

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+0)

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

1st—*bless*, *cure light wounds*^D, *shield of faith*

o (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** –2

Traits Deft Dodger*, Flame of the Dawnflower (*Advanced Player's Guide* 333)

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

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 receive a DC 12 Will save 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.



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

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 For full descriptions for Kyra's prepared spells, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Spontaneous Casting Kyra can exchange any prepared spell that is not 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. Undead do not add their channel resistance to their saves when she channels positive energy.

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

Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra lost her family and home to raiders. Yet where another might be consumed by a thirst for revenge, Kyra has found peace in Sarenrae, goddess of the sun, healing, and redemption and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain. While her faith runs deep, she does not see herself as an evangelist and saves her sermonizing for those with ears to hear her enlightenment—a virtue largely learned after many frustrating philosophical arguments with fellow Pathfinders.

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) and 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/x3)

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 –4

Traits Dirty Fighter, Indomitable Faith

Languages Common, Varisian

Combat Gear acid flask, 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 receives 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 in the same round when he takes a full-attack action.

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.



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

Valeros was born on a quiet farm in Andoran, and 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 storybook life of adventure was at last closing for good. Seized by a sudden, desperate need for a larger life than cattle and corn, Valeros packed quietly 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, worldly girl or three to regale with his stories. After acting as hired muscle for dozens of different employers, Valeros finally realized that the only way to keep from getting blamed for things which weren't his fault was to join the Pathfinder Society, traveling with those who properly appreciated him and letting those who didn't fall by the wayside. And if some of those companions happen to be pretty women, all the better.

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. enchantments

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 +7, Escape Artist +7, Knowledge (local) +4, Perception +7, Sleight of Hand +8, Stealth +7;

Armor Check –1

Traits Forlorn, Reactionary

Languages Common, Elven

SQ trapfinding +1, elven magic, weapon familiarity

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

SPECIAL ABILITIES

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, which has already been included in her stats.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks, which has already been calculated into her statistics.

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, which has already been calculated into her stats.

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.



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

Trapfinding: Merisiel adds +1 to Perception skill checks made to locate traps and to Disable Device skill 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. This bonus has already been applied to her statistics.

Just over a century old—still an adolescent as her people count age—Merisiel's already grown used to watching her friends grow old. She's open and expressive with her thoughts and emotions, and never hesitates to make them known when things go wrong—which they often do. As a Pathfinder, her mercurial personality can grate on her allies, but her "quiet" skills and quick knifeplay more than make up for 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 make 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*

o (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**

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

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 it is not prepared, as if he had memorized it that morning.

Hand of the Apprentice Ezren can, as a standard action, make a single attack with his cane at a range of 30 feet, as the weapon flies from his hand to strike a foe before 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 a combat maneuver.

Spells Ezren can cast the following spells (either from memory or from his spellbook). For full spell descriptions for these and the



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

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) deals 1d3 points of acid damage.

Burning hands: 15-foot cone of fire deals 1d4 fire damage to all within (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: Gives subject +4 armor bonus for 1 hour.

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

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

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy by the church of Abadar, god of cities, law, merchants, and wealth. Ezren spent much of his adult life working to repair his father's ruined reputation, and when he discovered proof of his father's guilt and realized he'd wasted his life on a lie, he abandoned his family and joined the Pathfinder Society. While he is older than the average rookie Pathfinder, his younger traveling companions value his world experience and keen wit.