

## Council of Thieves



LEM

### MALE HALFLING

DEITY Shelyn  
HOMELAND Cheliox

### CHARACTER TRAITS

CLASS/LEVEL Bard 11  
ALIGNMENT Chaotic Good  
INITIATIVE +4  
SPEED 20 ft.

### ABILITIES

STRENGTH 8  
DEXTERITY 18  
CONSTITUTION 13  
INTELLIGENCE 12  
WISDOM 8  
CHARISMA 21

### DEFENSE

HP 71  
AC 29, touch 17, flat-footed 24 (+7 armor, +1 deflection, +4 Dex, +1 dodge, +5 shield, +1 size)  
Fort +8, Ref +15, Will +10; +2 vs. fear, +4 vs. bardic performance, language-dependent, sonic effects

### SKILLS

Acrobatics +16 (+14 to jump), Climb +2, Disable Device +7, Knowledge (local) +17, Perform (comedy) +16, Perform (wind instruments) +21, Perception +14, Spellcraft +14, Stealth +21, Use Magic Device +17

### FEATS

Dodge, Extra Performance, Mobility, Quick Draw, Spell Focus (illusion), Weapon Finesse

### OFFENSE

Melee +3 short sword +16/+11 (1d4+2/19-20)  
Base Atk +8; CMB +6; CMD 22  
Special Abilities bardic knowledge +5, bardic perform 35 rds/day, jack-of-all-trades, lore master 2/day, ver. performance (act, comedy, wind instrument), well-versed  
Spells Known (CL 11th; concentration +16)  
4th (3/day)—*cure critical wounds*, *dimension door*, *greater invisibility*  
3rd (5/day)—*charm monster* (DC 18), *confusion* (DC 18), *major image* (DC 19), *slow* (DC 18)  
2nd (5/day)—*alter self*, *blur*, *cure moderate wounds*, *minor image* (DC 18), *mirror image*  
1st (7/day)—*alarm*, *cure light wounds*, *disguise self* (DC 17), *feather fall*, *hideous laughter* (DC 16), *silent image* (DC 17)  
o (at will)—*d. magic*, *ghost sound* (DC 16), *light*, *mage hand*, *prestidigitation*, *sum. instrument*

**Combat Gear** *wand of cure serious wounds* (40 charges); **Gear** +4 studded leather armor, +4 buckler, +3 short sword, daggers (4), *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +1, backpack, mwk flute, mwk thieves' tools, spell comp. pouch, 110 gp

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half-dozen times to different nobles before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that more than make up for his small stature and impulsive nature.



SELTYIEL

### MALE HALF-ELF

DEITY Asmodeus  
HOMELAND Cheliox

### CHARACTER TRAITS

CLASS/LEVEL Fighter 1/Conjurer 5/Eldritch Knight 5  
ALIGNMENT Lawful Evil  
INITIATIVE +4 SPEED 30 ft.

### ABILITIES

STRENGTH 12  
DEXTERITY 18  
CONSTITUTION 13  
INTELLIGENCE 15  
WISDOM 8  
CHARISMA 10

### DEFENSE

HP 72  
AC 24, touch 18, flat-footed 19 (+6 armor, +3 deflection, +4 Dex, +1 dodge)  
Fort +9, Ref +9, Will +7; +2 vs. enchantment  
Immune sleep  
Senses low-light vision

### SKILLS

Craft (alchemy) +10, Fly +12, Intimidate +8, Knowledge (arcana) +15, Perception +12, Sense Motive +7, Spellcraft +15

### FEATS

Alertness, Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Combat Expertise, Dodge, Extend Spell, Mobility, Scribe Scroll, Skill Focus (Perception), Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

### OFFENSE

Melee +3 spell storing longsword +13/+8 (1d8+6/19-20)  
Ranged +1 composite longbow with +1 arrow +13/+8 (1d8+3/x3)  
Base Atk +8; CMB +9; CMD 27  
Special Abilities acid dart (5/day), diverse training, summoner's charm  
Spells Prepared (CL 9th; concentration +11)  
5th—*cone of cold* (DC 17), *polymorph*, *teleport*  
4th—*dimension door*, *fire shield*, *ice storm*  
3rd—*fireball* (DC 15), *stinking cloud* (DC 15), *vampiric touch*  
2nd—*bull's strength*, *glitterdust* (DC 14), *invisibility*, *mirror image*, *scorching ray*  
1st—*burning hands* (DC 13), *enlarge person*, *magic missile*, *shield*, *summon monster I*, *true strike*  
o—*acid splash*, *bleed* (DC 12), *dancing lights*, *detect magic*, *read magic*  
Familiar bat named Dargenti

**Combat Gear** *scrolls of greater invis.* (2), *scorching ray*, *summon monster IV* (2); *wand of magic missile* (CL 5th, 50 charges); **Other Gear** +3 studded leather armor, +3 spell storing longsword (contains vamp. touch), dagger, +1 comp. longbow (Str +1) with 20 +1 arrows, *belt of inc. dexterity* +2, *cloak of resistance* +2, *ring of prot.* +3, everburning torch, flask of fine absinthe worth 50 gp, gold holy symbol (75 gp), spellbook, 710 gp

Seltyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Seltyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Seltyiel up to take the blame for his crimes, the half-elf longs for revenge against both his fathers.



# Pre-generated Characters



## SEELAH

### FEMALE HUMAN

DEITY	lomedae
HOMELAND	Katapesh

### CHARACTER TRAITS

CLASS/LEVEL	Paladin 11
ALIGNMENT	Lawful Good
INITIATIVE	+0
SPEED	20 ft.

### ABILITIES

STRENGTH	16
DEXTERITY	10
CONSTITUTION	14
INTELLIGENCE	8
WISDOM	13
CHARISMA	17

### DEFENSE

HP 96  
AC 27, touch 10, flat-footed 27 (+12 armor, +5 shield)  
Fort +14, Ref +8, Will +13  
Immune charm, disease, fear

### SKILLS

Knowledge (religion) +13, Sense Motive +15

### FEATS

Cleave, Extra Lay On Hands, Improved Critical (longsword), Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (longsword)

### OFFENSE

**Melee** +2 holy longsword +15/+10 (1d8+5/17–20)  
**Ranged** +1 comp. longbow +10/+5 (1d8+4/x3)  
**Base Atk** +11; **CMB** +14; **CMD** 24  
**Special Abilities** aura of courage, aura of good, aura of justice, aura of resolve, channel positive energy (8d6, DC 18), detect evil, divine bond (weapon), divine grace, divine health, lay on hands 10/day (5d6), mercy (diseased, poisoned, sickened), smite evil 4/day (+3 to attack roll, +11 damage)  
**Spells Prepared** (CL 8th; concentration +11)  
3rd—*dispel magic*, *prayer*  
2nd—*bull's strength*, *resist energy*  
1st—*divine favor*, *lesser restoration*, *protection from evil*

**Combat Gear** wand of cure serious wounds (35 chgs.); **Other Gear** +3 full plate mail, +3 heavy steel shield, +2 holy longsword, +1 composite longbow (+3 Str) with 20 arrows, cloak of resist. +2, headband of alluring charisma +2, phylactery of positive channeling, backpack, silver holy symbol, 145 gp

When a group of lomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to lomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltiel) find their way.



## SEONI

### FEMALE HUMAN

DEITY	Pharasma
HOMELAND	Varisia

### CHARACTER TRAITS

CLASS/LEVEL	Sorcerer 11
ALIGNMENT	Lawful Neutral
INITIATIVE	+6
SPEED	30 ft.

### ABILITIES

STRENGTH	8
DEXTERITY	14
CONSTITUTION	12
INTELLIGENCE	10
WISDOM	13
CHARISMA	23

### DEFENSE

HP 59  
AC 20, touch 17, flat-footed 17 (+4 deflection, +2 Dex, +1 dodge, +3 natural);  
AC 24, touch 17, flat-footed 21 (+4 armor, +4 deflection, +2 Dex, +1 dodge, +3 natural) with *mage armor*  
Fort +7, Ref +8, Will +11

### SKILLS

Bluff +19, Climb +3, Knowledge (planes) +13, Perception +5, Sense Motive +4, Spellcraft +14

### FEATS

Alertness, Dodge, Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation)

### OFFENSE

**Melee** quarterstaff +4 (1d6–1)  
**Base Atk** +5; **CMB** +4; **CMD** 21  
**Special Abilities** arcane bond (familiar), metamagic adept (3/day)  
**Spells Known** (CL 11th; concentration +17)  
5th (5/day)—*cone of cold* (DC 23), *overland flight*, *wall of force*  
4th (7/day)—*charm monster* (DC 21), *dim. door*, *res. sphere* (DC 22), *stoneskin*, *w. of fire* (DC 22)  
3rd (7/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 21), *slow* (DC 19)  
2nd (7/day)—*darkness*, *darkvision*, *glitterdust* (DC 18), *invisibility*, *scorching ray*, *web* (DC 18)  
1st (8/day)—*burning hands* (DC 19), *enlarge person*, *mage armor*, *magic missile*, *identify*, *shield o* (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 18), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*  
**Bloodline** arcane; **Familiar** skink named Dragon

**Combat Gear** *pot. of cure mod. wounds* (3), *scrolls of prot. from energy* and *fly*; wand of mag. missile (CL 7th, 40 charges); **Other Gear** dagger, quarterstaff, amulet of nat. armor +3, cloak of resist. +3, headband of alluring charisma +4, ring of counterspells (contains mag. missile), ring of prot. +4, backpack, sunrod (5), rations (4), 814 gp

Seoni is something of an enigma—quietly neutral on most matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.