



Pre-generated Characters
for
Dungeons & Dragons
3rd edition



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Foreword: House Rules

These characters are created using the D&D Core Rules, but with also some house rules; these house rules don't change drastically the characters, anyway, and some of them are widely used in the gaming community (such as skill focus giving a +3 bonus instead of +2).

I've summarized these house rules here so that you can either use them or revert the characters to the standard rule set.

Races

Half Elves: half elves receive +1 bonus skill point at every level (x4 at level 1), as humans do.

Elves: instead of choosing between longsword or rapier, all elves are proficient in the elven lightsword.

Classes

Bards: bards receive 6 skill points every level instead of just 4

Rangers: rangers can choose between having Ambidexterity and Two Weapon Fighting at level 1 (Northern Rangers) or having Point Blank shot at level 1 and Far shot at level 2 (Archer Rangers). They also receive Fast Movement (as the Barbarian) at level 4.

Druids: druids can use (and are proficient in) all simple and martial weapons excluding: hammers, maces, flails, picks, polearms (except the long spear) and crossbows. They are still limited to natural armor.

Feats

Cross Class Learning: (from NetBook of Feats) choose two cross class skills. They become class skills for you.

Double Weapon Fighting: (from NetBook of Feats) choose one double weapon you are proficient. You can fight with that weapon as if you had both Two Weapon Fighting and Ambidexterity.

Education: (from FRCS) +1 to two knowledge skills, and all knowledge skills are always class skills. Must be taken at character level 1.

Talented: (new) gives a +2 (aptitude) bonus to two related skills. Replaces Alertness and similar feats.

Skill focus: (changed) gives a +3 (competence) bonus to one skill.

Equipment

Crossbow (all): shooting with an already loaded crossbow does not provoke an attack of opportunity

Hand crossbow: same as PHB except damage 1d6

Heavy crossbow: same as PHB except damage 2d6, critical 20/x3.

Elven lightsword: this thin sword is exactly like a rapier (damage 1d6, 18-20/x2, medium, finessable) except that is exotic (but elves gain proficiency in it) and that can do also slicing damage. Price is 50gp.

Divine Spells and Domains

Instead of listing the gods worshipped by the clerics, only the domains are stated. Some domains come from other sources (and are slightly changed) but all the spells used here are from the Player's Handbook.

In a specific campaign the character can choose the deity from the domains (most of the pantheons include lots of possibilities)

Charm Domain: (from FRCS, changed) 1/day you can boost your charisma score by 4 points for one minute.

1. Charm Person
2. Calm Emotions
3. Suggestion
4. Emotion
5. Charm Monster
6. Geas/quest
7. Sympathy (*changed*)
8. Mass Charm (*changed*)
9. Dominate Monster

Craft Domain: (from FRCS, changed) free Skill Focus (any one Craft skill), cast [Creation] spells at caster level +1.

1. Animate Rope
2. Wood Shape
3. Stone Shape
4. Minor Creation
5. Wall of Stone
6. Fabricate (*changed*)
7. Major Creation
8. Forcecage
9. Polymorph any Object (*changed*)

Dwarf Domain: (from FRCS) free Great Fortitude feat

1. Magic Weapon
2. Endurance
3. Glyph of Warding
4. Greater Magic Weapon
5. Fabricate
6. Stone Tell
7. Dictum
8. Protection from Spells
9. Elemental Swarm (earth)

Elf Domain: (from FRCS, changed) free Point Blank Shot feat

1. True Strike
2. Cat's Grace
3. Snare
4. Tree Stride
5. Awaken (*changed*)
6. Commune with Nature (*changed*)
7. Liveoak
8. Sunburst
9. Freedom (*changed*)

Metal Domain: (from FRCS) free proficiency and Weapon Focus with a hammer of choice

1. Magic Weapon
2. Heat Metal
3. Keen Edge
4. Rusting Grasp
5. Wall of Iron
6. Blade Barrier
7. Transmute Metal to Wood
8. Iron Body
9. Repel Metal or Stone

Renewal Domain: (from FRCS) if you fall below 0 hp you immediately regain 1d8 + cha modif. hp. This is a supernatural ability that works only once a day. If you fall below -10 or less you die before this power takes effect.

1. Charm Person
2. Lesser Restoration
3. Remove Disease
4. Reincarnate
5. Atonement
6. Heroes' Feast
7. Greater Restoration
8. Polymorph Any Object
9. Freedom

Time Domain: (from FRCS) free Improved Initiative feat

1. True Strike
2. Gentle Repose
3. Haste
4. Freedom of Movement
5. Permanency
6. Contingency
7. Mass Haste
8. Foresight
9. Time Stop

First Level Characters

Barbarian

Human Barbarian: axe wielder

CR 1; Medium-sized humanoid (human); HD 1d12 plus 3; hp 15; Init +2; Spd 40ft [12m]; AC 15 (touch 12, flat footed 13); Atk +3 melee (1d12+3, 20/x3, great axe), or +3 ranged (1d6+2, throwing axe, 10ft [3m]) or +3 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: fast movement, rage 2/day for 8 rounds; AL CG; SV Fort +5, Ref +2, Will +1; Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 10. Height 6 ft. 5 in. [192.5 cm]

Skills and Feats: Climb +5, Direction Sense +5, Jump +5, Listen +5, Wilderness Lore +5; Extra Rage, Track

Stats while raging: +2hp, AC 13, Atk +5 melee (1d12+6, great axe) or +3 ranged (1d6+4, throwing axe).

Equipment: great axe, 2 throwing axes, mighty[+2] composite longbow, 20 arrows, studded leather armor.

Bard

Elven Bard: Artist

CR 1; Medium-sized humanoid (elf); HD 1d6 plus 1; hp 7; Init +3; Spd 30ft [9m]; AC 15 (touch 13, flat footed 12); Atk +0 melee (1d6, 18-20/x2, elven lights word) or +3 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, Bardic music, Bardic knowledge +3; AL CG; SV Fort +1, Ref +5, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +7, Knowledge: Arts and Literature +6, Listen +4, Perform +7, Sense Motive +3, Speak Languages (2), Spellcraft +6, Spell Focus (Enchantment).

Bard Spells per Day: (2). DC 13 + spell level; DC 15 + spell level for Enchantment spells (marked with *); 10% spell failure except for spells with no somatic components (marked with †)

Bard Spells Known: (4): **Lvl 0** – Daze*, Detect Magic, Light†, Presdigation.

Equipment: elven lightsword, longbow, 20 arrows, lute.

Cleric

Human Cleric: Crusader (Strength and Law)

CR 1; Medium-sized humanoid (human); HD 1d8 plus 2; hp 10; Init +0; Spd 20ft [6m]; AC 17 (touch 10, flat footed 17); Atk +2 melee (1d8+2, heavy mace) or +0 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: turn undead 4/day; AL LG; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 12. Height 6 ft. 5 in. [192.5 cm]

Skills and Feats: Concentration +6, Knowledge (Religion) +4, Spellcraft +4; Combat Casting, Scribe Scroll

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Strength: 1/day can have an enhancement bonus to Str equal to his level for one round; Law: cast [Law] spells at caster level +1.

Equipment: heavy mace, heavy crossbow, 20 bolts, breastplate, large metal shield, holy water (2 flasks).

Human Cleric: Healer (Sun and Healing)

CR 1; Medium-sized humanoid (human); HD 1d8 plus 2; hp 10; Init +0; Spd 20ft [6m]; AC 17 (touch 10, flat footed 17); Atk +1 melee (1d8+1, heavy mace) or +0 ranged (1d8, 19-20/x2, light crossbow, 80 ft [24m]); SQ: turn undead 5/day; AL NG; SV Fort +4, Ref +0, Will +5; Str 12, Dex 10, Con 14, Int 12, Wis 16, Cha 14. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +6, Healing +9, Knowledge (Religion) +5, Spellcraft +5. Combat Casting, Scribe Scroll

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Healing: cast [Healing] spells at caster level +1.

Equipment: heavy mace, light crossbow, 20 bolts, breastplate, large metal shield, holy water (2 flasks), healer's kit.

Dwarven Cleric: Holy Fighter (War and Dwarf)

CR 1; Medium-sized humanoid (human); HD 1d8 plus 3; hp 11; Init +0; Spd 15ft [4.5m]; AC 17 (touch 10, flat footed 17); Atk +3 melee (1d8+2, 20/x3, warhammer) or +0 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL LG; SV Fort +7, Ref +0, Will +5; Str 15, Dex 10, Con 16, Int 10, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +7, Knowledge (Religion) +2, Spellcraft +2. Combat Casting, Great Fortitude, Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: War: proficiency and Weapon Focus in the deity's favored weapon; Dwarf: free Great Fortitude feat.

Equipment: warhammer, heavy crossbow, 20 bolts, breastplate, large metal shield, holy water (2 flasks).

Dwarven Cleric: The Forger (Craft and Metal)

CR 1; Medium-sized humanoid (human); HD 1d8 plus 3; hp 11; Init +0; Spd 15ft [4.5m]; AC 17 (touch 10, flat footed 17); Atk +2 melee (1d8+2, 20/x3, warhammer) or +0 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise

(metal or stone), turn undead 3/day; AL LG; SV Fort +5, Ref +0, Will +5; Str 12, Dex 10, Con 16, Int 14, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +7, Craft: Armor +7, Craft: Weapons +10, Knowledge: Architecture and Engineering +4, Spellcraft +6; Scribe Scroll, Skill Focus (Craft: Weapons), Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Metal: proficiency and Weapon Focus in one hammer; Craft: bonus Skill Focus (any one Craft), cast [Creation] spells at caster level +1.

Equipment: warhammer, heavy crossbow, 20 bolts, breastplate, large metal shield, holy water (2 flasks), smith tools.

Dwarven Cleric: The Protector (Earth and Protection)

CR 1; Medium-sized humanoid (human); HD 1d8 plus 3; hp 11; Init +0; Spd 15ft [4.5m]; AC 17 (touch 10, flat footed 17); Atk +2 melee (1d8+2, heavy mace) or +0 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL NG; SV Fort +5, Ref +0, Will +5; Str 14, Dex 10, Con 16, Int 12, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +7, Healing +5, Knowledge: Religion +3, Spellcraft +5; Scribe Scroll.

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Protection: 1/day grant to the creature touched a resistance bonus equal to your level for its next saving throw; it lasts one hour; Earth: turn/destroy air creatures, or rebuke/command earth ones 3 + cha modif/day.

Equipment: heavy mace, heavy crossbow, 20 bolts, breastplate, large metal shield, holy water (2 flasks).

Elven Cleric: Healer (Sun and Renewal)

CR 1; Medium-sized humanoid (elf); HD 1d8 plus 2; hp 10; Init +1; Spd 30ft [9m]; AC 17 (touch 11, flat footed 16); Atk +0 melee (1d6, 18-20/x2, elven lightsword) or +1 ranged (1d8, 20/x3, longbow, 100 ft [30m]); SQ: : low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 4/day; AL NG; SV Fort +4, Ref +1, Will +5; Str 10, Dex 12, Con 14, Int 12, Wis 16, Cha 12. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +6, Healing +5, Knowledge: Religion +3, Spellcraft +5; Scribe Scroll.

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Renewal: if you fall below 0 hp you immediately regain 1d8 + cha modif. hp. This is a supernatural ability that works only once a day. If you fall below -10 or less you die before this power takes effect.

Equipment: elven lightsword, longbow, 20 arrows, chain shirt, large metal shield, holy water (2 flasks).

Elven Cleric: Hunter (Elf and Animal)

CR 1; Medium-sized humanoid (elf); HD 1d8 plus 2; hp 10; Init +2; Spd 30ft [9m]; AC 17 (touch 12, flat footed 15); Atk +1 melee (1d6+1, 18-20/x2, elven lightsword), +2 or +0/+0 ranged (1d8+1, 20/x3, mighty[+1] composite longbow, 110 ft [33m]); SQ: : low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 3/day; AL NG; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 10. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +6, Knowledge: Nature +2, Spellcraft +2; Point Blank Shot, Rapid Shot.

Cleric Spells per Day: (3/1+d). Save DC 13 + spell level.

Domains: Animal: *animal friendship* 1/day, Knowledge: Nature is a class skill; Elf: free Point Blank Shot feat.

Equipment: elven lightsword, mighty[+1] composite longbow, 20 arrows, chain shirt, buckler, holy water (2 flasks).

Druid

Elven Druid: Nature's Chosen

CR 1; Medium-sized humanoid (elf); HD 1d8 plus 1; hp 9; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +1 melee (2d4+1, 18-20/x2, falchion) or +2 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, nature sense, animal companion; AL NG; SV Fort +3, Ref +2, Will +5; Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +7, Concentration +5, Knowledge: Nature +2, Spellcraft +3, Wilderness Lore +8; Talented (Animal Empathy & Wilderness Lore).

Druid Spells per Day: (3/2). DC 13 + spell level.

Equipment: leather armor, falchion, longbow, 30 arrows, quiver, holly and mistletoe.

Animal Companions: Badger, Hawk

Human Druid: Wolf Brother

CR 1; Medium-sized humanoid (human); HD 1d8 plus 2; hp 10; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +1 melee (1d6+1, sickle) or +2 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: nature sense, animal companion; AL N; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +5, Concentration +6, Move Silently +4, Spellcraft +4, Wilderness Lore +7; Combat Casting, Track.

Druid Spells per Day: (3/2). DC 13 + spell level.

Equipment: leather armor, sickle, longbow, 30 arrows, quiver, holly and mistletoe.

Animal Companions: Wolf

Fighter

Human Fighter: The Knight

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +2; Spd 30ft [9m]; AC 19 (touch 12, flat footed 17); Atk +4 melee (1d8+3, 19-20/x2, longsword) or +4 melee (1d8+3, 20/x3, heavy horse lance, 10ft [3m]), +3 ranged (1d6+3, javelin, 30 ft [9m]); AL LG; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10. Height 6 ft. 4 in. [190 cm]

Skills and Feats: Diplomacy +3, Handle Animal +5, Ride +6; Mounted Combat, Ride-by Attack, Spirited Charge.

Equipment: longsword, heavy horse lance, 5 javelins, breastplate, large metal shield.

Mount: light riding horse, military saddle, bit and bridle.

Human Fighter: Two Hander

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +2; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +5 melee (2d6+4, 19-20/x2, greatsword) or +3 ranged (1d8+3, 20/x3, mighty[+3] comp. longbow, 110 ft [33m]); AL NG; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 12. Height 6 ft. 3 in. [187.5 cm]

Skills and Feats: Jump +5, Ride +6, Swim +7 (-3 with equip); Cleave, Power Attack, Weapon Focus (Greatsword)

Equipment: greatsword, mighty[+3] composite longbow, 30 arrows, chain shirt

Human Fighter: Gladiator

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +3 melee (2d4+3, spiked chain, 10ft [3m]) or +3 melee (1d6+2, armor spikes) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Bluff +2, Climb +4, Jump +4, Ride +7, Tumble +3; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Expertise.

Equipment: spiked chain, mighty[+2] composite longbow, 20 arrows, spiked chain shirt

Human Fighter: Staff Master

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +2 melee (1d6+3, quarterstaff) or +0/+0 melee (1d6+2 / 1d6+1, quarterstaff) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Hide +4, Jump +5, Move Silently +4, Swim +5, Tumble +4; Dodge, Double Weapon Fighting (Quarterstaff), Expertise

Equipment: quarterstaff, cloak, studded leather armor, dagger, mighty[+2] composite longbow, 20 arrows.

Dwarven Fighter: Axe Wielder

CR 1; Medium-sized humanoid (dwarf); HD 1d10 plus 3; hp 13; Init +1; Spd 20ft [6m]; AC 17 (touch 11, flat footed 16); Atk +6 melee (1d10+3, 20/x3, mw dwarven waraxe) or +2 ranged (2d6, 20/x3, heavy crossbow, 120ft [36m]); SQ: darkvision 60ft [18m], stonecunning, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone); AL LG; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 12, Wis 12, Cha 8. Height 4 ft. 4 in. [130 cm]

Skills and Feats: Appraise +3, Climb +3 (+5 without shield), Craft: Forge Weapons +7 (racial bonus included); Exotic Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe).

Equipment: masterwork dwarven waraxe, heavy crossbow, 20 bolts, chain shirt, large metal shield

Elven Fighter: Finesse

CR 1; Medium-sized humanoid (elf); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +4 melee (1d6+2, 18-20/x2, elven lightsword) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp longbow, 110ft [33m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]

Skills and Feats: Jump +4, Move Silently +3, Tumble +3; Dodge, Weapon Finesse (Elven lightsword).

Equipment: elven lightsword, mighty[+2] composite longbow, 30 arrows, studded leather armor, buckler

Elven Fighter: Archer

CR 1; Medium-sized humanoid (elf); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +3 melee (1d6+2, 18-20/x2, elven lightsword) or +4 or +2/+2 ranged (1d8+2, 20/x3, mighty[+2] comp longbow, 110ft [33m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]

Skills and Feats: Craft: Bowyer/fletcher +5, Hide +3, Move Silently +2, Spot +3; Point Blank Shot, Rapid Shot.

Equipment: elven lightsword, mighty[+2] composite longbow, 30 arrows, studded leather armor, buckler

Paladin

Human Paladin: Classical

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +0; Spd 20ft [6m] (40ft [12m] on horseback); AC 17 (touch 10, flat footed 17); Atk +4 melee (1d8+2, 19-20/x2, longsword) or +3 melee (1d8+2, 20/x3, heavy horse lance 10ft [3m]) or +1 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]) or +1 ranged (1d6+2, javelin, 30ft [9m]); SQ: *detect evil*, *lay on hands* (3hp), divine grace (cha bonus to sv), divine health (immune to disease); AL LG; SV Fort +7, Ref +3, Will +4; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 16. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Diplomacy +7, Handle Animal +7, Heal +3, Ride +4; Mounted Combat, Weapon Focus (Longsword)

Equipment: longsword, heavy horse lance, mighty[+2] composite longbow, 20 arrows, six javelins, breastplate, large metal shield, healer's kit.

Mount: light riding horse, military saddle, bit and bridle.

Ranger

Human Ranger: Northern (Aragorn)

CR 1; Medium-sized humanoid (human); HD 1d10 plus 2; hp 12; Init +2; Spd 30ft [9m]; AC 15 (touch 12, flat footed 13); Atk +3 melee (1d8+2, 19-20/x2, longsword), or +1 melee (1d8+2, 19-20/x2, longsword) and +1 melee (1d6+1, 19-20/x2, short sword), or +3 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: favoured enemy (goblinoids, +1); AL CG; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 15, Int 10, Wis 12, Cha 12. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Climb +5, Heal +5, Move Silently +5, Spot +5, Wilderness Lore +5; Track, Ambidexterity and Two Weapon Fighting (virtual), Dodge, Quickdraw.

Equipment: longsword, short sword, mighty[+2] composite longbow, 30 arrows, studded leather armor.

Half-Elven Ranger

CR 1; Medium-sized humanoid (half-elf); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 16 (touch 13, flat footed 13); Atk +4 or +2/+2 melee (1d6+2 or 1d6+2/1d6+1, 19-20/x2, short sword) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, favoured enemy (goblinoids, +1); AL CG; SV Fort +4, Ref +3, Will +1; Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 10. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Animal Empathy +4, Hide +6, Move Silently +6, Spot +6, Wilderness Lore +5; Track, Ambidexterity and Two Weapon Fighting (virtual), Weapon Finesse (short sword).

Equipment: 2 short swords, mighty[+2] composite longbow, 30 arrows, studded leather armor.

Elven Ranger: Archer

CR 1; Medium-sized humanoid (elf); HD 1d10 plus 2; hp 12; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 13); Atk +3 (1d6+2, 18-20/x2, elven lightsword), +4 or +2/+2 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, favored enemy (magical beasts, +1); AL CG; SV Fort +4, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10. Height 5 ft. 8 in. [170 cm]

Skills and Feats: Heal +4, Hide +6, Knowledge (Nature) +2, Move Silently +6, Spot +8, Wilderness Lore +6; Track, Point Blank shot (virtual), Rapid Shot.

Equipment: elven lightsword, mighty[+2] composite longbow, 30 arrows, studded leather armor, buckler

Rogue

Human Rogue: Social

CR 1; Medium-sized humanoid (human); HD 1d6 plus 2; hp 8; Init +2; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +1 melee (1d6+1, 18-20/x2, rapier) or +1 melee (1d4+1, 19-20/x2, dagger) or +2 ranged (1d6, 19-20/x2, hand crossbow, 30ft [9m]); SQ: Sneak attack +1d6; AL CG; SV Fort +2, Ref +4, Will +1; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 14. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Appraise +3, Bluff +8, Diplomacy +8, Disguise +6, Forgery +3, Gather Information +6, Listen +5, Move Silently +2, Open Locks +4, Search +5, Sense Motive +5, Spot +5; Talented (Bluff & Diplomacy), Quickdraw.

Equipment: rapier, chain shirt, dagger, hand crossbow, thieves' tools.

Gnome Rogue: Tech

CR 1; Small humanoid (gnome); HD 1d6 plus 3; hp 9; Init +3; Spd 20ft [6m]; AC 17 (touch 14, flat footed 14); Atk +1 melee (1d4+1, 19-20/x2, dagger) or +3 ranged (1d6, 19-20/x2, hand crossbow, 30ft [9m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; Sneak attack +1d6; AL CG; SV Fort +3, Ref +5, Will +0; Str 12, Dex 16, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Craft: Traps +4, Disable Device +8, Escape Artist +6, Forgery +7, Hide +8, Move Silently +6, Open Locks +9, Search +6, Spot +4, Tumble +7. Talented (Open Locks & Disable Device)

Equipment: studded leather, dagger, hand crossbow, thieves' tools.

Halfling Rogue: Stealth

CR 1; Small humanoid (halfling); HD 1d6 plus 2; hp 8; Init +4; Spd 20ft [6m]; AC 17 (touch 15, flat footed 13); Atk +2 melee (1d6+1, 19-20/x2, short sword) or +6 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: +2 Climb, Jump, and Move Silently, +1 on all saves, +2 morale on sv against fear, +1 attack with thrown weapons, +2 Listen, Sneak attack +1d6; AL CG; SV Fort +3, Ref +7, Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +7, Disable Device +6, Escape Artist +8, Hide +12, Listen +6, Move Silently +10, Open Locks +8, Search +6, Spot +4, Tumble +8; Point Blank Shot.

Equipment: leather armor, three daggers, short sword, thieves' tools.

Half-Elven Rogue: Magical Outcast

CR 1; Medium-sized humanoid (half-elf); HD 1d6 plus 2; hp 8; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +1 melee (1d6+1, 19-20/x2, short sword) or +2 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, Sneak attack +1d6; AL CG; SV Fort +2, Ref +4, Will +0; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Decipher Script +6, Disguise +6, Hide +6, Knowledge: Arcane +4, Listen +5, Move Silently +6, Search +7, Spellcraft +6, Spot +5, Use Magic Device +8; Talented (Spellcraft & Use Magic Device)

Equipment: leather armor, three daggers, short sword

Sorcerer

Human Sorcerer: Generic

CR 1; Medium-sized humanoid (human); HD 1d4 plus 5; hp 9; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +0 melee (1d8, 20/x3, short spear) or +0 melee (1d4, 19-20/x2, silver dagger), +2 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +2 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +6, Concentration +6, Diplomacy +5, Knowledge: Arcane +4, Knowledge: The Planes +4, Spellcraft +6; Scribe Scroll, Toughness.

Sorcerer Spells per Day: (5/4). Save DC 13 + spell level

Sorcerer Spells Known: (4/2). **Lvl 0** – Daze, Detect Magic, Presdigation, Read Magic; **Lvl 1** – Magic Missile, Sleep

Equipment: short spear, silver dagger, light crossbow, scroll case, spell component pouch.

Half-Elven Sorcerer: Air Sorcerer

CR 1; Medium-sized humanoid (half-elf); HD 1d4 plus 5; hp 9; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +0 melee (1d8, 20/x3, short spear) or +0 melee (1d4, 19-20/x2, silver dagger), +2 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +2 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, summon familiar; AL CG; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16. Height 5 ft. 10 in. [175 cm]

Skills and Feats: Concentration +6, Diplomacy +5, Knowledge: Arcane +4, Knowledge: The Planes +4, Speak Language (Auran, Ignan), Spellcraft +6; Toughness.

Sorcerer Spells per Day: (5/4). Save DC 13 + spell level

Sorcerer Spells Known: (4/2). **Lvl 0** – Detect Magic, Presdigation, Read Magic, Ray of Frost; **Lvl 1** – Color Spray, Feather Fall

Equipment: short spear, silver dagger, light crossbow, spell component pouch.

Wizard

Human Wizard: Power mage

CR 1; Medium-sized humanoid (human); HD 1d4 plus 5; hp 9; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +0 melee (1d6, quarterstaff) or +0 melee (1d4, 19-20/x2, silver dagger), +2 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +2 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +7, Concentration +6, Knowledge: Arcane +7, Knowledge: The Planes +7, Search +5, Spellcraft +7; Combat Casting, Scribe Scroll, Toughness.

Wizard Spells per Day: (3/2). Save DC 13 + spell level

Spell Book: (all/6). **Lvl 0** – all; **Lvl 1** – Charm Person, Mage's Armor, Magic Missile, Magic Weapon, Protection from Evil, Sleep

Equipment: quarterstaff, silver dagger, light crossbow, spell book, scroll case, spell component pouch, scroll of *dispel magic*.

Elven Wizard(Diviner): Lore mage

CR 1; Medium-sized humanoid (grey elf); HD 1d4 plus 4; hp 8; Init +3; Spd 30ft [9m]; AC 13 (touch 13, flat footed 10); Atk - 1 melee (1d6- 1, 18-20/x2, elven lightsword) or - 1 melee (1d4- 1, 19-20/x2, silver dagger), +3 ranged (1d8- 1, 20/x3, longbow, 90ft [30m]) or +3 ranged (1d4- 1, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, summon familiar; AL NG; SV Fort +1, Ref +3, Will +3; Str 8, Dex 16, Con 13, Int 18, Wis 12, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Concentration +5, Knowledge: Arcane +8, Knowledge: History +8, Knowledge: Geography +6, Scry +6, Search +6, Spellcraft +8; Scribe Scroll, Toughness.

Diviner Spells per Day: (3+d/2+d). Save DC 13 + spell level. Forbidden school: Necromancy

Spell Book: (all/7). **Lvl 0** – all; **Lvl 1** – Charm Person, Comprehend Languages*, Identify*, Mage's Armor, Magic Missile, Magic Weapon, Sleep.

Equipment: elven lightsword, silver dagger, longbow, 20 arrows, spell book, scroll case, spell component pouch, scroll of *dispel magic*.

Gnome Illusionist

CR 1; Small humanoid (gnome); HD 1d4 plus 3; hp 7; Init +3; Spd 30ft [9m]; AC 14 (touch 14, flat footed 1); Atk +0 melee (1d4, 19-20/x2, silver dagger), +3 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +3 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; AL CG; SV Fort +3, Ref +3, Will +1; Str 10, Dex 16, Con 16, Int 16, Wis 8, Cha 10. Height 3 ft. 4 in. [100 cm]

Skills and Feats: Alchemy +9, Concentration +7, Knowledge: Arcane +7, Search +5, Spellcraft +7; Spell Focus (Illusion), Scribe Scroll.

Illusionist Spells per Day: (3+d/2+d). Save DC 13 + spell level (DC 15 for illusion spells). Banned school: Enchantment.

Spell Book: (all/6). **Lvl 0** – all; **Lvl 1** – Color Spray, Comprehend Languages, Mage's Armor, Magic Missile, Protection from Evil, Silent Image.

Equipment: silver dagger, light crossbow, spell book, scroll case, spell component pouch, scroll of *dispel magic*.

Second Level Characters

Bard

Elven Bard: Artist

CR 2; Medium-sized humanoid (elf); HD 2d6 plus 2; hp 11; Init +3; Spd 30ft [9m]; AC 15 (touch 13, flat footed 12); Atk +2 melee (1d6, 18-20/x2, mw elven lightsword) or +4 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, Bardic music, Bardic knowledge +4; AL CG; SV Fort +1, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +7, Concentration +6, Diplomacy +10, Knowledge: Arts and Literature +7, Listen +5, Perform +8 (+10 with lute), Sense Motive +4, Speak Languages (2), Spellcraft +7, Spell Focus (Enchantment).

Bard Spells per Day: (3/1). DC 13 + spell level; DC 15 + spell level for Enchantment spells (marked with *). 10% spell failure except for spells with no somatic components (marked with †)

Bard Spells Known: (5/2): **Lvl 0** – Daze*, Detect Magic, Light†, Presdigation, Read Magic; **Lvl 1** – Charm Person*, Sleep*.

Equipment: masterwork elven lightsword, longbow, 20 arrows, masterwork lute, leather armor.

Barbarian

Human Barbarian: axe wielder

CR 2; Medium-sized humanoid (human); HD 2d12 plus 6; hp 24; Init +2; Spd 40ft [12m]; AC 15 (touch 12, flat footed 15); Atk +5 melee (1d12+3, 20/x3, mw great axe), or +4 ranged (1d6+2, throwing axe, 10ft [3m]) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: fast movement, rage 2/day for 8 rounds, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +6, Ref +2, Will +1; Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 10. Height 6 ft. 5 in. [192.5 cm]

Skills and Feats: Climb +7, Direction Sense +6, Jump +7, Listen +6, Wilderness Lore +6; Extra Rage, Track

Stats while raging: +4hp, AC 13, Atk +7 melee (1d12+6, great axe) or +4 ranged (1d6+4, throwing axe).

Equipment: masterwork great axe, 2 throwing axes, mighty[+2] composite longbow, 20 arrows, masterwork studded leather armor, potion of *cure moderate wounds*.

Cleric

Human Cleric: Crusader (Strength and Law)

CR 2; Medium-sized humanoid (human); HD 2d8 plus 4; hp 16; Init +0; Spd 20ft [6m]; AC 18 (touch 10, flat footed 18); Atk +4 melee (1d8+2, mw heavy mace) or +2 ranged (2d6, 20/x3, mw heavy crossbow, 120 ft [36m]); SQ: turn undead 4/day; AL LG; SV Fort +5, Ref +0, Will +6; Str 14, Dex 10, Con 15, Int 10, Wis 16, Cha 12. Height 6 ft. 5 in. [192.5 cm]

Skills and Feats: Concentration +7, Knowledge (Religion) +5, Spellcraft +5; Combat Casting, Scribe Scroll

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: Strength: 1/day can have an enhancement bonus to Str equal to his level for one round; Law: cast [Law] spells at caster level +1

Equipment: masterwork heavy mace, masterwork heavy crossbow, 20 bolts, masterwork banded mail, large metal shield, holy water (2 flasks), potion of *cure moderate*.

Human Cleric: Healer (Sun and Healing)

CR 2; Medium-sized humanoid (human); HD 2d8 plus 4; hp 16; Init +0; Spd 20ft [6m]; AC 18 (touch 10, flat footed 18); Atk +2 melee (1d8+1, heavy mace) or +1 ranged (1d8, 19-20/x2, light crossbow, 80 ft [24m]); SQ: turn undead 5/day; AL NG; SV Fort +5, Ref +0, Will +6; Str 12, Dex 10, Con 14, Int 12, Wis 16, Cha 14. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +6, Healing +9, Knowledge (Religion) +5, Spellcraft +5. Combat Casting, Scribe Scroll

Cleric Spells per Day: (4/2+d). Save DC 13+spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Healing: cast [Healing] spells at caster level +1.

Equipment: heavy mace, light crossbow, 20 bolts, masterwork banded mail, large metal shield, holy water (5 flasks), healer's kit, wand of *cure light wounds* (20 charges).

Dwarven Cleric: Holy Fighter (War and Dwarf)

CR 2; Medium-sized humanoid (human); HD 2d8 plus 6; hp 18; Init +0; Spd 15ft [4.5m]; AC 18 (touch 10, flat footed 17); Atk +5 melee (1d8+2, 20/x3, mw warhammer) or +1 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL LG; SV Fort +6, Ref +0, Will +6; Str 15, Dex 10, Con 16, Int 10, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +6, Knowledge (Religion) +2, Spellcraft +3. Combat Casting, Great Fortitude, Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: War: proficiency and Weapon Focus in the deity's favoured weapon; Dwarf: free Great Fortitude feat.

Equipment: masterwork warhammer, heavy crossbow, 20 bolts, masterwork banded mail, large metal shield, holy water (3 flasks), potion of *cure moderate*.

Dwarven Cleric: The Forger (Craft and Metal)

CR 2; Medium-sized humanoid (human); HD 2d8 plus 6; hp 18; Init +0; Spd 15ft [4.5m]; AC 17 (touch 10, flat footed 17); Atk +4 melee (1d8+2, 20/x3, mw warhammer) or +1 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL LG; SV Fort +6, Ref +0, Will +6; Str 12, Dex 10, Con 16, Int 14, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +8, Craft: Armor +10, Craft: Weapons +13, Knowledge: Architecture and Engineering +4, Spellcraft +7; Scribe Scroll, Skill Focus (Craft: Weapons), Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: Metal: proficiency and Weapon Focus in one hammer; Craft: bonus Skill Focus (any one Craft), cast [Creation] spells at caster level +1.

Equipment: masterwork warhammer, heavy crossbow, 20 bolts, masterwork breastplate, masterwork large metal shield, holy water (3 flasks), masterwork smith tools.

Dwarven Cleric: The Protector (Earth and Protection)

CR 2; Medium-sized humanoid (human); HD 2d8 plus 6; hp 18; Init +0; Spd 15ft [4.5m]; AC 18 (touch 10, flat footed 17); Atk +4 melee (1d8+2, mw heavy mace) or +1 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL NG; SV Fort +6, Ref +0, Will +6; Str 14, Dex 10, Con 16, Int 12, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +8, Healing +7, Knowledge: Religion +4, Spellcraft +6; Scribe Scroll.

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: Protection: 1/day grant to the creature touched a resistance bonus equal to your level for its next saving throw; it lasts one hour; Earth: turn/destroy air creatures, or rebuke/command earth ones 3 + cha modif/day.

Equipment: masterwork heavy mace, heavy crossbow, 20 bolts, masterwork banded mail, large metal shield, holy water (3 flasks), healer's kit.

Elven Cleric: Healer (Sun and Renewal)

CR 2; Medium-sized humanoid (elf); HD 2d8 plus 4; hp 16; Init +1; Spd 30ft [9m]; AC 17 (touch 11, flat footed 16); Atk +1 melee (1d6, 18-20/x2, elven lightsword) or +3 ranged (1d8, 20/x3, mw longbow, 100 ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 4/day; AL NG; SV Fort +5, Ref +1, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 16, Cha 12. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +7, Healing +7, Knowledge: Religion +4, Spellcraft +6; Scribe Scroll.

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Renewal: if you fall below 0 hp you immediately regain 1d8+cha modif. hp. This is a supernatural ability that works only once a day. If you fall below -10 or less you die before this power takes effect.

Equipment: elven lightsword, masterwork longbow, 20 arrows, chain shirt, large metal shield, holy water (3 flasks), healer's kit, wand of *cure light wounds* (20 charges)

Elven Cleric: Hunter (Elf and Animal)

CR 2; Medium-sized humanoid (elf); HD 2d8 plus 4; hp 16; Init +2; Spd 30ft [9m]; AC 17 (touch 12, flat footed 15); Atk +2 melee (1d6+1, 18-20/x2, elven lightsword), +5 or +3/+3 ranged (1d8+1, 20/x3, mighty[+1] composite longbow, 110 ft [33m]); SQ: : low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 3/day; AL NG; SV Fort +5, Ref +2, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 10. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +6, Knowledge: Nature +3, Spellcraft +3; Point Blank Shot, Rapid Shot.

Cleric Spells per Day: (4/2+d). Save DC 13 + spell level.

Domains: Animal: *animal friendship* 1/day, Knowledge: Nature is a class skill; Elf: free Point Blank Shot feat.

Equipment: elven lightsword, masterwork mighty[+1] composite longbow, 30 masterwork arrows, masterwork chain shirt, buckler, holy water (2 flasks).

Druid

Elven Druid: Nature's Chosen

CR 2; Medium-sized humanoid (elf); HD 2d8 plus 2; hp 14; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +2 melee (2d4+1, 18-20/x2, falchion) or +4 ranged (1d8, 20/x3, mw longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, nature sense, animal companion, woodland stride; AL NG; SV Fort +4, Ref +2, Will +6; Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +8, Concentration +8, Knowledge: Nature +2, Spellcraft +4, Wilderness Lore +9; Talented (Animal Empathy & Wilderness Lore).

Druid Spells per Day: (4/3). DC 13 + spell level.

Equipment: leather armor, falchion, masterwork longbow, 30 arrows, quiver, holly and mistletoe, 3 potions of *cure light wounds*.

Animal Companions: Badger, Hawk

Human Druid: Wolf Brother

CR 2; Medium-sized humanoid (human); HD 2d8 plus 4; hp 16; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +3 melee (1d6+2, mw sickle) or +3 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: nature sense, animal companion, woodland stride; AL N; SV Fort +5, Ref +2, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Concentration +7, Move Silently +4, Spellcraft +5, Wilderness Lore +8; Combat Casting, Track.

Druid Spells per Day: (4/3). DC 13 + spell level.

Equipment: leather armor, masterwork sickle, longbow, 30 arrows, quiver, holly and mistletoe, scroll of *Bull's Strength*.

Animal Companions: Wolf

Fighter

Human Fighter: The Knight

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +2; Spd 30ft [9m]; AC 19 (touch 12, flat footed 17); Atk +7 melee (1d8+3, 19-20/x2, longsword) or +6 melee (1d8+3, 20/x3, heavy horse lance, 10ft [3m]), +4 ranged (1d6+3, javelin, 30 ft [9m]); AL LG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10. Height 6 ft. 4 in. [190 cm]

Skills and Feats: Diplomacy +3, Handle Animal +6, Ride +9; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (Longsword).

Equipment: masterwork longsword, masterwork heavy horse lance, 5 javelins, masterwork breastplate, large metal shield.

Mount: light war horse, military saddle, bit and bridle, leather barding (+2 AC).

Human Fighter: Two Hander

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +6; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +7 melee (2d6+4, 19-20/x2, mw. greatsword) or +4 ranged (1d8+3, 20/x3, mighty[+3] comp. longbow, 110 ft [33m]); AL NG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 12. Height 6 ft. 3 in. [187.5 cm]

Skills and Feats: Jump +6, Ride +7, Swim +8 (-2 with equip); Cleave, Improved Initiative, Power Attack, Weapon Focus (Greatsword)

Equipment: masterwork greatsword, mighty[+3] composite longbow, 30 arrows, chain shirt, 2 potions of *cure light wounds*

Human Fighter: Gladiator

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +5 melee (2d4+3, mw spiked chain, 10ft [3m]) or +4 melee (1d6+2, armor spikes) or +5 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); AL NG; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Bluff +2, Climb +6, Jump +6, Ride +8, Tumble +4; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Expertise, Improved Disarm.

Equipment: masterwork spiked chain, mighty[+2] composite longbow, 20 arrows, masterwork spiked chain shirt, potion of *cure light wounds*

Human Fighter: Staff Master

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +5 melee (1d6+3, mw quarterstaff) or +3/+3 melee (1d6+2 / 1d6+1, mw quarterstaff) or +5 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]) or +5 ranged (1d4+2, 19-20/x2, dagger, 10 ft [3m]); AL NG; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Hide +5, Jump +7, Move Silently +5, Swim +7, Tumble +5; Dodge, Double Weapon Fighting (Quarterstaff), Expertise, Weapon Focus (Quarterstaff)

Equipment: masterwork quarterstaff, cloak, masterwork studded leather armor, dagger, mighty[+2] composite longbow, 20 arrows.

Dwarven Fighter: Axe Wielder

CR 2; Medium-sized humanoid (dwarf); HD 2d10 plus 6; hp 21; Init +1; Spd 15ft [4.5m]; AC 18 (touch 11, flat footed 17); Atk +7 melee (1d10+3, 20/x3, mw dwarven waraxe) or +5 ranged (2d6, 20/x3, mw heavy crossbow, 120ft [36m]); SQ: darkvision 60ft [18m], stonecunning, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), AL NG; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 12, Wis 12, Cha 8. Height 4 ft. 4 in. [130 cm]

Skills and Feats: Appraise +3, Climb +3 (+5 without shield), Craft: Forge Weapons +8 (racial bonus included); Exotic Weapon Proficiency (Dwarven Waraxe), Power Attack, Weapon Focus (Dwarven Waraxe).

Equipment: masterwork dwarven waraxe, masterwork heavy crossbow, 20 masterwork bolts, masterwork breastplate, large metal shield, 2 potions of *cure light wounds*

Elven Fighter: Finesse

CR 2; Medium-sized humanoid (elf); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +6 melee (1d6+2, 18-20/x2, mw elven lightsword) or +7 ranged (1d8+2, 20/x3, mw mighty[+2] comp longbow, 110ft [33m]); SQ:

low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +5, Ref +3, Will +0; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]
Skills and Feats: Jump +6, Move Silently +4, Tumble +4; Dodge, Mobility, Weapon Finesse (Elven lightsword).

Equipment: masterwork elven lightsword, masterwork mighty[+2] composite longbow, 30 masterwork arrows, masterwork studded leather armor, buckler, 2 potions of *cure light wounds*.

Elven Fighter: Archer

CR 2; Medium-sized humanoid (elf); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +4 melee (1d6+2, 18-20/x2, elven lightsword) or +7 or +5/+5 ranged (1d8+2, 20/x3, mighty[+2] comp longbow, 110ft [33m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +5, Ref +3, Will +0; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]
Skills and Feats: Craft: Bowyer/fletcher +6, Hide +5, Move Silently +4, Spot +3; Point Blank Shot, Precise Shot, Rapid Shot.
Equipment: elven lightsword, masterwork mighty[+2] composite longbow, 50 masterwork arrows, masterwork studded leather armor, masterwork buckler, 2 potions of *cure light wounds*.

Paladin

Human Paladin: Classical

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +0; Spd 20ft [6m] (40ft [12m] on horseback); AC 18 (touch 10, flat footed 18); Atk +6 melee (1d8+2, 19-20/x2, mw longsword) or +5 melee (1d8+2, 20/x3, mw heavy horse lance 10ft [3m]) or +2 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]) or +2 ranged (1d6+2, javelin, 30ft [9m]); SQ: *detect evil*, *lay on hands* (6hp), divine grace (cha bonus to sv), divine health (immune to disease), smite evil (+3 hit/+2 dam), aura of courage (fear immunity, +4 to sv against fear 10 ft [3m] radius); AL LG; SV Fort +7, Ref +3, Will +4; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 16. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Diplomacy +8, Handle Animal +8, Heal +3, Ride +7; Mounted Combat, Weapon Focus (Longsword)

Equipment: longsword, heavy horse lance, mighty[+2] composite longbow, 20 arrows, six javelins, masterwork banded mail, large metal shield, healer's kit.

Mount: light war horse, military saddle, bit and bridle, leather barding (+2 AC).

Ranger

Human Ranger: Northern (Aragorn)

CR 2; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +2; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +5 melee (1d8+2, 19-20/x2, mw longsword), or +3 melee (1d8+2, 19-20/x2, mw longsword) and +2 melee (1d6+1, 19-20/x2, short sword), or +5 ranged (1d8+2, 20/x3, mw mighty[+2] comp. longbow, 110 ft [33m]); SQ: favoured enemy (goblinoids, +1); AL CG; SV Fort +5, Ref +2, Will +1; Str 14, Dex 15, Con 15, Int 10, Wis 12, Cha 12. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Animal Empathy +2, Climb +6, Heal +5, Move Silently +6, Spot +6, Wilderness Lore +6; Track, Ambidexterity and Two Weapon Fighting (virtual), Dodge, Quickdraw.

Equipment: masterwork longsword, short sword, masterwork mighty[+2] composite longbow, 30 arrows, masterwork chain shirt

Half-Elven Ranger

CR 2; Medium-sized humanoid (half-elf); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 16 (touch 13, flat footed 13); Atk +6 or +4/+4 melee (1d6+2 or 1d6+2/1d6+1, 19-20/x2, short sword) or +6 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, favoured enemy (goblinoids, +1); AL CG; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 10. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Animal Empathy +5, Hide +8, Move Silently +8, Spot +7, Wilderness Lore +6; Track, Ambidexterity and Two Weapon Fighting (virtual), Weapon Finesse (short sword).

Equipment: 2 masterwork short swords, masterwork mighty[+2] composite longbow, 30 arrows, masterwork studded leather armor.

Elven Ranger: Archer

CR 2; Medium-sized humanoid (elf); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +4 (1d6+2, 18-20/x2, elven lightsword), +7 or +5/+5 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 220 ft [66m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, favored enemy (magical beasts, +1); AL CG; SV Fort +5, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10. Height 5 ft. 8 in. [170 cm]

Skills and Feats: Heal +6 Hide +7, Knowledge (Nature) +4, Move Silently +7, Spot +9, Wilderness Lore +7 Track, Point Blank Shot and Far Shot (virtual), Rapid Shot.

Equipment: elven lightsword, masterwork mighty[+2] composite longbow, 40 masterwork arrows, masterwork studded leather armor, buckler, healer's kit.

Rogue

Human Rogue: Social

CR 2; Medium-sized humanoid (human); HD 2d6 plus 4; hp 13; Init +2; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +3 melee (1d6+1, 18-20/x2, mw rapier) or +2 melee (1d4+1, 19-20/x2, dagger) or +4 ranged (1d6, 19-20/x2, hand crossbow, 30ft [9m]); SQ: Sneak attack +1d6, evasion; AL CG; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 14. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Appraise +4, Bluff +9, Diplomacy +13, Disguise +7, Forgery +3, Gather Information +7, Listen +6, Move Silently +4, Open Locks +6, Search +6, Sense Motive +6, Spot +6; Talented (Bluff & Diplomacy), Quickdraw.

Equipment: masterwork rapier, masterwork chain shirt, dagger, masterwork hand crossbow, masterwork thieves' tools.

Gnome Rogue: Tech

CR 2; Small humanoid (gnome); HD 2d6 plus 6; hp 15; Init +3; Spd 20ft [6m]; AC 17 (touch 14, flat footed 14); Atk +3 melee (1d4+1, 19-20/x2, mw dagger) or +6 ranged (1d6, 19-20/x2, mw hand crossbow, 30ft [9m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; Sneak attack +1d6, evasion; AL CG; SV Fort +3, Ref +6, Will +0; Str 12, Dex 16, Con 16, Int 14, Wis 10, Cha 10. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Climb +5, Craft: Traps +5, Disable Device +11, Escape Artist +8, Forgery +8, Hide +9, Listen +3, Move Silently +8, Open Locks +12, Search +7, Spot +5, Tumble +9. Talented (Open Locks & Disable Device)

Equipment: masterwork studded leather, masterwork dagger, masterwork hand crossbow, 30 masterwork bolts, masterwork thieves' tools, belt pouch, acid (3 flasks), thunderstone, two potions of *cure light wounds*.

Halfling Rogue: Stealth

CR 2; Small humanoid (halfling); HD 2d6 plus 4; hp 13; Init +4; Spd 20ft [6m]; AC 18 (touch 15, flat footed 14); Atk +4 melee (1d6+1, 19-20/x2, mw short sword) or +7 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: +2 Climb, Jump, and Move Silently, +1 on all saves, +2 morale on sv against fear, +1 attack with thrown weapons, +2 Listen, Sneak attack +1d6, evasion; AL CG; SV Fort +3, Ref +8, Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +9, Escape Artist +9, Hide +13, Listen +7, Move Silently +11, Open Locks +11, Search +7, Spot +5, Tumble +9; Point Blank Shot.

Equipment: masterwork studded leather, three daggers, masterwork short sword, masterwork thieves' tools.

Half-Elven Rogue: Magical Outcast

CR 2; Medium-sized humanoid (half-elf); HD 2d6 plus 4; hp 13; Init +2; Spd 30ft [9m]; AC 14 (touch 12, flat footed 12); Atk +3 melee (1d6+1, 19-20/x2, mw short sword) or +3 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, Sneak attack +1d6, evasion; AL CG; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Decipher Script +7, Disguise +7, Hide +7, Knowledge: Arcane +4, Listen +6, Move Silently +7, Search +8, Spellcraft +6, Spot +6, Use Magic Device +9; Talented (Spellcraft & Use Magic Device)

Equipment: leather armor, three daggers, masterwork short sword

Sorcerer

Human Sorcerer: Generic

CR 2; Medium-sized humanoid (human); HD 2d4 plus 7; hp 13; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +1 melee (1d8, 20/x3, short spear) or +1 melee (1d4, 19-20/x2, silver dagger), +3 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +3 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +7, Concentration +7, Diplomacy +5, Knowledge: Arcane +5, Knowledge: The Planes +5, Spellcraft +7; Scribe Scroll, Toughness.

Sorcerer Spells per Day: (6/5). Save DC 13 + spell level

Sorcerer Spells Known: (5/2). **Lvl 0** – Daze, Detect Magic, Presdigation, Ray of Frost, Read Magic; **Lvl 1** – Magic Missile, Sleep

Equipment: short spear, silver dagger, light crossbow, scroll case, spell component pouch, wand of *color spray* (20 charges), scrolls of *fly*, *invisibility*, *glitterdust*, potion of *cure light wounds*.

Half-Elven Sorcerer: Air Sorcerer

CR 2; Medium-sized humanoid (half-elf); HD 2d4 plus 7; hp 13; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +1 melee (1d8, 20/x3, short spear) or +1 melee (1d4, 19-20/x2, silver dagger), +3 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +3 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, summon familiar; AL CG; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16. Height 5 ft. 10 in. [175 cm]

Skills and Feats: Concentration +7, Diplomacy +5, Knowledge: Arcane +6, Knowledge: The Planes +5, Speak Language (Auran, Ignan), Spellcraft +7; Toughness.

Sorcerer Spells per Day: (6/5). Save DC 13 + spell level

Sorcerer Spells Known: (5/2). **Lvl 0** – Detect Magic, Ghost Sound, Presdigation, Read Magic, Ray of Frost; **Lvl 1** – Color Spray, Feather Fall

Equipment: short spear, silver dagger, light crossbow, spell component pouch, wand of *magic missile* (20 charges), scrolls of *fly*, *invisibility*, *cat's grace*, potion of *cure light wounds*.

Wizard

Human Wizard: Power mage

CR 2; Medium-sized humanoid (human); HD 2d4 plus 7; hp 13; Init +2; Spd 30ft [9m]; AC 12 (touch 12, flat footed 10); Atk +1 melee (1d6, quarterstaff) or +1 melee (1d4, 19-20/x2, silver dagger), +3 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +3 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +8, Concentration +7, Knowledge: Arcane +8, Knowledge: The Planes +8, Search +5, Spellcraft +8; Combat Casting, Scribe Scroll, Toughness.

Wizard Spells per Day: (4/3). Save DC 13 + spell level

Spell Book: (all/9). **Lvl 0** – all; **Lvl 1** – Cause Fear, Charm Person, Feather Fall, Identify, Mage's Armor, Magic Missile, Magic Weapon, Protection from Evil, Sleep

Equipment: quarterstaff, silver dagger, light crossbow, spell book, scroll case, spell component pouch, scrolls of *dispel magic*, *fly*, *invisibility*, *web*; wand of *burning hands* (20 charges), potion of *cure light wounds*.

Elven Wizard(Diviner): Lore mage

CR 2; Medium-sized humanoid (grey elf); HD 2d4 plus 5; hp 11; Init +3; Spd 30ft [9m]; AC 13 (touch 13, flat footed 10); Atk +0 melee (1d6- 1, 18-20/x2, elven lightsword) or +0 melee (1d4- 1, 19-20/x2, silver dagger), +4 ranged (1d8- 1, 20/x3, longbow, 90ft [30m]) or +4 ranged (1d4- 1, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, summon familiar; AL NG; SV Fort +1, Ref +3, Will +4; Str 8, Dex 16, Con 13, Int 18, Wis 12, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Concentration +6, Knowledge: Arcane +9, Knowledge: History +9, Knowledge: Geography +7, Scry +6, Search +6, Spellcraft +9; Scribe Scroll, Toughness.

Diviner Spells per Day: (4+d/3+d). Save DC 13 + spell level. Forbidden school: Necromancy

Spell Book: (all/10). **Lvl 0** – all; **Lvl 1** – Charm Person, Comprehend Languages*, Endure Elements, Feather Fall*, Identify*, Mage's Armor, Magic Missile, Magic Weapon, Protection from Evil, Sleep.

Equipment: elven lightsword, silver dagger, longbow, 20 arrows, spell book, scroll case, spell component pouch, scrolls of *dispel magic*, *fly*, *invisibility*, *glitterdust*; wand of *color spray* (20 charges), potion of *cure light wounds*.

Elven Transmuter/Fighter: Fighter/mage

Ftr1/Tra1; CR 2; Medium-sized humanoid (elf); HD 1d10 plus 1d4 plus 2; hp 14; Init +3; Spd 30ft [9m]; AC 13 (touch 13, flat footed 10); Atk +5 melee (1d6+1, 18-20/x2, mw elven lightsword) or +4 ranged (1d8, 20/x3, longbow, 90ft [30m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, summon familiar; AL NG; SV Fort +3, Ref +3, Will +2; Str 12, Dex 16, Con 13, Int 16, Wis 10, Cha 10. Height 6 ft. [180 cm]

Skills and Feats: Concentration +6, Move Silently +5, Spellcraft +7, Spot +4, Tumble +5; Combat Casting, Scribe Scroll, Weapon Finesse (Elven lightsword).

Transmuter Spells per Day: (3+d/2+d). Save DC 13 + spell level. Forbidden schools: Divination, Necromancy, Enchantment.

Spell Book: (all/6). **Lvl 0** – all; **Lvl 1** – Color Spray, Endure Elements, Mage's Armor, Magic Weapon*, Shield.

Equipment: masterwork elven lightsword, longbow, 20 arrows, spell book, scroll case, spell component pouch, scrolls of *fly*, *invisibility*, *cat's grace* (x2); wand of *color spray* (20 charges), two potions of *cure light wounds*.

Gnome Illusionist

CR 2; Small humanoid (gnome); HD 2d4 plus 6; hp 12; Init +3; Spd 30ft [9m]; AC 14 (touch 14, flat footed 11); Atk +1 melee (1d4, 19-20/x2, silver dagger), +4 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +4 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; AL CG; SV Fort +3, Ref +3, Will +2; Str 10, Dex 16, Con 16, Int 16, Wis 8, Cha 10. Height 3 ft. 4 in. [100 cm]

Skills and Feats: Alchemy +10, Concentration +8, Knowledge: Arcane +8, Search +5, Spellcraft +8; Spell Focus (Illusion), Scribe Scroll.

Illusionist Spells per Day: (4+d/3+d). Save DC 13 + spell level (DC 15 for illusion spells). Banned school: Enchantment.

Spell Book: (all/9). **Lvl 0** – all; **Lvl 1** – Cause Fear, Color Spray, Comprehend Languages, Mage's Armor, Magic Missile, Obscuring Mist, Protection from Evil, Silent Image, Ventriloquism.

Equipment: silver dagger, light crossbow, spell book, scroll case, spell component pouch, scrolls of *dispel magic*, *fly*, *invisibility*, *web*; wand of *color spray* (20 charges), potion of *cure light wounds*.

Fourth Level Characters

Barbarian

Human Barbarian: Axe Wielder

CR 4; Medium-sized humanoid (human); HD 4d12 plus 12; hp 43; Init +2; Spd 40ft [12m]; AC 16 (touch 12, flat footed 16); Atk +9 melee (1d12+5, 20/x3, *great axe +1*), or +6 ranged (1d6+3, throwing axe, 10ft [3m]) or +6 ranged (1d8+3, 20/x3, mighty[+3] comp. longbow, 110 ft [33m]); SQ: fast movement, rage 3/day for 8 rounds, uncanny dodge (Dex bonus to AC), literacy; AL CG; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10. Height 6 ft. 5 in. [192.5 cm]
Skills and Feats: Climb +10, Direction Sense +6, Jump +10, Listen +8, Wilderness Lore +8; Extra Rage, Track, Weapon Focus (Great axe).

Stats while raging: +8hp, AC 14, Atk +11 melee (1d12+6, great axe) or +6 ranged (1d6+5, throwing axe).

Equipment: *great axe +1*, 2 throwing axes, masterwork mighty[+3] composite longbow, 20 arrows, *studded leather armor +1*, 2 potions of *cure moderate wounds*, potion of *bull's strength*

Bard

Elven Bard: Artist

CR 4; Medium-sized humanoid (elf); HD 4d6 plus 4; hp 20; Init +3; Spd 30ft [9m]; AC 16 (touch 13, flat footed 13); Atk +4 melee (1d6+1, 18-20/x2, *elven lightsword +1*) or +7 ranged (1d8, 20/x3, mw longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, Bardic music, Bardic knowledge +6; AL CG; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 17.
Skills and Feats: Bluff +9, Concentration +8, Diplomacy +14, Knowledge: Arts and Literature +11, Listen +6, Perform +12 (+14 with lute), Sense Motive +6, Speak Languages (3), Spellcraft +9, Spell Focus (Enchantment), Talented (Perform & Knowledge: Arts and Literature)

Bard Spells per Day: (3/3/1). DC 13 + spell level; DC 15 + spell level for Enchantment spells (marked with *). 10% spell failure except for spells with no somatic components (marked with †)

Bard Spells Known: (6/3/2): **Lvl 0** – Daze*, Detect Magic, Light†, Presdigation, Read Magic; **Lvl 1** – Charm Person*, Sleep*, Protection from Evil; **Lvl 2** – Enthrall*, Invisibility.

Equipment: *elven lightsword +1*, masterwork longbow, 30 arrows, *leather armor +1*, masterwork lute, wand of *cure light wounds* (25 charges)

Cleric

Human Cleric: Crusader (Strength and Law)

CR 4; Medium-sized humanoid (human); HD 4d8 plus 12; hp 33; Init +0; Spd 20ft [6m]; AC 20 (touch 10, flat footed 20); Atk +6 melee (1d8+3, *heavy mace +1*) or +4 ranged (2d6+1, 20/x3, mw heavy crossbow w/ *bolts +1*, 120 ft [36m]); SQ: turn undead 4/day; AL LG; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12. Height 6 ft. 5 in. [192.5 cm]

Skills and Feats: Concentration +10, Knowledge (Religion) +5, Ride +1, Spellcraft +7; Combat Casting, Extend Spell, Scribe Scroll.

Cleric Spells per Day: (4/4+d/3+d). Save DC 13 + spell level.

Domains: Strength: 1/day can have an enhancement bonus to Str equal to his level for one round; Law: cast [Law] spells at caster level +1.

Equipment: *heavy mace +1*, masterwork heavy crossbow, 10 *bolts +1*, 10 bolts, masterwork full plate, large metal shield, holy water (2 flasks), wand of *cure light wounds* (25 charges), heavy war horse, military saddle

Human Cleric: Healer (Sun and Healing)

CR 4; Medium-sized humanoid (human); HD 4d8 plus 8; hp 29; Init +0; Spd 20ft [6m]; AC 21 (touch 10, flat footed 21); Atk +5 melee (1d8+1, mw heavy mace) or +3 ranged (1d8, 19-20/x2, light crossbow, 80 ft [24m]); SQ: turn undead 5/day; AL NG; SV Fort +6, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 14. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +8, Diplomacy +3, Healing +10, Knowledge (Religion) +7, Spellcraft +7. Brew Potion, Combat Casting, Scribe Scroll

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Healing: cast [Healing] spells at caster level +1.

Equipment: masterwork heavy mace, heavy crossbow, 20 bolts, *full plate +1*, masterwork metal shield, holy water (5 flasks), healer's kit, wand of *cure light wounds*, 3 scrolls of *lesser restoration*.

Dwarven Cleric: Holy Fighter (War and Dwarf)

CR 4; Medium-sized humanoid (human); HD 4d8 plus 12; hp 33; Init +0; Spd 15ft [4.5m]; AC 20 (touch 10, flat footed 20); Atk +8 melee (1d8+4, 20/x3, *warhammer +1*) or +4 ranged (2d6, 20/x3, mw heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonemasonry, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL LG; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 10, Wis 16, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +8, Knowledge (Religion) +3, Spellcraft +4. Combat Casting, Extend Spell, Great Fortitude, Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: War: proficiency and Weapon Focus in the deity's favoured weapon; Dwarf: free Great Fortitude feat.

Equipment: warhammer +1, masterwork heavy crossbow, 20 bolts, masterwork full plate, masterwork large metal shield, holy water (3 flasks), wand of *cure light wounds* (25 charges), 3 scrolls of *bull's strength*.

Dwarven Cleric: The Forger (Craft and Metal)

CR 4; Medium-sized humanoid (human); HD 4d8 plus 12; hp 33; Init +0; Spd 15ft [4.5m]; AC 18 (touch 10, flat footed 18); Atk +6 melee (1d8+3, 20/x3, warhammer +1) or +3 ranged (2d6, 20/x3, heavy crossbow, 120 ft [36m]); SQ: darkvision 60ft [18m], stonecunning, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL LG; SV Fort +7, Ref +1, Will +7; Str 12, Dex 10, Con 16, Int 14, Wis 17, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +10, Craft: Armor +11, Craft: Weapons +15, Knowledge: Architecture and Engineering +5, Spellcraft +9; Extend Spell, Scribe Scroll, Skill Focus (Craft: Weapons), Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer).

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: Metal: proficiency and Weapon Focus in one hammer; Craft: bonus Skill Focus (any one Craft), cast [Creation] spells at caster level +1.

Equipment: masterwork warhammer, heavy crossbow, 20 bolts, masterwork breastplate, masterwork large metal shield, holy water (3 flasks), masterwork smith tools.

Equipment: warhammer +1, heavy crossbow, 20 bolts, breastplate +1, masterwork large metal shield, holy water (3 flasks), masterwork smith tools, scroll of *stone shape* (lvl 3)

Dwarven Cleric: The Protector (Earth and Protection)

CR 4; Medium-sized humanoid (human); HD 4d8 plus 12; hp 33; Init +0; Spd 15ft [4.5m]; AC 19 (touch 10, flat footed 19); Atk +6 melee (1d8+3, heavy mace +1) or +4 ranged (2d6+1, 20/x3, heavy crossbow w/ bolts +1, 120 ft [36m]); SQ: darkvision 60ft [18m], stonecunning, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), turn undead 3/day; AL NG; SV Fort +7, Ref +1, Will +7; Str 14, Dex 10, Con 16, Int 12, Wis 17, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Concentration +10, Healing +7, Knowledge: Religion +6, Spellcraft +8; Scribe Scroll, Brew Potion.

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: Protection: 1/day grant to the creature touched a resistance bonus equal to your level for its next saving throw; it lasts one hour; Earth: turn/destroy air creatures, or rebuke/command earth ones 3 + cha modif/day.

Equipment: heavy mace +1, heavy crossbow, 20 bolts, banded mail +1, large metal shield, holy water (5 flasks), healer's kit.

Elven Cleric: Healer (Sun and Renewal)

CR 4; Medium-sized humanoid (elf); HD 4d8 plus 8; hp 29; Init +1; Spd 30ft [9m]; AC 18 (touch 11, flat footed 18); Atk +5 melee (1d6+1, 18-20/x2, mw elven lightsword) or +3 ranged (1d8+1, 20/x3, mw mighty[+1] composite longbow, 110 ft [33m]); SQ: : low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 4/day; AL NG; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 12. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +9, Healing +7, Knowledge: Religion +2, Spellcraft +7; Scribe Scroll, Brew Potion.

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: Sun: 1/day make a superior turning (all turned undead are destroyed); Renewal: if you fall below 0 hp you immediately regain 1d8+cha modif. hp. This is a supernatural ability that works only once a day. If you fall below -10 or less you die before this power takes effect.

Equipment: masterwork elven lightsword, masterwork mighty[+1] composite longbow, 20 arrows, chain shirt +1, large metal shield, holy water (3 flasks), healer's kit, wand of *cure light wounds*, 2 scrolls of *lesser restoration*, 4 scrolls of *protection from evil* (cl 4), 3 antitoxin, cloak of resistance +1.

Elven Cleric: Hunter (Elf and Animal)

CR 4; Medium-sized humanoid (elf); HD 4d8 plus 8; hp 29; Init +2; Spd 30ft [9m]; AC 17 (touch 12, flat footed 15); Atk +4 melee (1d6+1, 18-20/x2, elven lightsword), +7 or +5/+5 ranged (1d8+1, 20/x3, mighty[+1] composite longbow, 110 ft [33m]); SQ: : low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, turn undead 3/day; AL NG; SV Fort +6, Ref +3, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 10. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Concentration +8, Knowledge: Nature +4, Spellcraft +4; Point Blank Shot, Rapid Shot.

Cleric Spells per Day: (5/4+d/3+d). Save DC 13 + spell level.

Domains: Animal: animal friendship 1/day, Knowledge: Nature is a class skill; Elf: free Point Blank Shot feat.

Equipment: elven lightsword, masterwork mighty[+1] composite longbow, 30 masterwork arrows, masterwork chain shirt, buckler, holy water (2 flasks).

Druid

Elven Druid: Nature's Chosen

CR 4; Medium-sized humanoid (elf); HD 4d8 plus 8; hp 29; Init +2; Spd 30ft [9m]; AC 15 (touch 13, flat footed 12); Atk +5 melee (2d4+1, 18-20/x2, mw falchion) or +6 ranged (1d8, 20/x3, mw longbow, 100ft [30m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons, nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL NG; SV Fort +7, Ref +4, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +10, Concentration +11, Knowledge: Nature +3, Spellcraft +5, Wilderness Lore +11; Talented (Animal Empathy & Wilderness Lore), Craft Wondrous Item

Druid Spells per Day: (5/4/3). DC 13 + spell level.

Equipment: +1 leather armor, masterwork falchion, masterwork longbow, 30 arrows, quiver, holly and mistletoe, wand of *cure light wounds* (25 charges), *cloak of elvenkind and resistance +1*, 2 scrolls of *call lightning*.

Animal Companions: Hawk, Dire Badger

Human Druid: Wolf Brother

CR 4; Medium-sized humanoid (human); HD 4d8 plus 8; hp 29; Init +2; Spd 30ft [9m]; AC 15 (touch 13, flat footed 12); Atk +5 melee (1d6+2, mw sickle) or +5 ranged (1d8, 20/x3, longbow, 100ft [30m]); SQ: nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +6, Ref +3, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Animal Empathy +8, Concentration +9, Move Silently +5, Spellcraft +7, Wilderness Lore +10; Combat Casting, Track, Scribe Scroll

Druid Spells per Day: (5/4/3). DC 13 + spell level.

Equipment: +1 leather armor, masterwork sickle, longbow, 30 arrows, quiver, holly and mistletoe, scroll of *bull's strength* (x2), *greater magic fang* x2, wand of *cure light wounds* (50 charges), *eyes of the eagle*.

Animal Companions: 2 Wolves

Fighter

Human Fighter: The Knight

CR 4; Medium-sized humanoid (human); HD 4d10 plus 12; hp 38; Init +2; Spd 30ft [9m]; AC 21 (touch 11, flat footed 20); Atk +9 melee (1d8+5, 19-20/x2, longsword) or +8 melee (1d8+3, 20/x3, heavy horse lance, 10ft [3m]), +6 ranged (1d6+3, javelin, 30 ft [9m]); AL LG; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 10. Height 6 ft. 4 in. [190 cm]

Skills and Feats: Diplomacy +5, Handle Animal +6, Knowledge: Nobility +3, Ride +11; Cross Class Learning (Knowledge: Nobility & Diplomacy), Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: masterwork longsword, masterwork heavy horse lance, 5 javelins, masterwork full plate, large metal shield.

Mount: heavy war horse, military saddle, bit and bridle, studded leather barding (AC +3).

Human Fighter: Two Hander

CR 4; Medium-sized humanoid (human); HD 4d10 plus 12; hp 38; Init +6; Spd 30ft [9m]; AC 16 (touch 12, flat footed 14); Atk +9 melee (2d6+4, 19-20/x2, mw. greatsword) or +6 ranged (1d8+3, 20/x3, mighty[+3] comp. longbow, 110 ft [33m]); AL NG; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 12. Height 6 ft. 3 in. [187.5 cm]

Skills and Feats: Jump +8, Ride +9, Swim +10 (+0 with equip); Cleave, Dodge, Greater Cleave, Improved Initiative, Power Attack, Weapon Focus (Greatsword)

Equipment: masterwork greatsword, mighty[+3] composite longbow, 30 arrows, chain shirt, 2 potions of *cure light wounds*

Human Fighter: Gladiator

CR 4; Medium-sized humanoid (human); HD 4d10 plus 8; hp 34; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +7 melee (2d4+5, spiked chain, 10ft [3m]) or +6 melee (1d6+2, armor spikes) or +3 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]); AL NG; SV Fort +6, Ref +4, Will +1; Str 15, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Bluff +3, Climb +8, Jump +8, Ride +9, Tumble +5; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Expertise, Improved Disarm, Improved Trip, Weapon Specialization (Spiked Chain).

Equipment: masterwork spiked chain, mighty[+2] composite longbow, 20 arrows, masterwork spiked chain shirt, potion of *cure light wounds*

Human Fighter: Staff Master

CR 4; Medium-sized humanoid (human); HD 2d10 plus 4; hp 19; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 14); Atk +7 melee (1d6+5, mw quarterstaff) or +5/+5 melee (1d6+4 / 1d6+3, mw quarterstaff) or +5 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]) or +7 ranged (1d4+2, 19-20/x2, dagger, 10ft [3m]); AL NG; SV Fort +5, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 6 ft. 1 in. [182.5 cm]

Skills and Feats: Hide +6, Jump +9, Move Silently +6, Swim +9, Tumble +6; Dodge, Double Weapon Fighting (Quarterstaff), Expertise, Mobility, Weapon Focus (Quarterstaff), Weapon Specialization (Quarterstaff)

Equipment: quarterstaff, cloak, masterwork studded leather armor, dagger, mighty[+2] composite longbow, 20 arrows.

Dwarven Fighter: Axe Wielder

CR 4; Medium-sized humanoid (dwarf); HD 4d10 plus 16; hp 42; Init +1; Spd 15ft [4.5m]; AC 18 (touch 11, flat footed 19); Atk +9 melee (1d10+5, 20/x3, mw dwarven waraxe) or +7 ranged (2d6, 20/x3, mw heavy crossbow, 120ft [36m]); SQ: darkvision 60ft [18m], stonecunning, +2 to sv against poison and magic, +1 to hit orcs and goblinoids, +4 dodge against giants, +2 craft and appraise (metal or stone), AL NG; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 12, Wis 12, Cha 8. Height 4 ft. 4 in. [130 cm]

Skills and Feats: Appraise +4, Climb +3 (+5 without shield), Craft: Forge Weapons +10 (racial bonus included); Cleave, Exotic Weapon Proficiency (Dwarven Waraxe), Power Attack, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

Equipment: masterwork dwarven waraxe, masterwork heavy crossbow, 20 masterwork bolts, masterwork breastplate, large metal shield

Elven Fighter: Finesse

CR 4; Medium-sized humanoid (elf); HD 4d10 plus 8; hp 34; Init +4; Spd 30ft [9m]; AC 18 (touch 14, flat footed 14); Atk +10 melee (1d6+2, 18-20/x2, mw elven lightsword) or +9 ranged (1d8+2, 20/x3, mw mighty[+2] comp longbow, 110ft [33m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +6, Ref +5, Will +1; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]

Skills and Feats: Jump +7, Move Silently +6, Tumble +6; Dodge, Mobility, Spring Attack, Weapon Finesse (Elven lightsword), Weapon Focus (Elven lightsword).

Equipment: masterwork elven lightsword, masterwork mighty[+2] composite longbow, 30 masterwork arrows, masterwork studded leather armor, masterwork buckler, 2 potions of *cure light wounds*.

Elven Fighter: Archer

CR 4; Medium-sized humanoid (elf); HD 4d10 plus 8; hp 34; Init +4; Spd 30ft [9m]; AC 18 (touch 14, flat footed 14); Atk +6 melee (1d6+2, 18-20/x2, elven lightsword), +11 or +9/+9 ranged (1d8+4, 20/x3, mighty[+2] comp longbow, 110ft [33m]); SQ: low light vision, immunity to sleep, +2 to sv against enchantment, +2 listen, spot and search, automatic search secret doors, racial weapons. AL NG; SV Fort +6, Ref +5, Will +0; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 10. Height 5ft. 6in. [165m]

Skills and Feats: Craft: Bowyer/fletcher +8, Hide +7, Move Silently +6, Spot +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow).

Equipment: elven lightsword, masterwork mighty[+2] composite longbow, 50 masterwork arrows, studded leather armor, masterwork buckler

Paladin

Human Paladin: Classical

CR 4; Medium-sized humanoid (human); HD 4d10 plus 8; hp 34; Init +0; Spd 20ft [6m] (40ft [12m] on horseback); AC 20 (touch 10, flat footed 20); Atk +8 melee (1d8+2, 19-20/x2, mw longsword) or +7 melee (1d8+2, 20/x3, mw heavy horse lance 10ft [3m]) or +4 ranged (1d8+2, 20/x3, mighty[+2] comp. longbow, 110 ft [33m]) or +4 ranged (1d6+2, javelin, 30ft [9m]); SQ: *detect evil*, *lay on hands* (12hp), divine grace (cha bonus to sv), divine health (immune to disease), smite evil (+3 hit/+4 dam), aura of courage (fear immunity, +4 to sv against fear 10 ft [3m] radius), *remove disease* 1/week, turn undead 6/day; AL LG; SV Fort +7, Ref +3, Will +4; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 16. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Concentration +4, Diplomacy +10, Handle Animal +8, Heal +3, Ride +9; Mounted Combat, Weapon Focus (Longsword)

Paladin Spells per Day: (1). Save DC 11 + spell level.

Equipment: longsword, heavy horse lance, mighty[+2] composite longbow, 20 arrows, six javelins, masterwork full plate armor, masterwork large metal shield, healer's kit.

Mount: heavy war horse, military saddle, bit and bridle, studded leather barding (AC +3).

Ranger

Human Ranger: Northern (Aragorn)

CR 4; Medium-sized humanoid (human); HD 4d10 plus 8; hp 34; Init +2; Spd 40ft [12m]; AC 17 (touch 13, flat footed 14); Atk +6 melee (1d8+2, 19-20/x2, mw longsword), or +4 melee (1d8+2, 19-20/x2, mw longsword) and +4 melee (1d6+1, 19-20/x2, mw short sword), or +9 ranged (1d8+2, 20/x3, mw mighty[+2] comp. longbow, 110 ft [33m]); SQ: favoured enemy (goblinoids, +1), fast movement; AL CG; SV Fort +6, Ref +3, Will +2; Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 12. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Animal Empathy +5, Climb +7, Heal +5, Move Silently +8, Spot +8, Wilderness Lore +8; Track, Ambidexterity and Two Weapon Fighting (virtual), Dodge, Mobility, Quickdraw.

Ranger Spells per Day: (1) Save DC 11 + spell level.

Equipment: masterwork longsword, masterwork short sword, masterwork mighty[+2] composite longbow, 30 masterwork arrows, masterwork chain shirt

Half-Elven Ranger

CR 4; Medium-sized humanoid (half-elf); HD 4d10 plus 12; hp 38; Init +3; Spd 40ft [12m]; AC 16 (touch 13, flat footed 13); Atk +8 or +6/+6 melee (1d6+2 or 1d6+2/1d6+1, 19-20/x2, short sword) or +9 ranged (1d8+2, 20/x3, mighty[+2] comp.

longbow, 110 ft [33m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, favoured enemy (goblinoids, +1), fast movement; AL CG; SV Fort +7, Ref +4, Will +1; Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 10. Height 6 ft. 2 in. [185 cm]

Skills and Feats: Animal Empathy +7, Concentration +7, Hide +9, Move Silently +9, Spot +9, Wilderness Lore +8; Track, Ambidexterity and Two Weapon Fighting (virtual), Point Blank Shot, Weapon Finesse (short sword).

Ranger Spells per Day: (1) Save DC 11 + spell level.

Equipment: 2 masterwork short swords, masterwork mighty[+2] composite longbow, 30 masterwork arrows, masterwork studded leather armor.

Elven Ranger: Archer

CR 4; Medium-sized humanoid (elf); HD 4d10 plus 8; hp 34; Init +3; Spd 40ft [12m]; AC 17 (touch 13, flat footed 14); Atk +7 (1d6+2, 18-20/x2, mw elven lightsword), +9 or +7/+7 ranged (1d8+2, 20/x3, mw mighty[+2] comp. longbow, 220 ft [66m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, favored enemy (magical beasts, +1), fast movement; AL CG; SV Fort +6, Ref +4, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 10. Height 5 ft. 8 in. [170 cm]

Skills and Feats: Concentration +5, Heal +6, Hide +9, Knowledge (Nature) +6, Move Silently +9, Spot +10, Wilderness Lore +9; Track, Point Blank Shot and Far Shot (virtual), Precise Shot, Rapid Shot.

Ranger Spells per Day: (1) Save DC 12 + spell level.

Equipment: masterwork elven lightsword, masterwork mighty[+2] composite longbow, 40 masterwork arrows, masterwork studded leather armor, masterwork buckler, healer's kit.

Rogues

Human Rogue: Social

CR 4; Medium-sized humanoid (human); HD 4d6 plus 8; hp 24; Init +3; Spd 30ft [9m]; AC 17 (touch 13, flat footed 17); Atk +7 melee (1d6+1, 18-20/x2, mw rapier) or +4 melee (1d4+1, 19-20/x2, dagger) or +7 ranged (1d6, 19-20/x2, hand crossbow, 30ft [9m]); SQ: Sneak attack +2d6, evasion, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +3, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 14. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +15, Disguise +9, Forgery +5, Gather Information +9, Listen +8, Move Silently +6, Open Locks +7, Search +8, Sense Motive +8, Spot +8; Talented (Bluff & Diplomacy), Quickdraw, Weapon Finesse (Rapier).

Equipment: masterwork rapier, masterwork chain shirt, dagger, masterwork hand crossbow, masterwork thieves' tools.

Gnome Rogue: Tech

CR 4; Small humanoid (gnome); HD 4d6 plus 12; hp 28; Init +7; Spd 20ft [6m]; AC 17 (touch 14, flat footed 17); Atk +5 melee (1d4+1, 19-20/x2, mw dagger) or +8 ranged (1d6, 19-20/x2, mw hand crossbow, 30ft [9m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; Sneak attack +2d6, evasion, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +4, Ref +7, Will +1; Str 12, Dex 16, Con 16, Int 15, Wis 10, Cha 10. Height 5 ft. 9 in. [172.5 cm]

Skills and Feats: Climb +5, Craft: Traps +5, Disable Device +13, Escape Artist +10, Forgery +10, Hide +11, Listen +5, Move Silently +10, Open Locks +14, Search +9, Spot +7, Tumble +11. Talented (Open Locks & Disable Device), Improved Initiative

Equipment: masterwork studded leather, masterwork dagger, masterwork hand crossbow, 30 masterwork bolts, masterwork thieves' tools, belt pouch, acid (3 flasks), thunderstone.

Halfling Rogue: Stealth

CR 4; Small humanoid (halfling); HD 4d6 plus 8; hp 24; Init +4 Spd 20ft [6m]; AC 18 (touch 15, flat footed 14); Atk +6 melee (1d6+1, 19-20/x2, mw short sword) or +9 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: +2 Climb, Jump, and Move Silently, +1 on all saves, +2 morale on sv against fear, +1 attack with thrown weapons, +2 Listen, Sneak attack +1d6; AL CG; SV Fort +4, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +10, Disable Device +11, Escape Artist +11, Hide +15, Listen +9, Move Silently +13, Open Locks +13, Search +9, Spot +7, Tumble +11; Point Blank Shot, Rapid Shot.

Equipment: masterwork studded leather, three daggers, masterwork short sword, masterwork thieves' tools.

Half-Elven Rogue/Diviner: Magical Outcast

Rog3/Div1; CR 4; Medium-sized humanoid (half-elf); HD 3d6 plus 1d4 plus 8; hp 23; Init +3; Spd 30ft [9m]; AC 15 (touch 12, flat footed 12); Atk +4 melee (1d6+1, 19-20/x2, mw short sword) or +4 ranged (1d4+1, 19-20/x2, dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, Sneak attack +2d6, evasion, uncanny dodge (Dex bonus to AC), summon familiar; AL CG; SV Fort +3, Ref +9, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Decipher Script +8, Disguise +8, Hide +9, Knowledge: Arcane +7, Listen +7, Move Silently +9, Search +9, Spellcraft +10, Spot +7, Use Magic Device +10; Talented (Spellcraft & Use Magic Device), Lightning Reflexes, Scribe Scroll.

Diviner Spells per Day: (3/2+d). Save DC 12 + spell level. Forbidden school: Necromancy. Spell failure 10% except for spells without somatic (S) component.

Spell Book: (all/6): **Lvl 0** – all; **Lvl 1** – Comprehend Languages*, Change Self, Detect Secret Doors*, [Nystul's] Undetectable Aura, Shield, Sleep.

Equipment: leather armor, three daggers, masterwork short sword

Sorcerer

Human Sorcerer: Generic

CR 4; Medium-sized humanoid (human); HD 4d4 plus 11; hp 22; Init +2; Spd 30ft [9m]; AC 13 (touch 12, flat footed 11); Atk +4 melee (1d8, 20/x3, mw short spear) or +3 melee (1d4, 19-20/x2, silver dagger), +7 ranged (1d8+1, 19-20/x2, mw light crossbow w/ +1 bolts, 80ft [24m]) or +5 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 17. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +9, Concentration +9, Diplomacy +6, Knowledge: Arcane +6, Knowledge: The Planes +6, Spellcraft +9; Combat Casting, Scribe Scroll, Toughness.

Sorcerer Spells per Day: (6/7/4). Save DC 13 + spell level

Sorcerer Spells Known: (6/3/1). **Lvl 0** – Daze, Detect Magic, Light, Presdigation, Ray of Frost, Read Magic; **Lvl 1** – Magic Missile, Shield, Sleep; **Lvl 2** – Melf's Acid Arrow.

Equipment: masterwork short spear, silver dagger, masterwork light crossbow, 10 +1 bolts, scroll case, spell component pouch, wand of magic missile (50 charges), scrolls of fly, fireball, haste, invisibility, 3 potions of cure light wounds, cloak of resistance +1, bracers of armor +1

Half-Elven Sorcerer: Air Sorcerer

CR 4; Medium-sized humanoid (half-elf); HD 4d4 plus 11; hp 22; Init +2; Spd 30ft [9m]; AC 13 (touch 13, flat footed 11); Atk +2 melee (1d8, 20/x3, short spear) or +3 melee (1d4, 19-20/x2, mw silver dagger), +5 ranged (1d8, 19-20/x2, mw light crossbow, 80ft [24m]) or +5 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, +1 listen, search and spot, elven blood, summon familiar; AL CG; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 17. Height 5 ft. 10 in. [175 cm]

Skills and Feats: Concentration +9, Diplomacy +5, Knowledge: Arcane +8, Knowledge: The Planes +7, Perform (Ocarina) +4, Speak Language (Auran, Ignan), Spellcraft +9; Craft Wondrous Item, Toughness.

Sorcerer Spells per Day: (6/7/4). Save DC 13 + spell level

Sorcerer Spells Known: (6/3/1). **Lvl 0** – Detect Magic, Flare, Ghost Sound, Presdigation, Read Magic, Ray of Frost; **Lvl 1** – Color Spray, Feather Fall; **Lvl 2** – Glitterdust

Equipment: short spear, masterwork silver dagger, masterwork light crossbow, spell component pouch, wand of magic missile (50 charges), scrolls of magic weapon (x2, Cl 2), fly (x2), lightning bolt, invisibility, cat's grace, potions of cure light wounds (x3), love, cloak of protection +1 (+1 deflection bonus to AC), magical ocarina (like a pipe of sounding, but once a day can be used to conjure a wind wall that lasts as long as the ocarina is played)

Wizard

Human Wizard: Power mage

CR 4; Medium-sized humanoid (human); HD 4d4 plus 11; hp 22; Init +2; Spd 30ft [9m]; AC 13 (touch 12, flat footed 11); Atk +2 melee (1d6, quarterstaff) or +2 melee (1d4, 19-20/x2, silver dagger), +4 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +4 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: summon familiar; AL NG; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 17, Wis 14, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Alchemy +10, Concentration +9, Knowledge: Arcane +10, Knowledge: The Planes +10, Search +6, Spellcraft +10; Craft Wondrous Item, Combat Casting, Scribe Scroll, Toughness.

Equipment: quarterstaff, silver dagger, light crossbow, spell book, scroll case, spell component pouch, scrolls of dispel magic (x2), invisibility, fly, fireball (x2), mage's armor (x2), read magic (x2), detect magic (x2); wand of magic missile (30 charges), potion of cure light wounds (x3), cloak of resistance +1, bracers of armor +1

Wizard Spells per Day: (4/4/3). Save DC 13 + spell level

Spell Book: (all/9/6). **Lvl 0** – all; **Lvl 1** – Cause Fear, Charm Person, Feather Fall, Identify, Mage's Armor, Magic Missile, Magic Weapon, Protection from Evil, Sleep; **Lvl 2** – Alter Self, Blindness/deafness, Cat's Grace, Invisibility, [Melf's] Acid Arrow, Web

Elven Wizard(Diviner): Lore mage

CR 4; Medium-sized humanoid (elf); HD 4d4 plus 11; hp 22; Init +3; Spd 30ft [9m]; AC 13 (touch 13, flat footed 10); Atk +1 melee (1d6-1, 18-20/x2, elven lightsword) or +1 melee (1d4-1, 19-20/x2, silver dagger), +5 ranged (1d8-1, 20/x3, longbow, 90ft [30m]) or +5 ranged (1d4-1, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, summon familiar; AL NG; SV Fort +3, Ref +4, Will +5; Str 8, Dex 16, Con 14, Int 18, Wis 12, Cha 10. Height 5 ft. 11 in. [177.5 cm]

Skills and Feats: Concentration +8, Knowledge: Arcane +11, Knowledge: History +11, Knowledge: Geography +8, Scry +7, Search +7, Spellcraft +11; Scribe Scroll, Toughness.

Diviner Spells per Day: (4+d/4+d/3+d). Save DC 13 + spell level. Forbidden school: Necromancy

Spell Book: (all/10/6) **Lvl 0** – all; **Lvl 1** – Charm Person, Comprehend Languages*, Endure Elements, Feather Fall, Identify*, Mage's Armor, Magic Missile, Magic Weapon, Protection from Evil, Sleep; **Lvl 2** – Alter Self, Cat's grace, Detect Thoughts*, Glitterdust, Invisibility, Melf's Acid Arrow.

Equipment: elven lightsword, silver dagger, longbow, 20 arrows, spell book, scroll case, spell component pouch, scrolls of *dispel magic* (x2), *invisibility*, *fly*, *fireball* (x2), *mage's armor* (x2), *read magic* (x2), *detect magic* (x2); wand of *magic missile* (30 charges), potion of *cure light wounds* (x3), *cloak of resistance +1*, *bracers of armor +1*.

Elven Transmuter/Fighter: Fighter/mage

Ftr1/Tra3; CR 2; Medium-sized humanoid (elf); HD 1d10 plus 3d4 plus 8; hp 25; Init +3; Spd 30ft [9m]; AC 13 (touch 13, flat footed 10); Atk +6 melee (1d6+1, 18-20/x2, mw elven lightsword) or +5 ranged (1d8, 20/x3, longbow, 90ft [30m]); SQ: low-light vision, immunity to sleep, +2 to saves against enchantments, auto search secret doors, +2 listen, spot and search, racial weapons, summon familiar; AL NG; SV Fort +5, Ref +4, Will +3; Str 12, Dex 16, Con 14, Int 16, Wis 10, Cha 10. Height 6 ft. [180 cm]

Skills and Feats: Concentration +9, Move Silently +5, Spellcraft +8, Spot +4, Tumble +6; Combat Casting, Extend Spell, Scribe Scroll, Weapon Finesse (Elven lightsword).

Transmuter Spells per Day: (4+d/3+d/2+d). Save DC 13 + spell level. Forbidden schools: Divination, Necromancy, Enchantment.

Spell Book: (all/9/5). **Lvl 0** – all; **Lvl 1** – Color Spray, Endure Elements, Expeditious Retreat*, Feather Fall*, Mage's Armor, Magic Weapon*, Protection from Evil, Shield; **Lvl 2** – Blur, Bull's Strength, Cat's grace, Invisibility, Melf's Acid Arrow.

Equipment: masterwork elven lightsword, longbow, 20 arrows, spell book, scroll case, spell component pouch, scrolls of *fly*, *invisibility*, *lightning bolt* (x2), *cat's grace* (x2), *mage's armor* (x2), *read magic* (x2), *detect magic* (x2); wand of *magic missile* (30 charges), three potions of *cure light wounds*.

Gnome Illusionist

CR 4; Small humanoid (gnome); HD 4d4 plus 12; hp 23; Init +3; Spd 30ft [9m]; AC 14 (touch 14, flat footed 11); Atk +2 melee (1d4, 19-20/x2, silver dagger), +5 ranged (1d8, 19-20/x2, light crossbow, 80ft [24m]) or +5 ranged (1d4, 19-20/x2, silver dagger, 10ft [3m]); SQ: low-light vision, +2 bonus to sv against illusions, +1 to attack against kobolds and goblinoids, +4 dodge against giants, +2 to Listen and Alchemy, cantrips, speak with animals, summon familiar; AL CG; SV Fort +4, Ref +4, Will +3; Str 10, Dex 16, Con 16, Int 17, Wis 8, Cha 10. Height 3 ft. 4 in. [100 cm]

Skills and Feats: Alchemy +12, Concentration +10, Knowledge: Arcane +10, Search +6, Spellcraft +10; Still Spell, Spell Focus (Illusion), Scribe Scroll.

Illusionist Spells per Day: (4+d/4+d/3+d). Save DC 13 + spell level (DC 15 for illusion spells). Banned school: Enchantment.

Spell Book: (all/9/6) **Lvl 0** – all; **Lvl 1** – Cause Fear, Color Spray, Comprehend Languages, Mage's Armor, Magic Missile, Obscuring Mist, Protection from Evil, Silent Image, Ventriloquism; **Lvl 2** – Blur, Detect Thoughts, Invisibility, Knock, [Melf's] Acid Arrow, Mirror Image.

Equipment: silver dagger, light crossbow, spell book, scroll case, spell component pouch, scrolls of *dispel magic*, *fly*, *invisibility*, *web*; wand of *color spray* (20 charges), potion of *cure light wounds*.

Appendix A: Basic Equipment

The Adventurer's Backpack

Light

backpack with: 4 days of trail rations, waterskin, empty sack, sunrod

belt pouch with: dagger, flint and steel, 2x fishhook, 2x needle, 20ft wire, chalk.

Medium

backpack with: 7 days of trail rations, 2x waterskin, 2x empty sack, 2x sunrod, 50ft of silk rope.

2x **belt pouch** with: dagger, flint and steel, 2x fishhook, 2x needle, 20ft wire, chalk, signal whistle

Heavy

backpack with: 12 days of trail rations, 2x waterskin, 2x empty sack, 3x sunrod, 50ft of silk rope, 2x alchemist fire, hand axe or hammer, 10x piton, spare set of clothes.

2x **belt pouch** with: dagger, flint and steel, 2x fishhook, 2x needle, 20ft wire, 2x chalk, signal whistle, candle

The Scholar's Equipment

Scrolls

scroll case with: 10 clear scrolls

small box with: 2x black ink, red ink (minium), 3x ink pen, sealing wax, signet, candle

Books

tome with about 100 pages

small box with: 2x black ink, red ink (minium), 3x ink pen, sealing wax, signet, candle

Appendix B: Things to Do

Cleric

Undead hunter

Fighters

Weapon Master (longsword) (human)

Classical sword & shield (bastard sword) (human)

Rogues

Assassin (stealth) rogue (human)

Sorcerers

Battle Sorcerer (human)

Bards

General bard (half-elf) (roguish)

Druids

Neutral druid (strong neutral)

Last Edited

2 June 03, by Giovanni Petrucciani

Character Count: 31 1st level, 32 2nd level, 32 4th level characters.