


### Valeros

MALE HUMAN FIGHTER 1

ALIGN NG INIT +6 SPEED 20 ft.

ABILITIES		DEFENSE		OFFENSE	SKILLS
14	STR	HP 11		Melee longsword +4 (1d8+2)	Climb +1
15	DEX	AC 17		Melee longsword +2 (1d8+2) and shortsword +1 (1d6+1)	Intimidate +4
12	CON	touch 12, flat-footed 15		Ranged shortbow +3 (1d6)	Ride +6
13	INT	Fort +3, Ref +2, Will -1			Swim -4
8	WIS				
10	CHA				

**Combat Gear** alchemist's fire; **Other Gear** backpack, chainmail, longsword, rations (2), shortbow with 20 arrows, shortsword, silk rope, 1 gp




### Seoni

FEMALE HUMAN SORCERER 1

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES		DEFENSE		OFFENSE	SKILLS
8	STR	HP 5		Melee quarterstaff -1 (1d6-1)	Bluff +6
14	DEX	AC 12		Ranged dagger +2 (1d4-1)	Concentration +8
12	CON	touch 12, flat-footed 10		Spells Known (CL 1st, +2 ranged touch):	Spellcraft +4
10	INT	Fort +1, Ref +2, Will +3		1st (4/day)—mage armor, magic missile	
13	WIS			0 (5/day)—acid splash, daze (DC 12), detect magic, read magic	
15	CHA				

**Combat Gear** smokestick, tanglefoot bag; **Other Gear** backpack, dagger, quarterstaff, rations (4), sunrod (5), 27 gp



### Kyra

FEMALE HUMAN CLERIC 1

ALIGN NG INIT -1 SPEED 30 ft.

ABILITIES		DEFENSE		OFFENSE	SKILLS
13	STR	HP 10		Melee scimitar +1 (1d6+1/18-20)	Concentration +6
8	DEX	AC 15		Ranged light crossbow -1 (1d8/19-20)	Heal +6
14	CON	touch 9, flat-footed 15		Special Attacks greater turning 1/day, turn undead 4/day (+1, 2d6+2)	Knowledge (religion) +4
10	INT	Fort +4, Ref -1, Will +6		Spells Prepared (CL 1st, CL 2nd for healing spells):	
15	WIS			1st—bless, command (DC 13), cure light wounds*	
12	CHA			0—detect magic, light, read magic	
				* domain spell (healing, sun)	

**Other Gear** backpack, chain shirt, heavy wooden shield, light crossbow with 10 bolts, rations (6), scimitar, silver holy symbol, 12 gp



### Merisiel

FEMALE ELF ROGUE 1

ALIGN CN INIT +3 SPEED 30 ft.

ABILITIES		DEFENSE		OFFENSE	SKILLS
12	STR	HP 7		Melee rapier +1 (1d6+1/18-20)	Climb +3
17	DEX	AC 15		Ranged dagger +3 (1d4+1/19-20)	Disable Device +4
12	CON	touch 13, flat-footed 12		Special Attacks sneak attack +1d6	Hide +7
8	INT	Fort +1, Ref +5, Will +1 (+2 vs enchantment)			Jump +3
13	WIS	Immune sleep			Listen +5
10	CHA				Move Silently +7

**Combat Gear** acid, alchemist's fire (2), thunderstone; **Other Gear** backpack, daggers (6), grappling hook, hooded lantern, leather armor, oil (5), rapier, rations (3), silk rope, thieves' tools, 25 gp

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