

# GUNSLINGER (LEVEL 1)



Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

## LIRIANNE

Female half-elf gunslinger 1 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

**Init** +5; **Senses** low-light vision; **Perception** +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +5, **Will** +2; +2 vs. enchantments

**Immune** magic sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +2 (1d8+1/19–20)

**Ranged** pistol +5 (1d8/×4)

### STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Gunsmithing\*, Skill Focus (Perception), Weapon Focus (pistol)\*

**Skills** Craft (alchemy) +4, Intimidate +4, Knowledge (engineering) +4, Perception +7, Sleight of Hand +7; Racial Modifiers +2 Perception;

**Armor Check** –1

**Traits** Elven Reflexes\*, Killer

**Languages** Common, Elven

**SQ** deeds (deadeye, gunslinger's dodge, quick clear), elf blood\*, grit (2), gunsmith

**Combat Gear** alchemist's fire; **Other Gear** studded leather, longsword, pistol with 30 bullets, backpack, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (5), powder horn with 10 doses of black powder, sunrods (2), waterskin, 19 gp

### SPECIAL ABILITIES

**Deeds** Lirianne can spend grit points (see below) to accomplish the following deeds:

**Deadeye:** Lirianne can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment for a cost of 1 grit point per range increment beyond the first. Lirianne still takes the –2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

**Gunslinger's Dodge:** Lirianne can spend 1 grit point to avoid a ranged attack by moving 5 feet as an immediate action, granting her a +2 bonus to AC against the attack. This is not a 5-foot step, and provokes attacks of opportunity. Alternatively, she can drop prone to gain a +4 bonus to AC against the attack.

**Quick Clear:** As long as Lirianne has 1 grit point, she can, as a standard action, remove the broken condition from her pistol, if the condition resulted from a misfire. If she instead spends 1 grit point, she can perform quick clear as a move-equivalent action.

**Grit** Lirianne begins each day with 2 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum.



"I'd be obliged if you stood down, friend.  
I got no stomach for killing this early."

Lirianne can spend grit to accomplish deeds (see above), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

**Gunsmith** Lirianne's pistol is battered and only she knows how to use it properly. All other creatures treat her gun as it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it.

**Killer** When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Pistol** Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and has a maximum range of five range increments. The gun can hold a single bullet at a time, and reloading it is a standard action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–5. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5 ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage.

\* This ability has already been calculated into Lirianne's stats.

Lirianne always dreamed of living the adventures she read about in fairy tales and penny dreadfuls. When a storm of primal magic sent the dutiful Alkenstar shield marshal to the distant land Avistan, Lirianne found herself in just such an adventure. She now struggles to balance her resurgence of childhood wonder and adult dedication to justice, all while confronting her long-ignored elven blood.

# NINJA (LEVEL 1)



Unassuming when she wants to be, Reiko is a master of disguise and subtlety, and deadly when she strikes.

## REIKO

Female human ninja (*Ultimate Combat* 11)

N Medium humanoid (human)

**Init** +6; **Senses** Perception +5

### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+1 armor, +4 Dex)

**hp** 8 (1d8)

**Fort** +0, **Ref** +6, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** wakizashi +4 (1d6/18–20), or  
kusarigama +0 (1d3/1d6)

**Ranged** shuriken +4 (1d2)

**Special Attacks** sneak attack +1d6

### STATISTICS

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

**Base Atk** +0; **CMB** +0; **CMD** 14

**Feats** Deceitful\*, Weapon Finesse\*

**Skills** Acrobatics +8, Bluff +8, Climb +4, Disguise +8, Escape Artist +8, Knowledge (religion) +2, Perception +5, Sense Motive +5 (+10 to intercept secret messages), Sleight of Hand +8, Stealth +8, Use Magic Device +6; **Armor Check** o

**Traits** Canter, Reactionary\*

**Languages** Common, Giant, Tien

**SQ** poison use

**Combat Gear** caltrops, flash powder, smoke pellet; **Other Gear** haramaki, kusarigama, shuriken (10), wakizashi, backpack, belt pouch, disguise kit, grappling hook, silk rope (50 ft.), 3 gp

### SPECIAL ABILITIES

**Canter** Reiko has been trained to read people's true intentions. Anyone who attempts to use Bluff to deliver a secret message to Reiko gains a +5 bonus on his Bluff check. When Reiko attempts to intercept a secret message using Sense Motive, Reiko gains a +5 trait bonus on the attempt.

**Flash Powder** This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a force such as throwing it against a floor (a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

**Kusarigama** This double weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball, and has the grapple, monk, reach, and trip weapon qualities.

**Smoke Pellet** This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only



"The spider waits for its prey to come to its web."

lasts for 1 round before dispersing. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

**Wakizashi** Reiko's blade has the deadly weapon quality. When delivering a coup de grace, she adds +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

\* The effects of this ability are already calculated into Reiko's stats.

Reiko's mother had no wish for her only daughter to follow the shadowed path of a ninja, but Reiko was pulled into it after their home was overrun. Seeking the truth behind the invasions, the two sought answers, but Reiko's mother died not long after Reiko's training began. Burning her enemies' faces into her mind, Reiko has followed many trails to seek her revenge, a path that has brought her over the northern snows of the Crown of the World. Finding herself in strange new lands, Reiko has yet to pick up the trail again, but if there is one thing Reiko is, it is patient. Her caution and stealth serves her well among her new allies in the Pathfinder Society, often journeying in the guise of a poverty-stricken priest to find information denied to the Pathfinders through normal routes, and ever watchful for her village's invaders.



# SAMURAI (LEVEL 1)



Hayato cuts a stern and silent figure. Exiled for avenging his master's murder, he now travels as a ronin, serving whatever cause seems noble.

## HAYATO

Male human samurai 1 (Ultimate Combat 18)

LG Medium humanoid (human)

**Init** +1; **Senses** Perception +3

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

**hp** 13 (1d10+3)

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

### OFFENSE

**Speed** 20 ft.

**Melee** katana +4 (1d8+2/18–20) or naginata +3 (1d8+3/×4)

**Ranged** shortbow +2 (1d6/×3)

**Special Attacks** challenge (+1, 1/day)

### STATISTICS

**Str** 15, **Dex** 13, **Con** 15, **Int** 10, **Wis** 14, **Cha** 12

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Mounted Combat, Weapon Focus (katana)\*

**Skills** Diplomacy +5, Linguistics +1, Perception +3, Perform (string) +2, Ride +3, Sense Motive +3; **Armor Check** –2

**Traits** Armor Expert\*, Suspicious\*

**Languages** Common, Tien

**SQ** mount (Jinfu [horse]), order challenge +1, resolve, ronin

**Gear** kikko armor, katana, naginata, shortbow with 20 arrows, backpack, waterskin, 1 gp

### SPECIAL ABILITIES

**Challenge** Once per day as a swift action, Hayato may challenge an enemy he sees. Until that enemy is slain, Hayato gains a +1 bonus on damage rolls against that enemy, but takes a –2 AC penalty against any other enemies. If Hayato is the target of a challenge or smite made by the target of his challenge, he also gains a +1 morale bonus on attack rolls and a +1 dodge bonus to AC against his opponent.

**Katana** Hayato's blade has the deadly quality. When used to deliver a coup de grace, the katana gains a +4 bonus on damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus to damage is not added to the actual damage of the coup de grace attack.

**Mount** Hayato's horse, Jinfu, is extraordinarily skilled and loyal for a riding animal. He possesses the following statistics:

**Size** Large; **Speed** 50 ft.; **AC** 15; **hp** 17; **Fort** +5, **Ref** +4, **Will** +1;

**Melee** bite +4 (1d4+3), 2 hooves –1 (1d6+1); **Feats** Alertness; **Skills** Perception +8; **Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **SQ** low-light vision, scent

**Mounted Combat** Once per round when his mount is hit, Hayato may make a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

**Naginata** This traditional samurai weapon has the reach quality.

Honor is strength. It is a maxim that Nakayama Hayato has known since birth, and one whose barbs he still feels deep in his flesh. After his banishment from distant Minkai for avenging his master's death against a rival noble, the samurai came to rest in the Inner Sea region. He operates as a fearless and talented mercenary—or ronin, as he terms it—for those whose cause seem righteous, yet refuses to bow to anyone regardless of status, saying only that he has had his fill of masters.



My soul feeds upon honor, and my blade on flesh. We will both gorge this day."

**Resolve** Once per day, Hayato can muster his resolve to perform one of the following actions:

**Determined:** As a standard action, Hayato removes the fatigued, shaken, or sickened condition from himself.

**Resolute:** Before making a Will or Fortitude save, Hayato may decide to roll two dice and use the best result.

**Unstoppable:** If reduced below 0 hit points but not killed, Hayato can remain conscious and upright, though he can only take a single move or standard action each round. He falls unconscious if he takes any more damage.

If Hayato defeats the target of his challenge ability, he regains one spent resolve.

\* The effects of this ability are already calculated into Hayato's stats.