

Asraby

Eladrin fighter (mutation warrior) 16 - CR 15

No Alignment Fey

Ability	Score	Modifier	Temporary
STR STRENGTH	21/31	+5/+10	
DEX DEXTERITY	14/22	+2/+6	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	12/10	+1/0	
WIS WISDOM	12/10	+1/0	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	+10	+3				Gloves of dueling : +4 vs. effects that cause you to lose your grip on weapons
REFLEX (DEXTERITY)	+16	+5?	+6		+5		Gloves of dueling : +4 vs. effects that cause you to lose your grip on weapons
WILL (WISDOM)	+9	+5?			+4		Bravery : +4 vs. fear, Bolstered Will : +2 bonus vs. enchantment[compulsion] and enchantment[charm] spells, Gloves of dueling : +4 vs. effects that cause you to lose your grip on weapons

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 45	+12	+7	+6		+7	+3		
Touch AC 19								
CM Bonus +21	+16	+10						
CM Defense 45	10	+16	+10	+6				
49 vs. Disarm; 49 vs. Sunder								
Hero Points								
Base Attack		+16						
Initiative		+6						
Speed		30 ft						

Glamered Plate

+12

Max Dex: +8, Armor Check: -
Spell Fail: 0%,

Lion shield

+7

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (6)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+10	STR (10)	-	
Shield Snag : +4 to catch yourself on wall or slope when falling if you have a shield equipped				
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+6	DEX (6)	-	
Fly	+6	DEX (6)	-	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (1)	-	
Perception	+0	WIS (0)	-	
Ride	+6	DEX (6)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+6	DEX (6)	-	
Survival	+0	WIS (0)	-	
Swim	+10	STR (10)	-	

Activated Abilities & Adjustments

Focused Weapon (Weapon Training [Blades, Heavy] +5, Longsword) (Ex): Focused Weapons get Higher
Dam Dice

Power Attack -5/+10

Feats

Advanced Weapon Training
Advanced Weapon Training
Advanced Weapon Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Bashing Finish
Greater Shield Focus
Greater Weapon Focus (Longsword)
Greater Weapon Specialization (Longsword)
Improved Shield Bash
Martial Weapon Proficiency - All
Missile Shield (1/round)
Power Attack -5/+10
Shield Focus
Shield Master
Shield Proficiency
Shield Slam
Shield Snag
Simple Weapon Proficiency - All
Targeted Blow (4/day)
Tower Shield Proficiency
Two-Weapon Fighting
Weapon Focus (Longsword)
Weapon Specialization (Longsword)

Special Abilities

Armed Bravery (+4/+8) (Ex)
Bolstered Will
Bravery +4 (Ex)
Eladrin Lore

+3 flaming burst keen longsword

Main hand: **+31/+26/+21/+16,**
2d6+32 plus 1d6 fire

Crit: 17-
20/x2+1d10 fire

Both hands: **+31/+26/+21/+16,**
2d6+37 plus 1d6 fire

Main w/ offhand:

+27/+22/+17/+12, 2d6+32 plus
1d6 fire

Main w/ light off:

+29/+24/+19/+14, 2d6+32 plus
1d6 fire

Offhand: **+27, 2d6+27 plus**
1d6 fire

+3 heavy shield bash

Main hand: **+24, 1d4+18**

Crit: x2
1-hand, B

Both hands: **+24, 1d4+23**

Main w/ offhand: **+24, 1d4+18**

Main w/ light off: **+24, 1d4+18**

Offhand: **+24, 1d4+13**

Vekeshi blade

Main hand: **+31/+26/+21/+16,**
2d6+32 plus 1d6 fire

Crit: 19-20/x2
1-hand, S, Reach,

Both hands: **+31/+26/+21/+16,**
2d6+37 plus 1d6 fire

Main w/ offhand:

+27/+22/+17/+12, 2d6+32 plus
1d6 fire

Main w/ light off:

+29/+24/+19/+14, 2d6+32 plus
1d6 fire

Offhand: **+27, 2d6+27 plus**
1d6 fire

Gear

Total Weight Carried: 17/1840 lbs, Light Load
(Light: 612 lbs, Medium: 1224 lbs, Heavy: 1840
lbs)

+3 flaming burst keen longsword	4 lbs
+3 heavy shield bash	-
Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Belt of physical perfection +4	1 lb
Boots of speed (10 rounds/day)	1 lb
Cloak of Smoke	1 lb
Glamered Plate	1 lb
Gloves of dueling	-
Lion shield	5 lbs
Money	-
Mutagen: Str +6, Dex +4, Int -2, Wis -2, +4 Nat AC.	-
Ring of freedom of movement	-
Ring of protection +3	-
Vekeshi blade	4 lbs

Experience & Wealth

Experience Points: **0/1,300,000**

Current Cash: **54,970 gp**

Special Abilities

Fey Step (1/day) (Su)

Fighter's Reflexes (Weapon Training [Blades, Heavy])

Focused Weapon (Weapon Training [Blades, Heavy])

Fortification 25%

Greater Mutagen (Su)

Hero Points

Low-Light Vision

Mutagen (DC 18) (Su)

Preserve Organs 25%

Prestige (Flint): 0

Prestige (Risur): 0

Prestige (Unseen): 0

Spontaneous Healing (40 HP/day)

Warrior Spirit +5 (Weapon Training [Blades, Heavy] +5)

Weapon Mastery (Ex)

Weapon Training (Blades, Heavy) +5 (Ex)

Tracked Resources

Boots of speed (10 rounds/day) ☐☐☐☐☐ ☐☐☐☐☐☐

Fey Step (1/day) (Su) ☐

Missile Shield (1/round) ☐

Mutagen: Str +6, Dex +4, Int -2, Wis -2, +4 Nat AC. ☐

Spontaneous Healing (40 HP/day) ☐☐☐☐☐ ☐☐☐☐☐☐

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Targeted Blow (4/day) ☐☐☐☐

Warrior Spirit +5 (Weapon Training [Blades, Heavy] +5 [Ex], 6/day) (Su) ☐☐☐☐☐ ☐

Languages

Common

Primordial

Sourcebooks Used

- **Advanced Class Guide** - Mutation Warrior (archetype)
- **Advanced Player's Guide** - Bashing Finish (feat); Missile Shield (feat); Mutagen (greater) (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Gloves of dueling (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Magic Tactics Toolbox** - Warrior Spirit (special ability)
- **Magical Marketplace** - Shield Snag (feat)
- **Ultimate Magic** - Preserve Organs (special ability); Spontaneous Healing (special ability)
- **Weapon Master's Handbook** - Advanced Weapon Training (feat); Armed Bravery (special ability); Fighter's Reflexes (special ability); Focused Weapon (special ability); Targeted Blow (feat); Weapon Mastery (special ability)
- **Zeitgeist Player's Guide** - Eladrin (race); Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)
- **Zeitgeist: Part 1** - Cloak of Smoke (equipment); Glamered Plate (armor); Lion shield (armor); Vekeshi Blade (weapon)

creed reborn

Human chaokineticist 10 - CR 9

No Alignment Humanoid (Human); Age: 18; Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18/22	+4/+6	
CON CONSTITUTION	20/24	+5/+7	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+7	+7	+2			
REFLEX (DEXTERITY)	+15 =	+7	+6	+2			
WILL (WISDOM)	+5 =	+3?		+2			

Emptiness: +1 vs. emotion effects

Energy Resistance, Negative energy (2)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	31 =	+7	+6	+6			+2		
Touch AC	18								
Flat-Footed AC	25								
		BAB	Strength	Size	Misc				
CM Bonus	+7 =	+7	+0	-	-				
		BAB	Strength	Dexterity	Size				
CM Defense	25 = 10	+7	+0	+6	-				

Hero Points	□□□	HP	143
Base Attack	+7½	Damage / Current HP	
Initiative	+6		
Speed	30 ft		

Cold Blast (Sp)

Ranged: +16 touch, 5d6+9 cold Crit: x2
Rng: 30' Cold

Negative Admixture (Cold Blast [Sp]) (Sp)

Ranged: +16, 10d6+16 ½ cold plus 1d6 Crit: N/A
½ Cold

Negative Blast (Sp)

Ranged: +16 touch, 5d6+9 negative energy plus 1d6 Crit: x2
Rng: 30' Negative



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (6)	10	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+0	STR (0)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+6	DEX (6)	-	
Fly	+6	DEX (6)	-	
Heal	+0	WIS (0)	-	
Intimidate	+14	CHA (1)	10	
Perception	+13	WIS (0)	10	
Ride	+6	DEX (6)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+24	DEX (6)	10	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+14	CHA (1)	10	

Activated Abilities & Adjustments

Shroud of Water (+6 armor or +4 shield, + 1/burn) (Su): Shield bonus

Feats

Armor Proficiency (Light)
Extra Wild Talent
Extra Wild Talent
Point-Blank Shot
Precise Shot
Simple Weapon Proficiency - All
Toughness

Special Abilities

Basic Chaokinesis (Sp)
Basic Hydrokinesis (At will) (Sp)
Blade Rush
Burn 3/round (10 nonlethal/burn, 10/day)
Cold Blast (Sp)
Darkness Infusion
Darkvision (90 feet)
Elemental Overflow +3/+6 (Max +3, +2 CON, +2 DEX, Emptiness (Su)
Extended Range
Fortification 20%
Gather Power (Su)
Hero Points
Infusion Specialization 2 (Ex)
Internal Buffer 1 (Su)
Kinetic Blade (Light Weapon)
Kinetic Blast (Sp)
Kinetic Healer (Sp)
Metakinesis (1 burn: Empower) (Su)
Metakinesis (2 burn: Maximize) (Su)
Metakinesis (Su)
Negative Admixture (Cold Blast [Sp]) (Sp)

+3 shadow mithral chain shirt

+7

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: **0**/155,000
Current Cash: **You have no money!**

Gear

Total Weight Carried: 14.5/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+3 shadow mithral chain shirt	12.5 lbs
Artisan's outfit (Free)	-
Belt of physical might +2 (Dex, Con)	1 lb
Cloak of resistance +2	1 lb
Esoteric diadem (lesser), onyx	-
Money	-
Ring of protection +2	-

Special Abilities

Negative Blast (Sp)
No Breath (Ex)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
See in Darkness
Shroud of Water (+6 armor or +4 shield, + 1/burn) (Su)
Singularity (DC 21)
Veil of Mists (Sp)

Tracked Resources

Burn 3/round (10 nonlethal/burn, 10/day) ☐☐☐☐☐☐☐☐☐☐

Languages

Common

Primordial

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide** - Dual Talent (alternate racial trait)
- **Elemental Master's Handbook** - Esoteric diadem (lesser), onyx (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Occult Adventures** - Cold Blast (special ability); Expanded Defense (Shroud of Water) (special ability); Expanded Element (Water) (special ability); Extended Range (special ability); Extra Wild Talent (feat); Kinetic Blade (special ability); Kinetic Healer (special ability); Kineticist (class); Shroud of Water (equipment); Veil of Mists (special ability)
- **Occult Origins** - Darkness Infusion (special ability); Eyes of the Void (special ability); Eyes of the Void, Greater (special ability); Negative Admixture (special ability); Negative Blast (special ability); No Breath (special ability); Singularity (special ability); Void (special ability)
- **Psychic Anthology** - Blade Rush (special ability)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

eschatological sniper

Dwarf gunslinger (musket master) 2 - CR 1

No Alignment Humanoid (Dwarf); Age: 51; Height: 4';
Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+5	=	+3	+2			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+3	=	+0?	+3			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+2				+1	
Touch AC 13								
Flat-Footed AC 10								

Defensive Training +4: +4 dodge bonus vs. Giants

BAB	Strength	Size	Misc
CM Bonus +3	=	+2	+1
		-	-

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size
CM Defense 16	=	10	+2
		+1	+2
		-	-

20 vs. Bull Rush; 20 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 22
Base Attack	+2	Damage / Current HP
Initiative	+2	
Speed	20 ft	

Rifle

Ranged: +0, 1d10

Ranged, both hands: +4, 1d10

Crit: x4
Rng: 80'
2-hand, B/P

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Warhammer

Main hand: +3, 1d8+1

Both hands: +3, 1d8+1

Crit: x3
1-hand, B

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+3	WIS (3)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+3	WIS (3)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+2	DEX (2)	-	
Survival	+3	WIS (3)	-	
Swim	+1	STR (1)	-	

Feats

Armor Proficiency (Light)
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Rapid Reload (Musket)
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Deed: Deadeye (Ex)
Deed: Quick Clear (Ex)
Deed: Steady Aim (Ex)
Defensive Training +4
Greed
Grit (Ex)
Hardy +2
Hatred +1
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Slow and Steady
Stability +4
Stonecunning +2

Gear

Total Weight Carried: 17/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Money	-
Rifle	12 lbs
Warhammer	5 lbs

Tracked Resources

Grit Pool (3/day) ☐☐☐

Languages

Common Primordial
Dwarven

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat); Musket Master (archetype)
- **Ultimate Combat / Ultimate Equipment** - Rifle (weapon)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/5,000**
Current Cash: **You have no money!**

Eschatologist Radical

Dwarf gunslinger 2 - CR 1

No Alignment Humanoid (Dwarf); Age: 51; Height: 4';
Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+3	+3				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+5 =	+3	+2				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+1 =	+0?	+1				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+4		+2				+1	
Touch AC 13								
Flat-Footed AC 14								

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +3 =	+2	+1	-	-
See the Base Attack (below) for modifiers that may also apply to CMB				

	BAB	Strength	Dexterity	Size
CM Defense 16 = 10	+2	+1	+2	-
20 vs. Bull Rush; 20 vs. Trip				
See the AC section (above) for situational modifiers that may also apply to CMD				

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 24
Base Attack +2		Damage / Current HP
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype		
Initiative +2		
Speed 20 ft		

Dwarven waraxe

Main hand: +3, 1d10+1 Crit: x3
Both hands: +3, 1d10+1 1-hand, S
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype
Shotgun

Ranged: +0, 1d8 Crit: x2
Ranged, both hands: +4, 1d8 2-hand, B/P
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Climb	-1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+1	WIS (1)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+0	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+0	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (1)	-	

Feats

Armor Proficiency (Light)
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Deed: Deadeye (Ex)
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
Deed: Quick Clear (Ex)
Defensive Training +4
Greed
Grit (Ex)
Hardy +2
Hatred +1
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Slow and Steady
Stability +4
Stonecunning +2

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0/5,000**
Current Cash: **You have no money!**

Gear

Total Weight Carried: 45/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Chain shirt	25 lbs
Dwarven waraxe	8 lbs
Money	-
Shotgun	12 lbs

Tracked Resources

Grit Pool (1/day) ☐

Languages

Common Primordial
Dwarven

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Shotgun (weapon)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Eschatologist Sniper

Dwarf gunslinger 2 - CR 1

No Alignment Humanoid (Dwarf); Age: 51; Height: 4';
Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	16	+3	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+5	=	+3	+2			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+3	=	+0?	+3			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+2				+1	
Touch AC 13								
Flat-Footed AC 10								

Defensive Training +4: +4 dodge bonus vs. Giants

BAB	Strength	Size	Misc
CM Bonus +3	=	+2	+1
		-	-

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size
CM Defense 16	=	10	+2
		+1	+2

20 vs. Bull Rush; 20 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 22
Base Attack	+2	Damage / Current HP
Initiative	+2	
Speed	20 ft	

Dwarven waraxe

Main hand: +3, 1d10+1 Crit: x3
Both hands: +3, 1d10+1 1-hand, S

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Rifle

Ranged: +0, 1d10 Crit: x4
Ranged, both hands: +4, 1d10 Rng: 80'
2-hand, B/P

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (2)	2	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-1	CHA (-1)	-	
Climb	+1	STR (1)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+3	WIS (3)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+8	WIS (3)	2	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+4	DEX (2)	2	
Survival	+3	WIS (3)	-	
Swim	+1	STR (1)	-	

Feats

Armor Proficiency (Light)
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Deed: Deadeye (Ex)
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
Deed: Quick Clear (Ex)
Defensive Training +4
Greed
Grit (Ex)
Hardy +2
Hatred +1
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Slow and Steady
Stability +4
Stonecunning +2

Gear

Total Weight Carried: 20/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Artisan's outfit (Free)	-
Dwarven waraxe	8 lbs
Money	-
Rifle	12 lbs

Tracked Resources

Grit Pool (3/day) ☐☐☐

Languages

Common Primordial
Dwarven

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Rifle (weapon)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/5,000**
Current Cash: **You have no money!**

gale

Eladrin aerokineticist 10 - CR 9

No Alignment Fey

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	18/24	+4/+7	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16	=	+7	+7	+2		
REFLEX (DEXTERITY)	+13	=	+7	+4	+2		
WILL (WISDOM)	+5	=	+3?		+2		

Bolstered Will : +2 bonus vs. enchantment[compulsion] and enchantment[charm] spells

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+3		+4			+2	
Touch AC 16								
CM Bonus +6	=	+7		-1				

CM Defense	22	=	10	BAB	Strength	Dexterity	Size
				+7	-1	+4	-

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 143
Base Attack	+7½	Damage / Current HP
Initiative	+4	
Speed	30 ft	

Air Blast (Sp)

Ranged: **+14, 5d6+18 plus 1d8**

Crit: x2
Rng: 60'
B

Electric Blast (Sp)

Ranged: **+14 touch, 5d6+9 electricity plus 1d6**

Crit: x2
Rng: 60'
Elec

Thunderstorm Blast (Sp)

Ranged: **+14, 10d6+23 ½ electricity and ½ bludgeoning plus 1d8**

Crit: x2
Rng: 60'
½ Elec/½ B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Air's Leap : +10 to jump	+4	DEX (4)	-	
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+17	DEX (4)	10	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (3)	-	
Perception	+13	WIS (0)	10	
Ride	+4	DEX (4)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+4	DEX (4)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	

Feats

Armor Proficiency (Light)
Extra Wild Talent
Extra Wild Talent
Extra Wild Talent
Mobile Gathering
Simple Weapon Proficiency - All
Toughness

Special Abilities

Air Blast (Sp)
Air's Leap (Su)
Air's Reach (Su)
Basic Aerokinesis (At will) (Sp)
Bolstered Will
Burn 3/round (10 nonlethal/burn, 10/day)
Celerity (Sp)
Chain
Eladrin Lore
Electric Blast (Sp)
Elemental Overflow +3/+6 (Max +3, +2 CON, +2 DEX,
Engulfing Winds (Sp)
Enveloping Winds (25% +5%/burn) (Su)
Extended Range
Fey Step (1/day) (Su)
Fortification 15%
Gather Power (Su)
Hero Points
Hurricane Queen (Su)
Infusion Specialization 2 (Ex)
Internal Buffer 1 (Su)
Kinetic Blast (Sp)
Low-Light Vision
Metakinesis (1 burn: Empower) (Su)
Metakinesis (2 burn: Maximize) (Su)
Metakinesis (Su)

Gear

Total Weight Carried: 3/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Artisan's outfit (Free)	-
Belt of mighty constitution +4	1 lb
Bracers of armor +3	1 lb
Cloak of resistance +2	1 lb
Kineticist's diadem (lesser), white	-
Money	-
Ring of protection +2	-

Special Abilities

Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Pushing Infusion (CMB +14)
Spark of Life (Sp)
Synaptic Infusion (DC 19)
Thunderstorm Blast (Sp)
Voice of the Wind (Sp)
Voice of the Wind, Greater
Weather Master (Sp)
Windsight (Su)
Wings of Air (Sp)

Spell-Like Abilities

Fly (Constant)

Tracked Resources

Burn 3/round (10 nonlethal/burn, 10/day) ☐☐☐☐☐☐☐☐☐☐

Fey Step (1/day) (Su) ☐

Languages

Common

Primordial

Experience & Wealth

Experience Points: **105000**/155,000
Current Cash: **7,000 gp**

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Elemental Master's Handbook** - Mobile Gathering (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Occult Adventures** - Air (special ability); Air Blast (special ability); Air's Leap (special ability); Air's Reach (special ability); Celerity (special ability); Chain (special ability); Electric Blast (special ability); Engulfing Winds (special ability); Enveloping Winds (equipment); Expanded Element (Air) (special ability); Extended Range (special ability); Extra Wild Talent (feat); Kineticist (class); Kineticist's diadem (lesser), white (equipment); Pushing Infusion (special ability); Spark of Life (special ability); Thunderstorm Blast (special ability); Voice of the Wind (special ability); Weather Master (special ability); Windsight (special ability); Wings of Air (special ability)
- **Occult Realms** - Hurricane Queen (special ability)
- **Psychic Anthology** - Synaptic Infusion (special ability)
- **Ultimate Intrigue** - Voice of the Wind, Greater (special ability)
- **Zeitgeist Player's Guide** - Eladrin (race); Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Grundun Zubov

Dwarf antipaladin (knight of the sepulcher) 8 - CR 7

Chaotic Evil Humanoid (Dwarf); Age: 51; Height: 4'; Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	16/18	+3/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+6	+4		+4		
	Touch of the Crypt: +2 vs. mind-affecting and death, Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+6 =	+2?			+4		
	Touch of the Crypt: +2 vs. mind-affecting and death, Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+11 =	+6	+1		+4		
	Touch of the Crypt: +2 vs. mind-affecting and death, Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Immunity to Disease				Immunity to Poison				
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+11				+1		
Touch AC	11	Flat-Footed AC			22			
Defensive Training +4 : +4 dodge bonus vs. Giants, Amulet of bullet protection								
+2 : +2 Luck bonus vs. firearm attacks that target touch AC								
	BAB	Strength	Size	Misc				
CM Bonus	+9	=	+8	+4	-	-		
See the Base Attack (below) for modifiers that may also apply to CMB								
	BAB	Strength	Dexterity	Size				
CM Defense	23	=	10	+8	+4	+0	-	
27 vs. Bull Rush; 27 vs. Trip								
See the AC section (above) for situational modifiers that may also apply to CMD								

Hero Points	□□□	HP	92
Base Attack	+8	Damage / Current HP	
Initiative	+0		
Speed	20 ft		

+1 frost dwarven longhammer

Both hands: +13/+5, 2d6+16 Crit: x3
plus 1d6 cold 2-hand, B, Reach

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+4	CHA (4)	-	
Climb	-1	STR (4)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-5	DEX (0)	-	
Fly	-5	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+15	CHA (4)	8	
Perception	+1	WIS (1)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	-5	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-5	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (4)	-	

Activated Abilities & Adjustments

Furious Focus
Power Attack -3/+6

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cornugon Smash
Furious Focus
Hurtful
Icy End of the Earth (1/combat)
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Antipaladin Channel Negative Energy 4d6 (4/day, DC
Aura of Cowardice -4 (10 ft.) (Su)
Aura of Evil (Ex)
Darkvision (60 feet)
Defensive Training +4
Fortification 25%
Greed
Hardy +2
Hatred +1
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Slow and Steady
Smite Good (3/day) (Su)
Stability +4

+2 full plate

+11

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 72/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+1 frost dwarven longhammer	20 lbs
+2 full plate	50 lbs
Amulet of bullet protection +2	-
Artisan's outfit (Free)	-
Belt of physical might +2 (Str, Con)	1 lb
Headband of alluring charisma +2	1 lb
Money	-
Ring of protection +1	-

Special Abilities

Stonecunning +2
Touch of Corruption (4d6 hit points, 8/day) (Su)
Touch of the Crypt (Ex)

Spell-Like Abilities

Detect Good (At will) (Sp)

Tracked Resources

Antipaladin Channel Negative Energy 4d6 (4/day, DC 18) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Icy End of the Earth (1/combat)	<input type="checkbox"/>
Smite Good (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Touch of Corruption (4d6 hit points, 8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Dwarven
Primordial

Spells & Powers

Antipaladin (Knight of the Sepulcher) spells memorized
(CL 5th; concentration +9)

Melee Touch +9 Ranged Touch +8

2nd—*blade tutor's spirit*, *blindness/deafness* (DC 16)

1st—*ironbeard*^{ARG}, *shadow claws*

Experience & Wealth

Experience Points: **0/75,000**
Current Cash: **You have no money!**

Sourcebooks Used

- **Advanced Player's Guide** - Antipaladin (class); Furious Focus (feat)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide** - Dwarven longhammer (weapon); Ironbeard (spell)
- **Cheliox, Empire of Devils** - Cornugon Smash (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Melee Tactics Toolbox** - Blade Tutor's Spirit (spell)
- **Monster Codex** - Hurtful (feat)
- **Ultimate Combat** - Knight of the Sepulcher (archetype)
- **Ultimate Combat / Ultimate Equipment** - Amulet of bullet protection +2 (equipment)
- **Villain Codex** - Shadow Claws (spell)
- **Zeitgeist Player's Guide** - Icy End of the Earth (feat); Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Harkover Lee

Old red dragon wizard 15 (Old Red Dragon +21) - CL36

- CR 24

Chaotic Evil Dragon (Fire)

Ability	Score	Modifier	Temporary
STR STRENGTH	35	+12	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	25	+7	
INT INTELLIGENCE	20	+5	
WIS WISDOM	19	+4	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+24	= +17	+7				
REFLEX (DEXTERITY)	+16	= +17	-1				
WILL (WISDOM)	+26	= +20	+4		+2		

Damage Reduction (10/magic)	Immunity to Sleep
Immunity to Fire	Spell Resistance (35)
Immunity to Paralysis	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	32	=		-1	-4	+27			

Touch AC	5	Flat-Footed AC	32		
		BAB	Strength	Size	Misc

CM Bonus	+44	=	+28	+12	+4	-
See the Base Attack (below) for modifiers that may also apply to CMB						

CM Defense	53	=	10	+28	+12	-1	+4
57 vs. Overrun; 57 vs. Trip							

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP	387
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Base Attack	+28½	Damage / Current HP	
Critical Focus: +4 circumstance bonus to confirm critical hits			

Initiative	+3		
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Speed	40 ft		
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Bite (Old Red Dragon)

Main hand: **+36, 4d6+18**

Crit: x2
Light, B/P/S

Critical Focus: +4 circumstance bonus to confirm critical hits

Claw x2 (Old Red Dragon)

Main hand: **+36/+36, 2d8+12**

Crit: x2
Light, B/S

Critical Focus: +4 circumstance bonus to confirm critical hits

Crush

Crit: N/A
N/A

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (-1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+29	INT (5)	21	
Bluff	+28	CHA (4)	21	
Climb	+12	STR (12)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-1	DEX (-1)	-	
Fly	+9	DEX (-1)	21	
Heal	+4	WIS (4)	-	
Intimidate	+28	CHA (4)	21	
Knowledge (arcana)	+30	INT (5)	22	
Knowledge (history)	+29	INT (5)	21	
Perception	+28	WIS (4)	21	
Ride	-1	DEX (-1)	-	
Sense Motive	+28	WIS (4)	21	
Spellcraft	+29	INT (5)	21	
Stealth	+11	DEX (-1)	21	
Survival	+4	WIS (4)	-	
Swim	+12	STR (12)	-	

Feats

Cleave
Critical Focus
Greater Vital Strike
Improved Initiative
Improved Iron Will (1/day)
Improved Vital Strike
Iron Will
Multiattack
Power Attack -8/+16
Quickened Spell
Scribe Scroll
Simple Weapon Proficiency - All
Vital Strike
Wizard Weapon Proficiencies

Special Abilities

Blindsense (60 feet) (Ex)
Breath Weapon (60-ft cone, 16d10 fire, Reflex DC 27)
Crush (Medium creatures, 4d6+18, DC 27)
Darkvision (120 feet)
Dragon Senses (Ex)
Fire Aura (10 ft, 1d6 fire) (Su)
Fly (250 feet, Clumsy)
Frightful Presence (240 ft., 5d6 rounds, DC 24)
Hero Points
Low-Light Vision
Manipulate Flames (80 feet) (Su)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Smoke Vision (Ex)

Tail slap (Old Red Dragon)

Main hand: **+34, 2d8+18**

Crit: x2
Light, B

Critical Focus: +4 circumstance bonus to confirm critical hits

Tail sweep

Crit: N/A
N/A

Critical Focus: +4 circumstance bonus to confirm critical hits

Wing x2 (Old Red Dragon)

Main hand: **+34/+34, 2d6+6**

Crit: x2
Light, B

Critical Focus: +4 circumstance bonus to confirm critical hits

Gear

**Total Weight Carried: 0/38400 lbs, Light Load
(Light: 12768 lbs, Medium: 25584 lbs, Heavy:
38400 lbs)**

Artisan's outfit (Free) -
Crush -
Money -
Tail sweep -

Special Abilities

Tail Sweep (30-ft., 2d6+18, DC 27)
Vulnerability to Cold

Spell-Like Abilities

Detect Magic (At will)
Pyrotechnics (At will)
Suggestion (At will)
Wall of Fire (At will)

Tracked Resources

Breath Weapon (60-ft cone, 16d10 fire, Reflex DC 27 half, usable every 1d4 rounds) ☐

Improved Iron Will (1/day) ☐

Languages

Abyssal	Dwarven
Common	Orc
Draconic	Primordial

Spells & Powers

Sorcerer spells known (CL 11th; concentration +15)

Melee Touch +36 Ranged Touch +23

Wizard spells memorized (CL 15th; concentration +20)

Melee Touch +36 Ranged Touch +23

Experience & Wealth

Experience Points: **2000/539,100,009**

Current Cash: **You have no money!**

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Bestiary** - Dragon, Red, Old (race)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Kate Glenn

Human cleric 7 - CR 6

Neutral Evil Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	20	+5	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+5½	+1			
REFLEX (DEXTERITY)	+3	=	+2?	+1			
WILL (WISDOM)	+10	=	+5½	+5			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+5		+1				
Touch AC 11								
CM Bonus +7	=	+5	+2	-	-			

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				+5	+2	+1	-

Hero Points	□□□	HP	52
Base Attack	+5¼	Damage / Current HP	
Initiative	+1		
Speed	30 ft		

+1 cruel kukri

Main hand: +11, 1d4+3

Crit: 18-20/x2
Light, S

+1 chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	+5	DEX (1)	7	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Heal	+5	WIS (5)	-	
Intimidate	+7	CHA (0)	7	
Perception	+12	WIS (5)	7	
Ride	+0	DEX (1)	-	
Sense Motive	+15	WIS (5)	7	
Stealth	+0	DEX (1)	-	
Survival	+5	WIS (5)	-	
Swim	+1	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Channel Smite
Guided Hand
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Aura (Ex)
Cleric Channel Negative Energy 4d6 (3/day, DC 13)
Cleric Domain (Thievery)
Cleric Domain (Torture)
[N/A] Cruel
Hero Points
Painful Smite (8/day) (Su)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Spontaneous Casting

Spell-Like Abilities

Copycat (8/day) (Sp) □□□□□ □□□

Gear

Total Weight Carried: 27/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 chain shirt	25 lbs
+1 cruel kukri	2 lbs
Artisan's outfit (Free)	-
Money	-

Tracked Resources

Cleric Channel Negative Energy 4d6 (3/day, DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Painful Smite (8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Primordial

Spells & Powers

Cleric spells memorized (CL 7th; concentration +12)

Melee Touch +7 **Ranged Touch** +6

4th—*confusion*^D (DC 19), *divine power*, *unholy blight* (DC 19)

3rd—*cure serious wounds*, *dispel magic*, *rage*^D, *storm of blades*

2nd—*cure moderate wounds*, *defending bone*, *dread bolt*^{UM} (DC 17), *hold person* (DC 17), *pain strike*^{D,APG} (DC 17)

1st—*cure light wounds* (2), *disguise self*^D, *entropic shield*, *murderous command*^{UM} (2, DC 16), *shield of faith*

0th (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *stabilize*

[D] Domain spell; **Domains** Destruction, Thievery, Torture, Trickery

Sourcebooks Used

- **Advanced Player's Guide** - Thievery (special ability); Pain Strike (spell)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide / Ultimate Equipment** - Cruel (item power)
- **Book of the Damned / Goblins of Golarion / Inner Sea Gods** - Torture (special ability)
- **Gods & Magic / Inner Sea Gods** - Defending Bone (spell)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **People of the Sands** - Storm of Blades (spell)
- **Ultimate Combat** - Guided Hand (feat)
- **Ultimate Magic** - Dread Bolt (spell); Murderous Command (spell)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/51,000**

Current Cash: **You have no money!**

Kell Guild Musketeer

Human gunslinger (musket master) 2 - CR 1

No Alignment Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+6	=	+3	+3			
WILL (WISDOM)	+1	=	+0?	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+3		+3			+1	
Touch AC 14								
CM Bonus +3	=	+2	+1	-	-			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
CM Defense 17	=	10	+2	+1	+3	-		

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 22
Base Attack	+2	Damage / Current HP
Initiative	+3	
Speed	30 ft	

Musket

Ranged: +1, 1d12 Crit: x4
Rng: 40'
Ranged, both hands: +5, 1d12 2-hand, B/P

Short sword

Main hand: +3, 1d6+1 Crit: 19-20/x2
Light, P

Studded leather

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	2	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+2	DEX (3)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (1)	-	

Feats

Armor Proficiency (Light)
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Rapid Reload (Musket)
Simple Weapon Proficiency - All

Special Abilities

Deed: Deadeye (Ex)
Deed: Quick Clear (Ex)
Deed: Steady Aim (Ex)
Grit (Ex)
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0

Gear

Total Weight Carried: 31/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Money	-
Musket	9 lbs
Short sword	2 lbs
Studded leather	20 lbs

Tracked Resources

Grit Pool (1/day) ☐

Languages

Common

Primordial

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Musket (weapon)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat); Musket Master (archetype)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/5,000**

Current Cash: **You have no money!**

Kell Guild Technolohgist

Human fighter 1/unchained rogue 3 - CL4 - CR 3

No Alignment Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3½	+2			
REFLEX (DEXTERITY)	+7	=	+3?	+4			
	Danger Sense : +1 bonus vs. traps						
WILL (WISDOM)	+1	=	+1?				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=		+4					

Touch AC 14 **Flat-Footed AC** 10

Danger Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+4	=	+3	+1	-

CM Defense	BAB	Strength	Dexterity	Size
18 = 10	+3	+1	+4	-

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	□□□	HP	34
Base Attack	+3¼	Damage / Current HP	
Initiative	+4		
Speed	30 ft		

Musket

Ranged: +3, 1d12

Ranged, both hands: +7, 1d12

Crit: x4
Rng: 40'
2-hand, B/P

Short sword

Main hand: +7, 1d6+4

Crit: 19-20/x2
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+1	STR (1)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+7	WIS (0)	4	

Trapfinding: +1 to locate traps, Danger Sense: +1 bonus to avoid being surprised by a foe

Ride	+4	DEX (4)	-
Sense Motive	+0	WIS (0)	-
Stealth	+11	DEX (4)	4
Survival	+0	WIS (0)	-
Swim	+1	STR (1)	-

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Deadly Aim -1/+2
Expert Sniper
Martial Weapon Proficiency - All
Point-Blank Shot
Quick Draw
Rapid Reload (Musket)
Rogue Weapon Proficiencies
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Finesse

Special Abilities

Danger Sense +1 (Ex)
Evasion (Ex)
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Sneak Attack (Unchained) +2d6
Trapfinding +1

Gear

Total Weight Carried: 11/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Money	-
Musket	9 lbs
Short sword	2 lbs

Languages

Common Primordial

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Dirty Tactics Toolbox** - Expert Sniper (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Musket (weapon)
- **Magic Tactics Toolbox** - Superior Sniper (special ability)
- **Unchained Classes** - Rogue (Unchained) (class)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/15,000**
 Current Cash: **You have no money!**

Ksavarina

Female eladrin eldritch knight 10/sorcerer (tattooed sorcerer) 6/swashbuckler 1 - CL17 - CR 16
No Alignment Fey

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	0	
CHA CHARISMA	22	+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	= +9?					
REFLEX (DEXTERITY)	+11	= +7?	+4				
WILL (WISDOM)	+8	= +8?					

Bolstered Will : +2 bonus vs. enchantment[compulsion] and enchantment[charm] spells

Energy Resistance, Electricity (5) Energy Resistance, Sonic (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=		+4					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	10				

CM Bonus	+14	=	+14	+0	-	-
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CM Defense	28	=	10	+14	+0	+4	-
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Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP	95
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Base Attack	+14	Damage / Current HP	
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Initiative	+4
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Speed	30 ft
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+1 ghost touch shock estoc

Main hand: **+20/+15/+10, 2d4+3** Crit: 15-20/x2
plus 1d6 electricity 1-hand, P

Both hands: **+20/+15/+10, 2d4+3**
plus 1d6 electricity

+4 mithral chain shirt

+8

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
Appraise	+1	INT (1)	-	
Bluff	+26	CHA (6)	17	
Climb	+0	STR (0)	-	
Diplomacy	+24	CHA (6)	15	
Disguise	+6	CHA (6)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+26	CHA (6)	17	
Perception	+10	WIS (0)	7	
Ride	+4	DEX (4)	-	
Sense Motive	+11	WIS (0)	8	
Spellcraft	+23	INT (1)	17	
Stealth	+4	DEX (4)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	

Activated Abilities & Adjustments

Skill Points/Level: +2
Skill Points/Level: +2

Feats

Arcane Armor Training
Armor Proficiency (Light)
Buckler Proficiency
Exotic Weapon Proficiency (Estoc)
Extend Spell
Fencing Grace
Greater Spell Focus (Evocation)
Improved Critical (Estoc)
Intensified Spell
Martial Weapon Proficiency - All
Quicken Spell
Simple Weapon Proficiency - All
Spell Focus (Evocation)
Spell Perfection (Chain Lightning)
Still Spell
Varisian Tattoo (Evocation)
Weapon Focus (Estoc)
Weapon Specialization (Estoc)

Traits

Magical Knack (Sorcerer [Tattooed Sorcerer])
Magical Lineage (Chain Lightning)

Special Abilities

Arcane Familiar Nearby
Bloodline Tattoos (Ex)
Bolstered Will
Deed: Derring-Do (+4 extra dice) (Ex)
Deed: Dodging Panache +6 (Ex)
Deed: Opportune Parry and Riposte (Ex)

Gear

Total Weight Carried: 16.5/100 lbs, Light Load (Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 ghost touch shock estoc	4 lbs
+4 mithral chain shirt	12.5 lbs
Artisan's outfit (Free)	-
Money	-

Special Abilities

Deliver Touch Spells Through Familiar (Su)
 Eladrin Lore
 Empathic Link with Familiar (Su)
 Familiar Tattoo (Su)
 Fey Step (1/day) (Su)
 [N/A] Ghost touch
 Hero Points
 Low-Light Vision
 Panache (Ex)
 Prestige (Flint): 0
 Prestige (Risur): 0
 Prestige (Unseen): 0
 Share Spells with Familiar
 Speak with Familiar (Ex)
 Spell Critical (Su)
 Stormborn
 Stormchild (Resist Electricity & Sonic 5, -1 Wind effects)
 Swashbuckler Finesse

Spell-Like Abilities

Dancing Lights (3/day) ☐☐☐

Tracked Resources

Fey Step (1/day) (Su) ☐
 Panache Pool (6/day) ☐☐☐☐☐☐

Languages

Common Primordial

Spells & Powers

Sorcerer (Tattooed Sorcerer) spells known (CL 17th; concentration +23)
Melee Touch +14 Ranged Touch +18
7th (4/day)—*control weather*, *power word blind*, *greater scrying* (DC 23)
6th (7/day)—*chain lightning* (DC 27), *geas/quest*, *greater heroism*, *true seeing*
5th (7/day)—*cone of cold* (DC 23), *false vision*, *overland flight*, *telekinesis* (DC 21), *teleport*
4th (7/day)—*charm monster* (DC 20), *dimension door*, *ice storm*, *greater invisibility*, *shout* (DC 23)
3rd (7/day)—*fireball* (DC 21), *haste*, *lightning bolt* (DC 22), *greater magic weapon*, *suggestion* (DC 19)
2nd (8/day)—*glitterdust* (DC 18), *gust of wind* (DC 20), *invisibility*, *mirror image*, *protection from arrows*, *raiment of command* (DC 18)
1st (8/day)—*heightened awareness*^{ACG}, *magic missile*, *obscuring mist*, *shield*, *shocking grasp*
0th (at will)—*acid splash*, *daze* (DC 16), *detect magic*, *light*, *mage hand*, *mending*, *message*, *penumbra*^{UM}, *prestidigitation*

Experience & Wealth

Experience Points: 0/1,800,000
 Current Cash: 410,000 gp

Sourcebooks Used

- **Advanced Class Guide** - Heightened Awareness (spell); Swashbuckler (class)
- **Advanced Class Origins / Ultimate Intrigue** - Fencing Grace (feat)
- **Advanced Player's Guide** - Intensified Spell (feat); Spell Perfection (feat); Stormborn (special ability)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait); Magical Lineage (trait)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Inner Sea Magic** - Tattooed Sorcerer (archetype)
- **Inner Sea World Guide / Rise of the Runelords Anniversary Edition** - Varisian Tattoo (feat)
- **Melee Tactics Toolbox** - Estoc (weapon)
- **Paizo Blog / Ultimate Magic** - Penumbra (spell)
- **Rise of the Runelords Anniversary Edition** - Raiment of Command (spell)
- **Zeitgeist Player's Guide** - Eladrin (race); Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige-Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Leopard guardians

Boreal advanced snow leopard cat (Advanced +0, Boreal Advanced Snow Leopard Cat +7, Boreal +0) - CL7 - CR 5
True Neutral Magical Beast ((Animal), Cold)

Ability	Score	Modifier	Temporary
STR STRENGTH	21	+5	
DEX DEXTERITY	23	+6	
CON CONSTITUTION	21	+5	
INT INTELLIGENCE	2	-4	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+5½	+5				
REFLEX (DEXTERITY)	+11 =	+5½	+6				
WILL (WISDOM)	+5 =	+2?	+3				

Immunity to Cold

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19 =			+6		+3			
Touch AC	16								
CM Bonus	+10 =	+5	+5	-	-				

	BAB	Strength	Dexterity	Size
CM Defense 26 = 10	+5	+5	+6	-

30 vs. Overrun; 30 vs. Trip

Hero Points	□ □ □	HP	74
Base Attack	+5¼	Damage / Current HP	
Initiative	+6		
Speed	40 ft		

Bite (Boreal Advanced Snow Leopard Cat)

Main hand: +11, 1d8+5 plus 1d6 Crit: x2
cold Light, B/P/S

Claw x2 (Boreal Advanced Snow Leopard Cat)

Main hand: +11/+11, 1d6+5 plus 1d6 Crit: x2
cold Light, B/S

Rake (2 claws) (Boreal Advanced Snow Leopard)

Main hand: +11, 1d6+5 plus 1d6 cold Crit: x2
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (6)	-	
Speed greater/less than 30 ft. : +4 to jump, Boreal Advanced Snow Leopard Cat : +8 when balancing				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+13	STR (5)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+6	DEX (6)	-	
Fly	+6	DEX (6)	-	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Perception	+12	WIS (3)	3	
Ride	+6	DEX (6)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+14	DEX (6)	1	
Boreal (Animal/Vermin): +4 in snow/frigid waters				
Survival	+3	WIS (3)	-	
Boreal (Animal/Vermin): +4 in snow/frigid waters				
Swim	+5	STR (5)	-	

Activated Abilities & Adjustments

Racial Hit Dice: +3

Feats

Improved Natural Attack (Bite [Boreal Advanced Snow
Improved Natural Attack (Claw x2 [Boreal Advanced
Skill Focus (Perception)
Toughness
Weapon Finesse

Special Abilities

Climb (20 feet)
Hero Points
Low-Light Vision
Pounce (Ex)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Scent (Ex)
Snow Move (Ex)
Trackless Step (Ex)
Vulnerability to Fire

Gear

Total Weight Carried: 0/690 lbs, Light Load
(Light: 229.5 lbs, Medium: 459 lbs, Heavy: 690 lbs)

Artisan's outfit (Free) -
Money -

Languages

Primordial

Experience & Wealth

Experience Points: **0/51,000**
Current Cash: **You have no money!**

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **FGG - Tome of Horrors** - Cat, Snow Leopard (race); Snow Move (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Iorcan kell

Human fighter (mutation warrior) 10 - CR 9

No Alignment Humanoid (Human); Age: 18; Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	21/29	+5/+9	
DEX DEXTERITY	14/16	+2/+3	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10/8	0/-1	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+7	+3	+2			Snakeskin tunic: +2 resistance bonus vs. poison
REFLEX (DEXTERITY)	+8 =	+3?	+3	+2			Snakeskin tunic: +2 resistance bonus vs. poison
WILL (WISDOM)	+9 =	+3?	+1	+2	+3		Bravery: +3 vs. fear, Snakeskin tunic: +2 resistance bonus vs. poison

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25 =	+8		+3		+2	+2		
Touch AC 15								
Flat-Footed AC 22								
	BAB	Strength	Size	Misc				

CM Bonus +19 =	+10	+9	-	-
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+23 Grappling

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	34 = 10	BAB	Strength	Dexterity	Size
		+10	+9	+3	-

36 vs. Grapple

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 104
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Base Attack	+10	Damage / Current HP
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Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative	+3
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Speed	30 ft
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+1 bane machete

Main hand: +23/+18, 1d6+14 plus Crit: 15-20/x2
2d6 vs. Light, P/S

Critical Focus: +4 circumstance bonus to confirm critical hits

+2 glamerer mithral breastplate

+8

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
Climb	+8	STR (9)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+1	WIS (1)	-	
Ride	+2	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+11	DEX (3)	9	
Survival	+1	WIS (1)	-	
Swim	+8	STR (9)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Blinding Critical (DC 20)
Body Shield
Critical Focus
Grabbing Drag
Grabbing Style
Greater Grapple
Improved Critical (Machete)
Improved Grapple
Improved Unarmed Strike
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Focus (Machete)
Weapon Specialization (Machete)

Special Abilities

Armed Bravery (+3/+6) (Ex)
Bane
Bravery +3 (Ex)
Glamerer
Hero Points
Mutagen (DC 14) (Su)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Spontaneous Healing (25 HP/day)
Weapon Training (Blades, Light) +2 (Ex)

Gear

+1 bone machete	2 lbs
+2 glamerd mithral breastplate	15 lbs
Artisan's outfit (Free)	-
Belt of giant strength +4	1 lb
Cloak of resistance +2	1 lb
Money	-
Mutagen: +4 Str, -2 Int, +2 Nat AC	-
Ring of protection +2	-
Snakeskin tunic	2 lbs

Tracked Resources

Spontaneous Healing (25 HP/day) ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

Languages

Primordial

Sourcebooks Used

- **Advanced Class Guide** - Grabbing Drag (feat); Grabbing Style (feat); Mutation Warrior (archetype)
- **Advanced Player's Guide** - Mutagen (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide** - Dual Talent (alternate racial trait)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Snakeskin tunic (equipment)
- **Ultimate Combat** - Body Shield (feat)
- **Ultimate Magic** - Spontaneous Healing (special ability)
- **Weapon Master's Handbook** - Armed Bravery (special ability)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)
- **Zeitgeist: Part 1** - Machete (weapon)

Experience & Wealth

Experience Points: **105000**/155,000
Current Cash: **You have no money!**

Nick Reder

Human brawler 3/fighter (brawler) 4 - CL7 - CR 6

No Alignment Humanoid (Human); Age: 18; Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	9	-1	
WIS WISDOM	14	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5½	+2			
REFLEX (DEXTERITY)	+6	=	+4?	+2			
WILL (WISDOM)	+4	=	+2?	+2			

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=	+10		+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	20				

CM Bonus	+12	=	+7	+5	-	-
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+13 Bull Rushing; +13 Dragging; +17 Grappling; +13 Repositioning; +14 Tripping

CM Defense	24	=	10	+7	+5	+2	-
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25 vs. Bull Rush; 25 vs. Drag; 27 vs. Grapple; 25 vs. Reposition; 26 vs. Trip

Hero Points	HP
	64

Base Attack	Damage / Current HP
+7	

Initiative	
+2	

Speed	
30 / 20 ft	

+1 waveblade

Main hand: +14/+9, 1d6+9

Crit: 18-20/x2

Flurry: +12/+12/+7, 1d6+9

Light, P/S, Monk,

+1 adhesive full plate

+10

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (2)	7	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+0	STR (5)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+11	WIS (2)	6	
Ride	-3	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+4	DEX (2)	7	
Survival	+2	WIS (2)	-	
Swim	+0	STR (5)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Binding Throw
Body Shield
Deflect Arrows (1/round)
Dirty Fighting
Grabbing Style
Greater Grapple
Improved Grapple
Improved Trip
Improved Unarmed Strike
Ki Throw
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

Special Abilities

Adhesive (10 rounds/day)
Bravery +1 (Ex)
Brawler's Flurry +5/+5/+0 (Ex)
Close Combatant +1/+3 (Ex)
Hero Points
Martial Flexibility (move action, 4/day) (Ex)
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Unarmed Strike (1d6)

Gear

Total Weight Carried: 52/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+1 adhesive full plate	50 lbs
+1 waveblade	2 lbs
Artisan's outfit (Free)	-
Money	-

Tracked Resources

Adhesive (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Deflect Arrows (1/round)	<input type="checkbox"/>
Martial Flexibility (move action, 4/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Primordial

Sourcebooks Used

- **Advanced Class Guide** - Brawler (class); Brawler (class); Grabbing Style (feat)
- **Advanced Player's Guide** - Ki Throw (feat)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Adventurer's Armory 2** - Waveblade (weapon)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Ultimate Combat** - Binding Throw (feat); Body Shield (feat); Brawler (archetype); Chokehold (feat)
- **Ultimate Equipment** - Adhesive (item power)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/51,000**
 Current Cash: **You have no money!**

Norm, Obscurati Liaison

Human sorcerer 8 - CR 7

No Alignment Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2?	+1			
REFLEX (DEXTERITY)	+4	=	+2?	+2			
WILL (WISDOM)	+6	=	+6				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 12	=		+2					

Touch AC	12	Flat-Footed AC	10	
		BAB	Strength	Size
				Misc

CM Bonus +3	=	+4	-1	-	-
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CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+4	-1	+2	-

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP	50
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Base Attack	+4	Damage / Current HP
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Initiative	+2
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Speed	30 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (4)	-	
Climb	-1	STR (-1)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (4)	-	
Perception	+0	WIS (0)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+2	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	

Feats

Eschew Materials
Silent Spell
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Shadow

Spell-Like Abilities

Shadowstrike (1d4+4 nonlethal, 7/day) (Sp) ☐☐☐☐☐☐

Gear

Total Weight Carried: 0/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Artisan's outfit (Free)

Money

-
-

Languages

Common

Primordial

Spells & Powers

Sorcerer spells known (CL 8th; concentration +12)

Melee Touch +3 Ranged Touch +6

3rd (6/day)—*deeper darkness*

2nd (7/day)—*darkvision*

1st (7/day)—*ray of enfeeblement* (DC 15)

Sourcebooks Used

- **Advanced Player's Guide** - Shadow (special ability)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Experience & Wealth

Experience Points: **0/75,000**

Current Cash: **You have no money!**

radical eschatologist

Dwarf slayer 2 - CR 1

No Alignment Humanoid (Dwarf); Age: 51; Height: 4';
Weight: 155 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+3	+2				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+5 =	+3	+2				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+1 =	+0?	+1				
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+4		+2					
Touch AC 12								
Flat-Footed AC 14								

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +4 =	+2	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 16 = 10	+2	+2	+2	-

20 vs. Bull Rush; 20 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HP 22
Base Attack +2		Damage / Current HP
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype		
Initiative +2		
Speed 20 ft		

Shotgun

Ranged: +0, 1d8

Crit: x2

Ranged, both hands: +4, 1d8

2-hand, B/P

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Warhammer

Main hand: +4, 1d8+2

Crit: x3

Both hands: +4, 1d8+3

1-hand, B

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	-2	CHA (-2)	-	
Climb	+0	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+1	WIS (1)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+0	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+0	DEX (2)	-	
Survival	+1	WIS (1)	-	
Track: +1 to track				
Swim	+0	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Point-Blank Shot
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Bleeding Attack (Ex)
Darkvision (60 feet)
Defensive Training +4
Greed
Hardy +2
Hatred +1
Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Slow and Steady
Stability +4
Stonecunning +2
Studied Target +1 (move action, 1 at a time) (Ex)
Track +1

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0/5,000**
Current Cash: **You have no money!**

Gear

Total Weight Carried: 42/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Artisan's outfit (Free)	-
Chain shirt	25 lbs
Money	-
Shotgun	12 lbs
Warhammer	5 lbs

Tracked Resources

Studied Target +1 (move action, 1 at a time) (Ex) ☐

Languages

Common	Primordial
Dwarven	

Sourcebooks Used

- **Advanced Class Guide** - Slayer (class)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Ultimate Combat / Ultimate Equipment** - Shotgun (weapon)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)

Rufus Hammerton

Human slayer 5 - CR 4

No Alignment Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4½	+1			
REFLEX (DEXTERITY)	+7	=	+4½	+3			
WILL (WISDOM)	+2	=	+1?	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4	+1	+3				

Touch AC	13	Flat-Footed AC	15	
		BAB	Strength	Size
				Misc

CM Bonus +8	=	+5	+3	-	-
+10 Grappling					

CM Defense	21	=	10	BAB	Strength	Dexterity	Size
23 vs. Grapple				+5	+3	+3	-

Hero Points	□□□	HP	44
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Base Attack	+5	Damage / Current HP
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Initiative	+3
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Speed	30 ft
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Masterwork short sword

Main hand: +10, 1d6+3 Crit: 19-20/x2
Main w/ offhand: +6, 1d6+3 Light, P
Main w/ light off: +8, 1d6+3
Offhand: +8, 1d6+1

Masterwork short sword

Main hand: +10, 1d6+3 Crit: 19-20/x2
Main w/ offhand: +6, 1d6+3 Light, P
Main w/ light off: +8, 1d6+3
Offhand: +8, 1d6+1



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+1	STR (3)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+1	WIS (1)	-	
Ride	+1	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+1	DEX (3)	-	
Survival	+1	WIS (1)	-	
Track: +2 to track				
Swim	+1	STR (3)	-	

Feats

Accomplished Sneak Attacker
Armor Proficiency (Light)
Armor Proficiency (Medium)
Improved Grapple
Improved Unarmed Strike
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Two-Weapon Defense
Two-Weapon Fighting
Weapon Focus (Short sword)

Special Abilities

Hero Points
Prestige (Flint): 0
Prestige (Risur): 0
Prestige (Unseen): 0
Sneak Attack +2d6
Studied Target +2 (move action, 2 at a time) (Ex)
Track +2

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0**/23,000
Current Cash: **You have no money!**

Gear

Total Weight Carried: 29/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Artisan's outfit (Free)	-
Chain shirt	25 lbs
Masterwork short sword	2 lbs
Masterwork short sword	2 lbs
Money	-

Tracked Resources

Studied Target +2 (move action, 2 at a time) (Ex) ☐☐

Languages

Common Primordial

Sourcebooks Used

- **Advanced Class Guide** - Ranger Combat Style (special ability); Slayer (class)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Dirty Tactics Toolbox** - Accomplished Sneak Attacker (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Heroes of the Darklands** - Modify Current (Profession [Sailor]) (equipment); Read Tides (Survival) (equipment)
- **Zeitgeist Player's Guide** - Prestige-Flint (equipment); Prestige-Risur (equipment); Prestige Unseen Court (equipment)
- **Zeitgeist Player's Guide / Zeitgeist: Part 1** - Primordial (language)