

WOLFGONE VON WHEREKLINGHAUSEN?

Team BAD needs a hand with connecting some severed limbs, and they know the man for the job. Unfortunately, he has left for Ber and no reports have sighted him in the past month. The only lead is from word of mouth. Cavallo de Guerra, the Champion of the Riven Sea of Gold, has been contacted by a troubled foreign doctor. The Royal Homeland Constabulary has called you to meet with Cavallo to find the good doctor.

CHARACTER CREATION

- You live in Ber.
- You must have a good affiliation with the RHC, and owe them a favour. Perhaps you are a retired spy or owe a great debt to Risur.
- You begin with 43,000 GP, and may spend the gold on items before the session.
- You will be 9th level (not gestalt).
- You begin with a 20 point buy for attribute scores.
- You must choose between the races of: orcs, minotaurs, goblins, half-giants, kobolds.
- You may select one of the background feats in this document.
- You do not gain Primordial as a language. You gain Common (Beran) as a free language.

RACES

GOBLINS, ORCS, OR KOBOLDS

Use the Pazio Pathfinder 1E source material. Don't pick a half-orc like a nerd.

MINOTAURS

Use this third-party material for **Minotaurs**. Please do not use the Favored Class Options or Alternative Racial Traits.

HALF-GIANT

Use this third-party material for **Minotaurs**. You do not gain the Naturally Psionic, Half-Giant Psionics, and Psionic Aptitude racial traits. Please do not use any Alternative Racial Traits, or any Favoured Class Options.

BACKGROUND FEAT

COURT EMISSARY

Description: You seek harmony between your tribe and the court of Bruse. You are likely to keep an open-mind, yet advocate for unity.

Benefit: You gain the ability to understand all languages typically spoken by patrons of Ber.

LOCAL GUIDE

Description: You know the citizens of Ber are shaped by the land, and respect its influence over society and history.

Benefit: You gain a +2 trait bonus on Knowledge (Geography), Knowledge (History), Knowledge (Nature) and Survival.

THE UNIFIER OF OLD

Description: Four decades ago, you served Le Roye Bruse, an orc warlord who declared himself king after he managed to conquer the three largest cities in the land. Bruise managed to keep peace of Ber until his death five years ago. Though, he had the foresight to arrange a peaceful transition of power. He took his cue from Risur, and passed the crown to a respected ally who was not a blood relative; indeed he was a minotaur, not even an orc. The new king kept his predecessor's name in place of the typical "king," and so was crowned Bruse Shantus.

Benefit: You know what is to be gained by holding territory. As an immediate action when an enemy moves from your threatened area, you may opt to follow the enemy. If you take an action to move during your next turn, subtract the distance used to follow the enemy from your total movement. You may use this ability once per combat.

EXECUTORES DOLA LIBERTA

Requirements: Must be female.

Description: You are an *executores dola liberta*, a group established by the Bruse to end slavery and root out corruption. You are tasked with wandering the country and finding rich or powerful people who abuse

their station by forcing others into slavery or slave-like conditions. Such wrongdoers are thrashed brutally, dragged into public locations and pummeled with royally-empowered fists or staves while their crimes are proclaimed.

Benefit: Once per combat, as a free action, you may designate a focus for your fury. You gain a +1 on attack rolls and damage rolls against that target, and the DC of any spell you use against that target increases by 1.

CORRESPONDENT TO THE MINISTRY OF REBELLION

Description: You belong to a tribe that has refused to unite under the Bruse. You work to document and collate motivations to overthrow the Bruse. You hope you will one day travel to the capital to meet with Prado, the Minister of Rebellion.

Benefit: Your political conviction gives you certainty where others would fall. You gain fast healing 1, though this ability only functions within 30 feet of an enemy and during combat.

FRIEND OF LADY GREEN

Description: You are friends with Lady Green, an infamous rogue. Unbeknownst to most, you know *the Lady* to actually be a quintet of five goblins with an expertise in stealth, and believe it or not, seduction.

Benefit: You have witnessed an impossible deed of Lady Green, opening your eyes to the endless, and terrifying, capability of teamwork. Once per combat, as a swift action, you may designate one ally to gain a teamwork feat that you know. That ally loses that feat once combat ends.

OPERATIVE OF EL EXTRAÑO

Description: You are a spy for El Extraño. You do not know what El Extraño is, whether it exists, or its purpose. You were recruited, and are paid second- or possibly seventh-hand. You are an incredibly skilled operative in stealth and perception.

Benefit: ????? (El Extraño works in mysterious ways).