

ICONIC CHARACTERS

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Mary-ann Astle and Martin Tideswell



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ICONIC CHARACTERS

A Pathfinder Roleplaying Game PLAYER'S RESOURCE supplement by Mary-ann Astle and Martin Tideswell

Are you a player who has ever needed a 1st-level character quickly and don't have the time to roll one up? Did your first PC suffer a tragic end and you want to get back into action as quickly as possible?

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GMs can also use *Iconic Characters* to quickly create a well-rounded adventuring party for a one-shot adventure or as a group of rivals to their own PC party.



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ERRATA

We like to think *Iconic Characters* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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ABOUT THE DESIGNERS

Mary-ann, despite a traditional Catholic schoolgirl upbringing, has been fascinated by paganism and the alternative since she was a teenager. In the late 1980s, and with the help of Kiefer Sutherland in *Lost Boys*, she discovered vampires – long before *Twilight* and *True Blood* made it diluted and mainstream (much to Mary-ann's annoyance). Eight years ago she began playing DUNGEONS & DRAGONS and has been slightly obsessed ever since. A 32-year-old self-certified geek, Mary-ann is also a full-time newspaper journalist. She lives with her dog Waylander (named in honour of the iconic character created by the much-missed king of heroic fantasy David Gemmell) in Stoke-on-Trent, Staffordshire.

Martin has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at 11 and the rest, as they say, is history. Martin is now 39 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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ABEBI KAMAU

NG female human oracle (life) 1

SENSES AND MOVEMENT

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

DEFENCE

AC 14, touch 10, flat-footed 14; **CMD** 11

(+3 armour [studded leather], +1 shield [buckler])

Fort +0, **Ref** +0, **Will** +2

hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee morningstar +1 (1d8+1)

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

Ranged light crossbow (range 80 ft.) +0 (1d8/19-20)

bolts □□□□□ □□□□□

Special Actions channel positive energy (4/day; 1d6; Selective Channelling [3]; DC 13)

SPELLS

Concentration +4

Oracle Spells Known (CL 1st; DC 13 + spell level)

1st (4/day)—*bles*, *protection from evil*

0 (at-will)—*create water*, *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *read magic*

ABILITIES

Abilities Str 12, Dex 11, Con 12, Int 14, Wis 10, Cha 16

Feats Selective Channelling, Self-Sufficient

SQ oracle's curse (haunted), revelations (channel)

Haunted Malevolent spirits haunt Abebi causing minor mishaps and strange occurrences. Retrieving any stored item from her gear takes a standard action, unless it would take longer. Any item she drops lands 10 feet away from her in a random direction.

Skills as above plus Diplomacy +7, Handle Animal +7, Heal +2, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +6, Survival +6

Languages Common, Elven, Sylvan

GEAR

Traveller's gear, wooden holy symbol

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Spell Component Pouch

Belt pouch (14 gp, 4 sp)



BAELVAIN THARETH

CG male elf magus 1

SENSES AND MOVEMENT

Init +3; **Senses** low-light vision; Perception +2, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +4, Ride +6

DEFENCE

AC 16, touch 13, flat-footed 13; **CMD** 14

(+3 armour [studded leather], +3 Dex)

Immune *sleep*

Fort +3, **Ref** +3, **Will** +2; +2 vs. enchantments

hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee longsword +2 (1d8+1/19-20)

Melee dagger +1 (1d4+1/18-20)

Ranged longbow (range 100 ft.) +3 (1d8/x3)

arrows □□□□ □□□□ □□□□ □□□□

Atk Options spell combat

Spell Combat (Ex) When he has a free hand, as a full-round action, Baelvain can both cast a spell and make melee attacks. All his attack rolls take a -2 penalty and he can cast a prepared spell with a casting time of 1 standard action. If he casts defensively, he can take up to a -2 penalty on all his attack rolls and add the same amount as a circumstance bonus on his concentration check. If the check fails the spell is wasted and his attacks still take the penalty. Baelvain can cast the spell, or make his weapon attack, first.

Special Actions arcane pool

Arcane Pool (Su [swift]) Baelvain has 3 points in his arcane pool, which refreshes daily when he prepares spells. Baelvain grants a weapon he is holding a +1 enhancement bonus for 1 minute by spending 1 pool point.

Combat Gear silver dagger

SPELLS

Concentration +3; **Spell Penetration** +3

Magus Spells Prepared (CL 1st; DC 12 + spell level; spell combat)

1st (2/day)—*colour spray* (DC 13), *expeditious retreat*, *shield*

0 (3/day; at-will)—*dancing lights*, *detect magic*, *prestidigitation*

ABILITIES

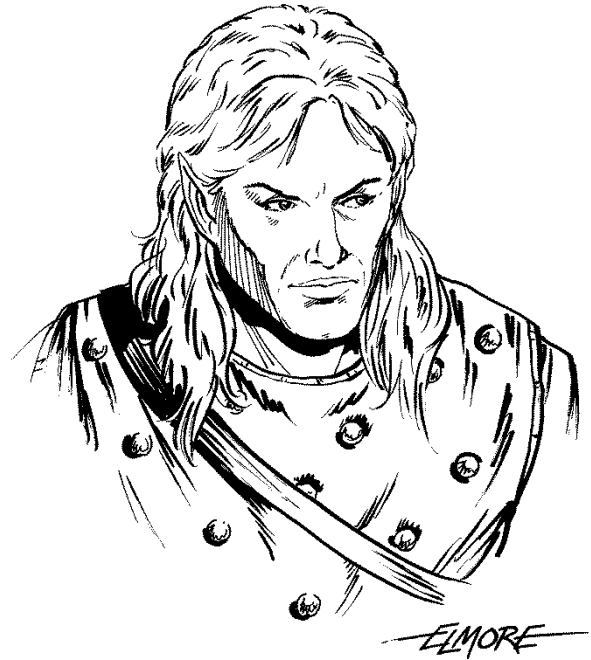
Abilities Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 10

Feats Weapon Focus (longsword)

SQ weapon familiarity

Skills as above plus Knowledge (arcana) +3, Spellcraft +6 (+8 identifying magic items)

Languages Celestial, Common, Draconic, Elven



GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (18 gp, 4 sp)

Spell Component Pouch

Spellbook 1—*colour spray*, *expeditious retreat*, *jump*, *magic weapon*, *shield*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *spark*

ELMERI HELMINEN

LN male human cavalier (order of the shield) 1

SENSES AND MOVEMENT

Init +1; **Senses** Perception +1, Sense Motive +5

Speed 20 ft., base speed 30 ft.; **ACP** -6; **Acrobatics** -5 (-9 jumping), **Ride** -1 (+5 riding mount), **Swim** +1

DEFENCE

AC 18, touch 11, flat-footed 17; **CMD** 15

(+5 armour [scale mail], +1 Dex, +2 shield [heavy wooden])

Fort +4, **Ref** +1, **Will** +1

hp 13 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee bastard sword +5 (1d10+3/19-20)

Melee lance (reach 10 ft.) +4 (1d8+3/x3)

Melee morningstar +4 (1d8+3)

Melee dagger +4 (1d4+3/19-20)

Atk Options challenge 1/day

Challenge (Ex [swift]) Elmeri chooses one target within sight to challenge. Against that foe his melee attacks deal +1 damage (plus +1 morale bonus to attack rolls against the target of the challenge if the target attacks a target other than Elmeri). He takes a -2 penalty to AC, except against attacks made by the challenge's subject. The challenge remains in effect until the target is dead or unconscious or until combat ends.

Special Actions link (mount), tactician (Shield Wall)

Tactician (Ex [standard]) Elmeri grants use of Shield Wall for 4 rounds to all allies within 30 feet who can see and hear him. (Allies wielding a shield adjacent to an ally using a shield increase their shield bonus by +1 if the ally is using a light shield or buckler and by +2 if the ally is wielding a heavy shield or tower shield; if an ally uses a tower shield to gain total cover adjacent allies also benefit if the attack passes through the edge of the shield).

ABILITIES

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 12, Cha 11

Feats Exotic Weapon Proficiency (bastard sword), Shield Wall^B, Weapon Focus (bastard sword)

Skills as above plus Heal +5 (+6 on a creature other than himself), Knowledge (local) +4

Languages Common

GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (3 gp, 4 sp)



WARHORSE MOUNT

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 50 ft., **ACP** 0; **Acrobatics** +5 (+13 jumping)

AC 16, touch 0, flat-footed 15; **CMD** 16

(+2 armour [leather barding], +1 Dex, +4 natural, -1 size)

Fort +5, **Ref** +4, **Will** +1

hp 16 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee bite +3 (1d4+3) and

Melee 2 hooves -2 (1d6+1)

Atk Options combat trained (attack [2])

Abilities Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Light Armour Proficiency^B, Toughness

Skills as above

Gear as above plus military saddle

ILONA KARONEN

N female human witch (agility) 1

SENSES AND MOVEMENT

Init +2; **Senses** Perception -1 (+1 when familiar within arm's reach), Sense Motive -1 (+1 when familiar within arm's reach)

Speed 30 ft.; **ACP** 0; **Stealth** +4

DEFENCE

AC 13, touch 13, flat-footed 10; **CMD** 12 (+2 Dex, +1 dodge [Dodge])

Fort +1, **Ref** +4, **Will** +1

hp 7 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee cold iron dagger -1 (1d4-1/19-20)

Special Actions hex (slumber)

Slumber (Su [standard]) Iлона can cause a creature within 30 ft. to fall into a deep, magical sleep as *sleep* (DC 14 Will negates) for 1 round. The creature does not wake because of noise or light but others can rouse it with a standard action; the hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be affected by this hex for 1 day.

Combat Gear alchemist's fire (2), thunderstone

SPELLS

Concentration +5

Witch's Spells Prepared (CL 1st; DC 14 + spell level; share spells)

1st (2/day)—*mage armour*, *ray of enfeeblement*

0 (3/day; at-will)—*detect magic*, *message*, *resistance*

ABILITIES

Abilities Str 8, Dex 14, Con 12, Int 18, Wis 8, Cha 12

Feats Alertness^B, Dodge, Scribe Scroll^B

SQ witch's familiar

Skills as above plus Heal +3, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Spellcraft +8, Use Magic Device +5

Languages Abyssal, Common, Draconic, Giant, Infernal, empathic link

GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (21, 4 sp, 2 sunrods)

Spell Component Pouch



WEASEL FAMILIAR

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.; **ACP** 0; **Acrobatics** +10 (+6 jumping), **Climb** +10, **Escape Artist** +6, **Stealth** +18

AC 16, touch 14, flat-footed 14; **CMD** 6 (10 vs. trip) (+2 Dex, +2 natural, +2 size)

Fort +2, **Ref** +4 (improved evasion), **Will** +3

hp 3 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foes, inflicting automatic bite damage each round.

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ store spells

Feats Weapon Finesse

Skills as above

Languages empathic link

Stored Spells 1st—*burning hands*, *cure light wounds*, *comprehend languages*, *identify*, *mage armour*, *obscuring mist*, *ray of enfeeblement*; 0—*bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *putrefy food and drink*, *read magic*, *resistance*, *spark*, *stabilize*, *touch of fatigue*

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 1

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3
Speed 20 ft.; base speed 30 ft.; **ACP** -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 11
 (+5 armour [scale mail], +2 shield [heavy wooden shield])

Immune *sleep*

Fort +3, **Ref** +1, **Will** +6; +2 vs. enchantments
hp 12

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee longsword +1 (1d8+1/19-20) or

Melee short spear +1 (1d8+1/x3)

Ranged short spear (range 20 ft.) +0 (1d8+1/x3)

Ranged sling (range 50 ft.) +0 (1d4+1)

□□□□□ □□□□□

Special Actions channel positive energy 5/day (1d6; DC 12), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 1 extra damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp standard; 6/day) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

SPELLS

Concentration +4

Cleric Spells Prepared (CL 1st; DC 13 + spell level); Domains: Protection, Sun)

1st (2+1/day)—*bless*, *endure elements*^D, *shield of faith*

0 (at-will)—*detect magic*, *guidance*, *stabilize*

ABILITIES

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14

Feats Skill Focus (Heal)^B, Toughness

SQ good aura (faint), multitalented (cleric, fighter)

Skills Heal +10, Knowledge (religion) +4

Languages Common, Elven

GEAR

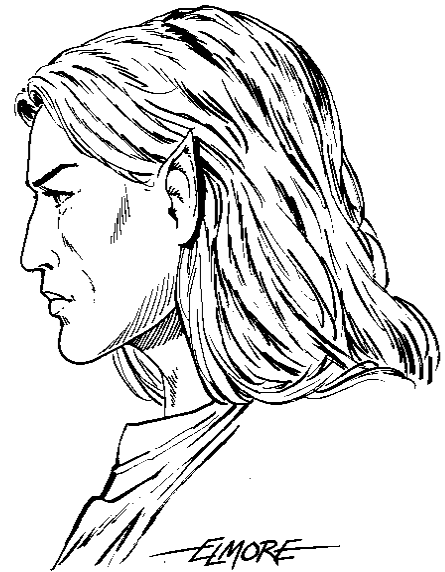
Traveller's outfit, wooden holy symbol

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Spell component pouch

Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

Domains: Good, Law, Protection, Sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings: The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

MARATRI LAEMAR

CG female elf ranger 1

SENSES AND MOVEMENT

Init +2; **Senses** low-light vision; Perception +7 (+9 vs. goblinoids), Sense Motive +1 (+3 vs. goblinoids)
Speed 30 ft.; **ACP** -2; Climb +4, Stealth +4, Swim +4

DEFENCE

AC 16, touch 12, flat-footed 14; **CMD** 15
(+2 Dex, +3 armour [studded leather], +1 shield [buckler])
Immune *sleep*
Fort +2, **Ref** +4, **Will** +1; +2 vs. enchantments
hp 11

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee longsword +4 (1d8+2/19-20) or
Melee dagger +3 (1d4+2/19-20)
Ranged longbow (range 100 ft.) +3 (1d8/x3)
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Atk Options favoured enemy (goblinoid [+2])

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10
Feats Weapon Focus (longsword)
Skills Bluff +0 (+2 vs. goblinoids), Heal +5, Knowledge (geography) +6, Knowledge (nature) +6, Survival +5 (+6 tracking, +8 tracking goblinoids)
Languages Common, Elven, Goblin, Sylvan
Abilities track (+1), wild empathy (+1, -3 magical beasts)

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)
Belt pouch (3 gp, 14 sp, 23 cp)



PARADAN HANTER

NG male human wizard (illusionist) 1

SENSES AND MOVEMENT

Init +1; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0

DEFENCE

AC 11, touch 11, flat-footed 10; **CMD** 10

(+1 Dex)

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

hp 7

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee dagger -1 (1d4-1/19-20)

Blinding Ray (Sp [standard; 7/day]) +1 ranged touch (range 30 ft.); creatures with 1 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 1 HD are dazed (target cannot act but has no penalty to AC) for 1 round.

SPELLS

Concentration +5 (+9 when casting defensively or grappled)

Wizard Spells Prepared (CL 1st; DC 14 + spell level; barred schools: transmutation, necromancy)

1st (3/day)—*colour spray* (DC 16), *mage armour*, *silent image* (DC 16)

0 (at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *read magic*

Bonded Object (ring) Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts one additional round.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Feats Combat Casting^B, Scribe Scroll^B, Spell Focus (illusion)

Skills Knowledge (arcana) +8, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge



(planes) +8, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

GEAR

Traveller's outfit

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, spellbook)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 1st—*colour spray*, *disguise self*, *mage armour*, *magic missile*, *obscuring mist*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

URBREN GLITTERHEART

NG female halfling rogue 1

SENSES AND MOVEMENT

Init +3; **Senses** Perception +7 (trapfinding), Sense Motive +1
Speed 20 ft.; **ACP** 0; Acrobatics +9 (+5 jumping), Climb +5,
Escape Artist +7, Stealth +11, Swim +3

DEFENCE

AC 16, touch 14, flat-footed 12; **CMD** 11
(+1 size, +3 Dex, +2 armour [leather])
Fort +2, **Ref** +6, **Will** +2; +2 vs. fear
hp 9

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee short sword +4 (1d4-1/19-20)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
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Atk Options sneak attack +1d6

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11
Feats Weapon Finesse
Skills Appraise +6, Disable Device +7, Knowledge
(dungeoneering) +6, Knowledge (local) +6, Sleight of Hand +7
Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1
waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig,
caltrops)
Belt pouch (thieves' tools)
Belt pouch (9 gp, 17 sp)



WERTHIC BOLHAK

LG male dwarf fighter 1

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Climb +0

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 13 (17 vs. bull rush or trip); +4 dodge vs. giant type opponents (+5 armour [scale mail], +2 shield [heavy steel])

Fort +5 (+7 vs. poison), **Ref** +0, **Will** +2; +2 vs. spells and spell-like abilities

hp 14

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee dwarven waraxe (Power Attack [-1/+2]) +4 (1d10+2/x3)

Ranged javelin (range 30 ft.) +1(1d6+2)
javelins □□□

Atk Options +1 attack vs. orc and goblin type opponents

Combat Gear *potion of cure light wounds*

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +4

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



READING STAT BLOCKS

Iconic Characters includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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