

CLERIC (LEVEL 4)



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 4
NG Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 33 (4d8+12)

Fort +6, **Ref** +3, **Will** +9

OFFENSE

Speed 20 ft.

Melee +1 scimitar +6 (1d6+3/18–20)

Ranged sling +3 (1d4+2)

Special Attacks channel positive energy 5/day (DC 16, 2d6 [+4 vs. undead])

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—rebuke death (1d4+2)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*bull's strength*, *cure moderate wounds*^D, *hold person* (DC 16),
spiritual weapon

1st—*bless*, *cure light wounds*, *divine favor*, *endure elements*^D, *shield of faith*

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

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

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 15

Feats Improved Channel*, Selective Channeling, Toughness*

Skills Diplomacy +9, Heal +11, Knowledge (religion) +7; **Armor Check** –3

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

Languages Common, Kelish

SQ aura (moderate good), spontaneous casting

Combat Gear *potion of eagle's splendor*, *potion of protection from evil*, *scroll of comprehend languages*, *scroll of lesser restoration*, *wand of cure light wounds* (50 charges); **Other Gear** +1 breastplate, +1 scimitar, sling with 10 bullets, *cloak of resistance* +1, backpack, silver holy symbol, waterskin, 32 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. 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.



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

Rebuke Death Seven times a day, Kyra can touch a living creature as a standard action, healing it 1d4+2 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.

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 4 points 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 4)



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 4
NG Medium humanoid (human)

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

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 42 (4d10+16)

Fort +7, **Ref** +5, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1*

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +7 (1d8+6/19–20) and *mwk short sword* +6 (1d6+3/19–20) or

+1 *longsword* +9 (1d8+6/19–20) or

mwk short sword +8 (1d6+3/19–20)

Ranged shortbow +7 (1d6/x3)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 20

Feats Combat Reflexes, Double Slice*, Toughness*, Two-Weapon Fighting, Weapon Focus (*longsword*)*, Weapon Specialization (*longsword*)*

Skills Climb +8, Knowledge (dungeoneering) +8, Ride +8, Swim +8;

Armor Check –2

Traits Dirty Fighter, Indomitable Faith*

Languages Common, Varisian

SQ armor training 1*

Combat Gear *potions of cure moderate wounds* (2), *potion of enlarge person*, *potion of protection from evil*, acid flask, alchemist's fire (2), antitoxin, holy water; **Other Gear** +1 *breastplate*, +1 *longsword*, heavy mace, masterwork short sword, shortbow with 20 arrows, *cloak of resistance* +1, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 38 gp

SPECIAL ABILITIES

Combat Reflexes: Valeros may make up to 4 attacks of opportunity in a round, and may make attacks of opportunity when flat-footed.

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.

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.

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

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, he was suddenly seized by a 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.



"For the scar I'll forgive you,
for the spilt drink I'll have your heart."

ROGUE (LEVEL 4)



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 4

CN Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 33 (4d8+12)

Fort +4, **Ref** +9, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** magic sleep effects

OFFENSE

Speed 30 ft.

Melee +1 rapier +8 (1d6+3/18–20)

Ranged dagger +7 (1d4+2/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 20

Feats Dodge*, Point-Blank Shot, Toughness*, Weapon Finesse*

Skills Acrobatics +11, Climb +9, Disable Device +13, Escape Artist +11, Knowledge (local) +7, Perception +10, Sleight of Hand +11, Stealth +11; **Armor Check** 0

Traits Forlorn*, Reactionary*

Languages Common, Elven

SQ elven magic*, rogue talents (combat trick*, finesse rogue*), trapfinding +2, weapon familiarity*

Combat Gear oil of keen edge, potions of cure light wounds (2), potion of invisibility, potion of jump, acid flask, alchemist's fire, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, daggers (12), cloak of resistance +1, universal solvent, backpack, hooded lantern, oil (5), silk rope (50 ft.), masterwork thieves' tools, 31 gp

SPECIAL ABILITIES

Evasion If Merisiel makes a successful Reflex saving throw against an effect that would normally deal half damage on a successful save, she instead takes no damage. If she is helpless, she does not gain the benefit of evasion.

Point Blank Shot Merisiel receives a +1 bonus on attack and damage rolls on ranged attacks up to ranges of 30 feet.

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 +2d6 points of damage anytime her target would be denied a Dexterity bonus to AC, 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!"

Trap Sense Merisiel receives a +1 bonus on Reflex saves made to avoid the effects of traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: Merisiel adds +2 to Perception skill checks made to locate traps and to Disable Device skill checks. She can use Disable Device to disarm magic traps.

Uncanny Dodge Merisiel cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized or if an opponent successfully uses the feint action against her.

* The effects of this ability have already been calculated into Merisiel's 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 4)



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 4
NG Medium humanoid (human)

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

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 32 (4d6+16)

Fort +6, **Ref** +4, **Will** +6; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +3 (1d6) or
dagger +2 (1d4/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +9 to hit, 1d6 damage)

Wizard Spells Prepared (CL 4th; concentration +10 [+14 to cast defensively])

2nd—*glitterdust* (DC 16), *scorching ray*, *spider climb*

1st—*burning hands* (DC 16), *mage armor*, *magic missile*, *obscuring mist*

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

STATISTICS

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

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

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

Skills Appraise +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (nature) +11, Knowledge (planes) +11, Linguistics +11, Spellcraft +11

Traits Focused Mind*, History of Heresy*

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal, Keleshite, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *oil of magic weapon*, *potions of cure light wounds* (2), *potion of fly*, *scroll of blur*, *scroll of charm person*, *scroll of comprehend languages*, *wand of magic missile* (50 charges), *tanglefoot bag*;

Other Gear masterwork cane, dagger, light crossbow with 10 bolts, *ring of protection* +1, *cloak of resistance* +1, backpack, *pearl of power* (1st level spell), scroll case, spell component pouch, spellbook (contains all 0-level spells; all prepared 1st-level spells plus *charm person*, *color spray*, *expeditious retreat*, *shield*, and *sleep*; all prepared 2nd-level spells plus *bull's strength*), 65 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



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

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.

* 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.