

# ICONIC CHARACTERS

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



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# ICONIC CHARACTERS

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

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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.



## CREDITS

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## CONTACT US

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## ERRATA

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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](http://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.

## CONTENTS

---

Credits.....	2
Contact Us.....	2
Errata .....	2
About the Designers .....	3
Reading Stat Blocks.....	14

## ICONIC CHARACTERS

Abeki Kamau.....	4
Baelvain Thareth.....	5
Elmeri Helminen .....	6
Ilona Karonen.....	7
Kethaith Azathal.....	8
Maratri Laemar .....	9
Paradan Hanter.....	10
Talek Perrin.....	11
Urbren Glitterheart.....	12
Werthic Bolhak .....	13

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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

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NG female human oracle (life) 1

### SENSES AND MOVEMENT

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

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

### DEFENCE

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**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

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**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

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**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

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**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

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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

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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

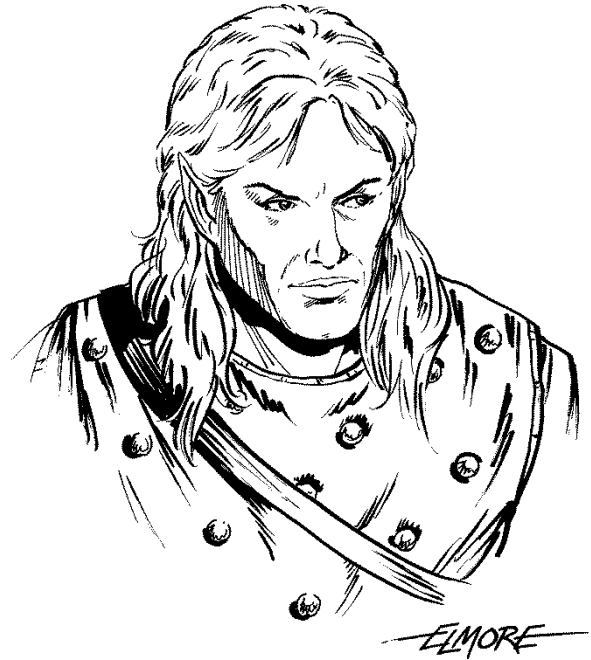
**Abilities** Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 10

**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<sup>B</sup>, 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<sup>B</sup>, Toughness

**Skills** as above

**Gear** as above plus military saddle



## ILONA KARONEN

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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<sup>B</sup>, Dodge, Scribe Scroll<sup>B</sup>

**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)

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**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*<sup>D</sup>, *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)<sup>B</sup>, Toughness

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

**Skills** Heal +10, Knowledge (religion) +4

**Languages** Common, Elven

### GEAR

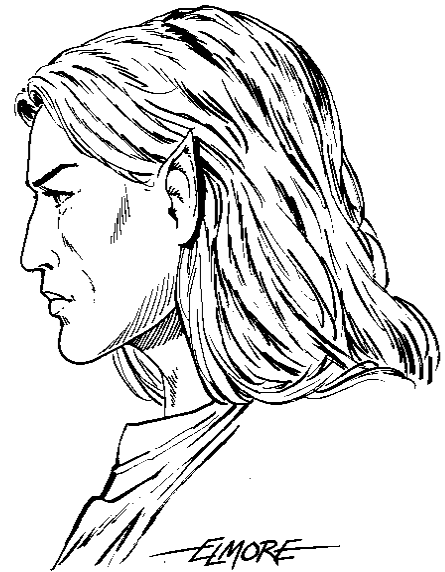
Traveller's outfit, wooden holy symbol

**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

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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

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NG male human wizard (illusionist) 1

### SENSES AND MOVEMENT

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

**Speed** 30 ft.; **ACP** 0

### DEFENCE

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

(+1 Dex)

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

**hp** 7

### OFFENCE

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**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

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**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

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

**Feats** Combat Casting<sup>B</sup>, Scribe Scroll<sup>B</sup>, 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

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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*

# TALEK PERRIN

NG male half-orc fighter 1

## SENSES AND MOVEMENT

**Init** +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0  
**Speed** 30 ft.; **ACP** -1; Climb +6, Swim +6

## DEFENCE

**AC** 15, touch 12, flat-footed 13; **CMD** 16  
(+2 Dex, +3 armour [studded leather])

**Fort** +4, **Ref** +2, **Will** +0

**hp** 13; ferocity

**Ferocity (Ex)** Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

## OFFENCE

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

**Melee** falchion +4 (2d4+4/18-20)

**Ranged** shortbow (range 30 ft.; Point Blank Shot, Precise Shot)  
+3 (1d6/x3)

arrows

## ABILITIES

**Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

**SQ** orc blood

**Feats** Point Blank Shot, Precise Shot

**Skills** as above

**Languages** Common, Orc

## GEAR

Traveller's outfit

**Backpack** (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

**Belt pouch** (flint and steel, whetstone, candle, tindertwig)

**Belt pouch** (25 gp, 17 sp)



## URBREN GLITTERHEART

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NG female halfling rogue 1

### SENSES AND MOVEMENT

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**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

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**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

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**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

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**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

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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

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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

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*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 <sup>D</sup> 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.

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### 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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