifier.