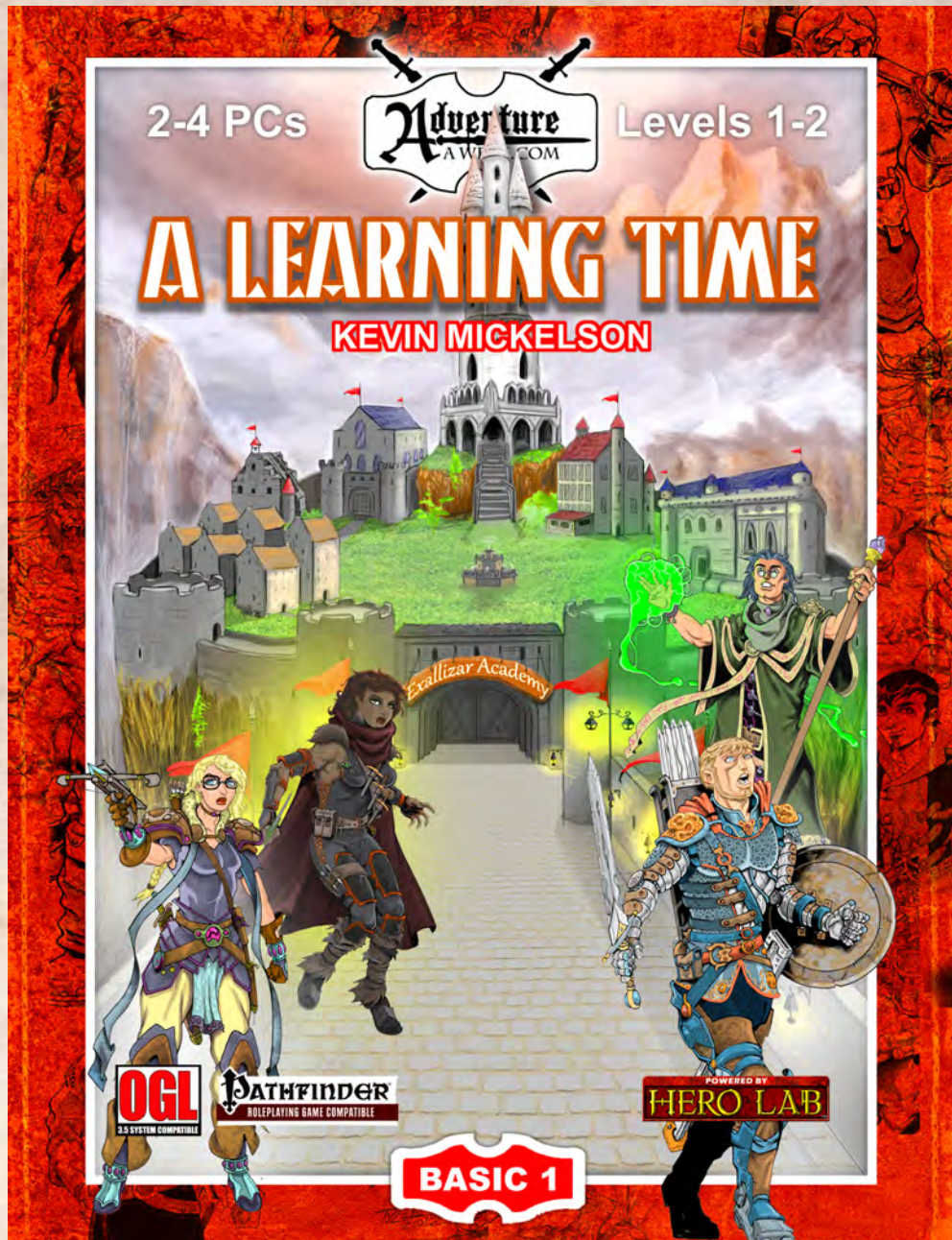


SUPPLEMENTAL MATERIAL



For those looking to take the iconics outside of the Basic series, we present here their stat-blocks as created under the Pathfinder Core Rules. Enjoy!

Ronius

NG Human Fighter 1

Init +2; **Senses** –; **Perception** +0

Defense

AC 19, touch 12, flat-footed 17 (+5 armor, +2 shield, +2 Dex)

hp 16 (1d10+3 plus Toughness)

Fort +5, **Ref** +2, **Will** +2

Offense

Speed 20 ft.

Melee longsword +6 (1d8+4/19-20)

Ranged javelin +3 (1d6+4)

Special Attack Power Attack

Statistics

Str 18, **Dex** 15, **Con** 17, **Int** 12, **Wis** 11,
Cha 12

Base Atk +1; **CMB** +5; **CMD** 17

Feats Power Attack, Toughness, Weapon

Focus (longsword)

Skills Climb +7, Knowledge
(dungeoneering) +4, Swim +7

Languages Common, Goblin

Equipment Adventurer's Kit, Alchemist's
Fire, Backpack, Belt Pouch, Crowbar, Javelin
(5), Lantern, Longsword, Oil (3), Ram, Portable, Rope
(3), Scale Mail, Shield, Heavy Steel, Thunderstone,
Tindertwig (3), Waterskin



Kale

NG Medium Human Wizard 1

Init +1; **Senses** –; **Perception** –

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2)

Fort +2, **Ref** +1, **Will** +3

Offense

Speed 30 ft.

Melee Arcane Bond Quarterstaff +3(1d6+3)

Ranged *ray of frost* +2(1d3)

Spells

- 0 – (DC 14) *detect magic*, *mage hand*, *ray of frost*, *read magic*
- 1 – (DC 15) *sleep*, *cause fear*

Statistics

Str 14, **Dex** 13, **Con** 15, **Int** 18, **Wis** 13, **Cha** 12

Base Atk +0; **CMB** +2, **CMD** 13

Feats Arcane Strike, Point Blank Shot

Skills Appraise +7, Knowledge (arcana) +7, Knowledge (engineering) +7, Knowledge (history) +7, Knowledge (local) +7, Spellcraft +7

Languages Common, Draconic, Dwarven, Elven, Giant

Equipment Acid Flask (2), Adventurer's Kit, Alchemist's Fire (2), Backpack, Belt Pouch, Flint and Steel, Waterskin

Special Abilities

Arcane Bond (Sp) Masterwork Quarterstaff

Once per day, you can use it to cast any one spell in your spellbook. You don't have to prepare this spell ahead of time - using the bonded item is like an emergency backup

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.



Meeris

LG Human Cleric 1

Init +3; **Senses** –; **Perception** +5

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +3, **Will** +7

Offense

Speed 20 ft.

Melee light mace +0 (1d6)

Ranged light crossbow +3 (1d8)

Special Attacks *Sun's Blessing*

Spells

- 0 – (DC 15) *detect magic, light, read magic, stabilize*
- 1 – (DC 16) *bless, doom, protection from evil*

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 14, **Wis** 20, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 13

Feats Point Blank Shot, Precise Shot

Skills Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +5

Languages Common, Dwarven, Gnome

SQ channel energy (5 per day/1d6/DC 12)

Equipment Belt Pouch, Crossbow Bolts (30), Holy Water, Light, Crossbow, Light Mace, Scale Mail, Smokestick, Wooden Holy Symbol

Domain Abilities

Healing Domain

Rebuke Death (Sp): You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Sun Domain

Sun's Blessing (Su): Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.



Willow

CG Human Rogue 1

Init +4, **Senses** –; **Perception** +7

Defense

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +6, **Will** +1

Offense

Speed 30 ft.

Melee dagger (5) +4 (1d4/19-20)

Ranged dagger (5) +4(1d4/19-20)

Special Attacks sneak attack (+1d6)

Statistics

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 14

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +8, Bluff +5, Climb +3, Diplomacy

+5, Disable Device +8, Knowledge (local) +5,

Perception +7, Sense Motive +4, Stealth +8,

Swim +3

Languages Common, Giant, Goblin

SQ Trapfinding

Equipment Adventurer's Kit, Backpack, Belt Pouch,

Caltrops (4), Chalk, Crowbar, Dagger (5), Flint and

Steel, Lantern, Mirror, Oil (7), Piton (5), Pole,

Rope, Sack (empty), Smockstick (2), Studded

Leather, Thieves' Tools



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