Valeros
MALE HUMAN FIGHTER 1
ALIGN NG INIT +6 SPEED 20 ft.

**ABILITIES**
- STR 14
- DEX 15
- CON 12
- INT 13
- WIS 8
- CHA 10

**DEFENSE**
- HP 11
- AC 17
  - touch 12, flat-footed 15
  - Fort +3, Ref +2, Will –1

**OFFENSE**
- Melee longsword +4 (1d8+2)
- Melee longsword +2 (1d8+2) and shortsword +1 (1d6+1)
- Ranged shortbow +3 (1d6)

**SKILLS**
- Climb +1
- Intimidate +4
- Ride +6
- Swim –4

**FEATS**
- Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword)

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Seoni
FEMALE HUMAN SORCERER 1
ALIGN LN INIT +2 SPEED 30 ft.

**ABILITIES**
- STR 8
- DEX 14
- CON 12
- INT 10
- WIS 13
- CHA 15

**DEFENSE**
- HP 5
- AC 12
  - touch 12, flat-footed 10
  - Fort +1, Ref +2, Will +3

**OFFENSE**
- Melee quarterstaff –1 (1d6–1)
- Ranged dagger +2 (1d4–1)
- Spells Known (CL 1st, +2 ranged touch):
  - 1st (4/day)—mage armor, magic missile
  - 0 (5/day)—acid splash, daze (DC 12), detect magic, read magic

**SKILLS**
- Bluff +6
- Concentration +8
- Spellcraft +4

**FEATS**
- Dodge, Skill Focus (Concentration)

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Kyra
FEMALE HUMAN CLERIC 1
ALIGN NG INIT –1 SPEED 30 ft.

**ABILITIES**
- STR 13
- DEX 8
- CON 14
- INT 10
- WIS 15
- CHA 12

**DEFENSE**
- HP 10
- AC 15
  - touch 9, flat-footed 15
  - Fort +4, Ref +1, Will +6

**OFFENSE**
- Melee scimitar +1 (1d6+1/18–20)
- Ranged light crossbow –1 (1d8/19–20)
- Special Attacks greater turning 1/day, turn undead 4/day (+1, 2d6+2)
- Spells Prepared (CL 1st, CL 2nd for healing spells):
  - 1st—bless, command (DC 13), cure light wounds*
  - 0—detect magic, light, read magic
  * domain spell (healing, sun)

**SKILLS**
- Concentration +6
- Heal +6
- Knowledge (religion) +4

**FEATS**
- Iron Will, Martial Weapon Proficiency (scimitar)

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Merisiel
FEMALE ELF ROGUE 1
ALIGN CN INIT +3 SPEED 30 ft.

**ABILITIES**
- STR 12
- DEX 17
- CON 12
- INT 8
- WIS 13
- CHA 10

**DEFENSE**
- HP 7
- AC 15
  - touch 13, flat-footed 12
  - Fort +1, Ref +5, Will +1
  * (+2 vs enchantment)

**OFFENSE**
- Melee rapier +1 (1d6+1/18–20)
- Ranged dagger +3 (1d4+1/19–20)
- Special Attacks sneak attack +1d6

**SKILLS**
- Climb +3
- Disable Device +4
- Hide +7
- Jump +3
- Listen +5
- Move Silently +7
- Open Lock +5
- Search +4
- Spot +5
- Tumble +7

**FEATS**
- Dodge

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**Combatt Gear**
- alchemist’s fire, Other Gear
- backpack, chainmail, longsword, rations (2), shortbow with 20 arrows, shortsword, silk rope, 1 gp

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

**Other Gear**
- backpack, chain shirt, heavy wooden shield, light crossbow with 30 bolts, rations (6), scimitar, silver holy symbol, 12 gp

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