

PAT "THE BRICK" MCGANN

Tough Hero 3. (Dwarf). Starting occupation – blue collar.

Str	15	Dex	10	Con	16	Int	13	Wis	8	Cha	10
Bonus	+2		0		+3		+1		-1		0

Hit Points 34

Speed 20

Action Points 6

Saving Throws (additional +2 on saves vs magic and poison):

Fortitude +5

Reflex +1

Will 0

Combat

Initiative 0

Defense 13 (flat footed 13, touch 12)

Melee Bonus +4

Ranged Bonus +2

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Dwarven Waraxe	+4	1d10 +2	20 (x3 damage)	Slashing	
Warhammer	+4	1d10 +2	20 (x3 damage)	Bludgeoning	

Power Attack - Before making attack rolls choose to subtract a number (up to 2) from all melee attack rolls and add the same number to all melee damage rolls. Lasts a full round.

Cleave – If you drop an opponent you can immediately take another attack with the same weapon. Usable once per round, no additional movement allowed.

Talents/Special Features

Damage Resistance 1/- Ignore one point of damage from each attack

Energy Resistance 3/fire Ignore three points of damage from fire attacks

Darkvision Can see in black and white up to 60 feet

Skills

Climb:	+5
Craft(Structural):	+10
Craft(Mechanical):	+9
Drive:	+3
Profession:	+3

Feats (all included unless otherwise mentioned)

Archaic Weapons, Builder, Cleave, Power Attack, Simple Weapons, Toughness

Description

A hardy and thick set construction worker, Pat is very much proud Dwarven heritage - despite his family having been in the city for several generations. The tough nature of his work hasn't broken Pat's sense of humor, he knows that everything he builds will eventually fall apart - but entropy doesn't mean you shouldn't try.

Equipment

Steel toecap boots, hard hat, thick workman's jacket, toolbox, lunch box

Wealth: 6

REBECCA WRIGHT

Dedicated Hero 3. Human. Starting occupation – Law Enforcement

Str	15	Dex	14	Con	13	Int	12	Wis	8	Cha	10
Bonus	+2		+2		+1		+1		-1		0

Hit Points 23

Speed 30

Action Points 6

Saving Throws:

Fortitude +3

Reflex +3

Will 0

Combat

Initiative +2

Defense 17 (flat footed 15, touch 14)

Melee Bonus +5

Ranged Bonus +5

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Nightstick	+5	1d6+4	19-20	Bludgeoning	
Glock 17	+5	2d6	20	Ballistic	30 foot range
Martial Arts	+5	1d4+4	20		

Combat Reflexes – Make up to 3 attacks of opportunity per round.

Supernatural Strike – Can make critical attacks against creatures normally unaffected by such.

Talents/Special Features

Improved Melee Smash Additional +2 damage on melee attacks (included)

Skills

Climb	+8
Drive	+4
Intimidate	+6
Jump	+8

Feats (all included unless otherwise mentioned)

Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Personal Firearms Proficiency, Simple Weapon Proficiency, Supernatural Strike

Description

A former police woman, Rebecca believes that mercy is the greatest obstacle in the application of justice. She left the force following multiple issues with her over-enthusiastic application of justice to suspects and convicts and has taken up a position in private security. She can be a little paranoid and uptight, and carries a varied arsenal of weaponry to get the job done.

Equipment:

Undercover vest, nightstick, handcuffs, radio, flashlight

Wealth: 8

DAERU

Fast Hero 3. Elf. Starting occupation – Athlete

Str	8	Dex	17	Con	11	Int	14	Wis	10	Cha	12
Bonus	-1		+3		0		+2		0		+1

Hit Points 17

Speed 30 (40 on bike)

Action Points 6

Saving Throws :

Fortitude +1

Reflex +5

Will +1

Combat

Initiative +3

Defense 18 (flat footed 18, touch 18)

Melee Bonus +1

Ranged Bonus +5

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Wakizashi	+5	1d6-1	19-20	Slashing	
Shuriken	+5	1	20	Piercing	10 foot range

Weapon Finesse – Use dex bonus to hit with wakizashi

Talents/Special Features

Evasion Successful Reflex saves for half damage yields no damage.

Uncanny Dodge I Never flat footed (included).

Skills

Balance	+10
Hide	+9
Jump	+4
Knowledge(pop culture)	+5
Knowledge(streetwise)	+5
Move Silently	+9
Sleight of Hand	+9
Tumble	+12

Feats (all included unless otherwise mentioned)

Acrobatic, Archaic Weapon Proficiency, Defensive Martial Arts, Simple Weapon Proficiency, Stealthy, Weapon Finesse

Description

A heavily pierced athletic and trendy young elf. Nimble and fast Daeku is rarely seen without his bike and courier-bag which make his profession obvious. Daeku carries a light oriental short sword concealed in his bag just in case of trouble in the more dangerous wards of Sigil - although his speed and agility often gets him out of trouble.

Equipment:

Mountain bike, courier bag, trendy cell phone

Wealth: 3

KARL MARTINSON

Smart Hero 3. Human. Starting occupation – Academic

Str	8	Dex	14	Con	13	Int	15	Wis	10	Cha	12
Bonus	-1		+2		+1		+2		0		+1

Hit Points 18

Speed 30

Action Points 6

Saving Throws :

Fortitude +2

Reflex +3

Will +2

Combat

Initiative +2

Defense 13 (flat footed 11, touch 13)

Melee Bonus +0

Ranged Bonus +3

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Taser	+4	1d4+1		Electrical	5 foot range
Pepper Spray	+4			Special	5 foot range
Crossbow	+4	1d10 +1	19-20	Piercing	40 foot range

Taser – DC 15 Fortitude save or target paralyzed for 1d6 rounds. Full round reload

Pepper Spray – DC 15 Fortitude save or target blinded for 1d4 rounds. 2 uses.

Point blank shot – +1 to hit/damage within 30 feet

Talents/Special Features

Savant Smart level as bonus on computer use (included)

Plan Prior to an encounter the Smart hero can develop a plan of action to handle the situation. Using this talent requires 1 minute preparation. Make Int check (+5) against DC 10. Bonus if success for action or 3 combat rounds 10-14:+1, 15-24:+2, 25+:+3. If in combat each round the bonus reduces by 1 point (to a minimum of zero).

Skills

Computer Use	+14
Craft(Electronic)	+8
Decipher Script	+8
Disable Device	+10
Forgery	+8
Investigate	+8
Knowledge(arcana)	+11
Knowledge(planes)	+11
Repair	+10
Research	+8
Search	+8

Feats (all included unless otherwise mentioned):

Cautious, Educated, Gearhead, Point Blank Shot, Simple Weapon Proficiency

Description:

A young bespectacled computer hacker type, studying at university. He never leaves the house without his mobile phone, pda, laptop and duct tape for emergencies. Karl likes caffeine, spicy foods, techno music, reading about the arcane arts and re-enacting famous historical battles, using period weapons like his crossbow.

Equipment:

Backpack, laptop, multipurpose tool, electronics kit, pda, mp3 player, 5 glowsticks, duct tape, cell phone, modem.

Wealth: 11

THEIA

Dedicated Hero 3. Human (divine ancestry). Starting occupation – Emergency Services

Str	10	Dex	13	Con	12	Int	14	Wis	15	Cha	8
Bonus	0		+1		+1		+2		+2		-1

Hit Points 16

Speed 30

Action Points 6

Saving Throws :

Fortitude +3

Reflex +3

Will +6

Combat

Initiative +1

Defense 13 (flat footed 12, touch 13)

Melee Bonus +2

Ranged Bonus +3

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Surgical Knives	+2 (thrown +3)	1d4+1	19-20	Piercing	10 foot range
Small Hammer	+2	1d6	20	Bludgeoning	

Poison – 3 doses. Apply to knife as a move action, deals additional 1d8 + 1 damage to living creatures.

Talents/Special Features

Healing Knack +2 bonus on Treat Injury (included)

Healing Touch Additional +2 hit points restored with healing skills.

Skills

Craft(pharmaceutical)	+10
Drive	+4
Knowledge(life sciences)	+9
Knowledge(philosophy)	+8
Listen	+5
Sense Motive	+8
Spot	+8
Treat Injury	+13

With Treat Injury you can do various things – most common is Restore 1d4 + 2 hit points per patient per day (Treat Injury DC 15).

Feats

Divine Heritage, Iron Will, Medical Expert, Simple Weapon Proficiency, Surgery

Description

A very talented para-medic Theia has seen it all on the job, giving her a dark sense of humor. An evangelical atheist, Theia finds it highly ironic that she is supposed to have divine heritage. Spells don't come from the gods, they come from belief in your own ability. Theia dedicates her life to helping others and can keep her head in a crisis.

Equipment

Medical kit, scrubs, rubber gloves, stethoscope, Copy of “Debunking the Gods”, revitalising drugs (3 doses – heals up to 1d8 +1 HP)

Divine Heritage

Theia's “divine” heritage enables her to channel inner power enabling her three spells per day as listed. Casting takes an attack action and will invoke an attack of opportunity if directly engaged in fighting:

Cure Minor Wounds – Heals 1 point of damage

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Detect Magic – Concentrate to see magical auras up to 1 minute.

RICHARD HITCHCOCK

Charisma Hero 3. Human. Starting occupation – Criminal

Str	14	Dex	13	Con	8	Int	12	Wis	10	Cha	15
Bonus	+2		+1		-1		+1		0		++2

Hit Points 13

Speed 30

Action Points 6

Saving Throws :

Fortitude +1

Reflex +3

Will +1

Combat

Initiative +1

Defense 13 (flat footed 12, touch 12)

Melee Bonus +3

Ranged Bonus +2

Weapon	Attack Bonus	Damage	Critical	Dmg Type	Notes
Brass knuckles	+5	1d6 +1d4 +2	20	Bludgeoning	
Switchblade	+3	1d4 + 1d4 +2	19-20	Slashing	10 foot range

Brawl – +1 bonus to unarmed, deal lethal (included)

Street-fighting- once per round with light/unarmed attack deal extra 1d4 damage (included)

Talents/Special Features

Fast-Talk: +3 competence bonus on any Bluff, Diplomacy, or Gamble checks (included)

Dazzle: You can dazzle a target - must have an Intelligence score of 3 or higher, be within 30 feet , and must be able to see, hear, and understand you). Use an attack action and make a check 1d20 + 5 need to beat DC15. Target can resist successful dazzle attempt by making a Will saving throw (DC 15). If the save fails, the target receives a –1 penalty on attack rolls, ability checks, skill checks, and saving throws for 3 rounds.

Skills

Bluff	+13
Diplomacy	+11
Disguise	+10
Gather Info	+8
Gamble	+10
Sleight of Hand	+6
Intimidate	+10
Sense Motive	+2

Feats (included unless otherwise noted)

Brawl, Deceptive, Confident, Magical Heritage, Simple Weapon Proficiency, Street-fighting

Description

A life long con-man, with an knack for charm and persuasion. He has a criminal background specializing in check fraud, identity theft and impulsive shoplifting. Richard's sweet and charming demeanor breaks down when he gets himself into a brawl revealing his truly sociopathic nature.

Equipment

His winning smile, shirt, tie, leather jacket, various check books and credit cards, blank card

Wealth 6 On a successful bluff check DC 15 to give +3 bonus when dealing with people.

Magical Heritage

During some time spent whistling in the birdcage in Sigil, Richard picked up a few tricks of the trade from a mage. He can use each of the spells once per day. Casting takes an attack action and will invoke an attack of opportunity if directly engaged in fighting.

Daze - Subject takes no actions for 1 round. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Magic ID - With this glamor, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Prestidigitation - Once cast, the prestidigitation spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.