14 Creating NPCs

Panic filled the streets as a star streaked from the sky, falling in defiance of all nature's laws. In that moment there was only anarchy. Amid gasps and cries, parents raced home to protect their families. Opportunistic scoundrels shattered storefront glass. Cowards cursed and fled. Heroes raced to gain a better vantage. And all the while a chorus of distant shouts cried out to the deities, proclaimed the end times, and called for a semblance of order. In the moments before its terrible crash, the light of that dying star revealed the true nature of all it shone upon, and afterward no one would ever be the same.

PATHFINDER
ROLEPLAYING GAME

Aside from the players, every other person encountered in the game world is a nonplayer character (NPC). These characters are designed and controlled by the GM to fill every role from noble king to simple baker. While some of these characters use player classes, most rely upon basic NPC classes, allowing them to be easily generated. The following rules govern all of the NPC classes and include information on generating quick NPCs for an evening's game.

ADEPT

Alignment: Any.
Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield.

Spells: An adept casts divine spells, which are drawn from the adept spell list. Like a cleric, an adept must choose and prepare her spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day during which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 14–1. In addition, she receives bonus spells per day if she has a high Wisdom score.

Where Table 14–1 indicates that the adept gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

TABLE 14-1: ADEPT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

Summon Familiar: At 2nd level, an adept can call a familiar, just as a wizard can using the arcane bond ability.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: *create water, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, stabilize, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

ARISTOCRAT

Alignment: Any.
Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

COMMONER

Alignment: Any.
Hit Die: d6.

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Perception (Wis), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shield.

PATHFINDER
ROLEPLAYING GAME

TABLE 14-2: ARISTOCRAT

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

TABLE 14-3: COMMONER

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

EXPERT

Alignment: Any.

Hit Die: d8.

Class Skills

The expert can choose any 10 skills to be class skills.

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor, but not with any type of shield.

WARRIOR

Alignment: Any.

Hit Die: d10.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and with all types of armor and shields.

CREATING NPCS

The world that the player characters inhabit should be full of rich and vibrant characters with whom they can interact. While most need little more than names and general descriptions, some require complete statistics, such as town guards, local clerics, and wizened sages. The PCs might find themselves in combat with these characters, either against them or as allies. Alternatively the PCs might find themselves relying on the skills and abilities of the NPCs. In either case, the process for creating these NPCs can be performed in seven simple steps.

Step 1: The Basics

The first step in making an NPC is to determine its basic role in your campaign. This includes its race, class, and basic concept.

Step 2: Determine Ability Scores

Once the character's basic concept has been determined, its ability scores must be assigned. Apply the NPC's racial modifiers after the scores have been assigned. For every four levels the NPC has attained, increase one of its scores by 1. If the NPC possesses levels in a PC class, it is

Table 14-4: Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Table 14-5: Warrior

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

considered a heroic NPC and receives better ability scores. These scores can be assigned in any order.

Basic NPCs: The ability scores for a basic NPC are: 13, 12, 11, 10, 9, and 8.

Heroic NPCs: The ability scores for a heroic NPC are: 15, 14, 13, 12, 10, and 8.

Preset Ability Scores: Instead of assigning the scores, you can use Table 14–6 to determine the NPC's ability scores, adjusting them as necessary to fit. Use the Melee NPC ability scores for characters whose primary role involves melee combat, such as barbarians, fighters, monks, paladins, rangers, and warriors. The Ranged NPC ability scores are for characters that fight with ranged weapons or use their Dexterity to hit, such as fighters, rangers, and rogues. Use the Divine NPC ability scores for characters with divine spellcasting capabilities, such as adepts, clerics, and druids. The Arcane NPC ability scores should be used by characters with arcane spellcasting capabilities, such as bards, sorcerers, and wizards. Finally, the Skill NPC ability scores should be used for characters that focus on skill use, such as aristocrats, bards, commoners, experts, and rogues. Some NPCs might not fit into one of these categories and should have custom ability scores.

Step 3: Skills

To assign skills precisely, total up the number of skill ranks possessed by the character and assign them normally.

Remember that the number of ranks in an individual skill that a character can possess is limited by his total HD.

For simpler skill generation, refer to Table 14–8 to determine the total number of skill selections the NPC possesses. After selecting that number of skills, mostly from the class skills lists of the NPC's class, the NPC receives a number of ranks in each skill equal to his level.

If the NPC has two classes, start by selecting skills for the class with the fewest number of skill selections. The NPC receives a number of ranks in those skills equal to his total character level. Next, find the difference in the number of selections between the first class and the other class possessed by the NPC. Select that number of new skills and give the NPC a number of ranks in those skills equal to his level in the second class. For example, a human fighter 3/monk 4 with a +1 Intelligence modifier can select four skills for his fighter class (since it receives fewer selections). These four skills each have seven ranks (equal to his total level). Next, he selects a number of skills equal to the difference between the fighter and the monk classes, in this case two skills. These two skills each have four ranks (his monk level).

If the NPC has three or more classes, you must use the precise method for determining his skills.

Once all of the NPC's ranks have been determined, assign class skill bonuses and apply the bonus or penalty from the NPC's relevant ability score.

Step 4: Feats

After skills have been determined, the next step is to assign the NPC's feats. Start by assigning all of the feats granted through class abilities. Next, assign the feats garnered from the NPC's total character level (one feat for every two levels beyond 1st). Remember that humans receive an additional feat at 1st level. For simplified feat choices, select feats from the lists provided for the following character types.

Arcane Caster: Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Spell Focus, Spell Mastery, Spell Penetration, and Toughness.

Divine Caster (With Channeling): Alignment Channel, Channel Smite, Combat Casting, Command Undead, Elemental Channel, Extra Channel, Improved Initiative, Improved Channel, Iron Will, item creation feats (all), metamagic feats (all), Power Attack, Selective Channeling, Spell Focus, Spell Penetration, Toughness, and Turn Undead.

Divine Caster (Without Channeling): Cleave, Combat Casting, Eschew Materials, Improved Initiative, Iron Will, item creation feats (all), Lightning Reflexes, metamagic feats (all), Natural Spell, Power Attack, Spell Focus, Spell Penetration, Toughness, and Weapon Focus.

Melee (Finesse Fighter): Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Dodge, Greater Vital Strike, Improved Disarm, Improved Feint, Improved Trip, Improved Vital Strike, Mobility, Spring Attack, Shatter Defenses, Vital Strike, Weapon Finesse, and Whirlwind Attack.

Melee (Unarmed Fighter): Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, and Weapon Focus.

Melee (Mounted): Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Toughness, Trample, and Weapon Focus.

Melee (Sword and Shield Fighter): Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Vital Strike, Power Attack, Shield Focus, Shield Master, Shield Slam, Two-Weapon Fighting, Vital Strike, and Weapon Focus.

Melee (Two-Handed Fighter): Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike, and Weapon Focus.

Melee (Two-Weapon Fighter): Combat Reflexes, Dodge, Double Slice, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, and Weapon Focus.

Ranged: Deadly Aim, Far Shot, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Vital Strike, and Weapon Focus.

Skill (most NPC classes): Armor Proficiency (all), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Skill Focus, and Toughness.

Table 14-6: NPC Ability Scores

Ability	Melee NPC		Ranged NPC		Divine NPC		Arcane NPC		Skill NPC	
Score	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic	Basic	Heroic
Strength	13	15	11	13	10	12	8	8	10	12
Dexterity	11	13	13	15	8	8	12	14	12	14
Constitution	12	14	12	14	12	14	10	12	11	13
Intelligence	9	10	10	12	9	10	13*	15*	13	15
Wisdom	10	12	9	10	13	15	9	10	8	8
Charisma	8	8	8	8	11	13	11*	13*	9	10

* If the arcane caster's spellcasting relies on Charisma, exchange these scores with one another.

Table 14-7: Racial Ability Adjustments

Ability							
Score	Dwarf	Elf	Gnome	Half-Elf*	Half-Orc*	Halfling	Human*
Strength	—	—	−2	—	—	−2	—
Dexterity	—	+2	—	—	—	+2	—
Constitution	+2	−2	+2	—	—	—	—
Intelligence	—	+2	—	—	—	—	—
Wisdom	+2	—	—	—	—	—	—
Charisma	−2	—	+2	—	—	+2	—

* Half-elves, half-orcs, and humans receive a +2 bonus to one ability score of your choice.

Table 14-8: NPC Skill Selections

PC Class	Skill Selections*	NPC Class	Skill Selections*
Barbarian	4 + Int Mod	Adept	2 + Int Mod
Bard	6 + Int Mod	Aristocrat	4 + Int Mod
Cleric	2 + Int Mod	Commoner	2 + Int Mod
Druid	4 + Int Mod	Expert	6 + Int Mod
Fighter	2 + Int Mod	Warrior	2 + Int Mod
Monk	4 + Int Mod		
Paladin	2 + Int Mod		
Ranger	6 + Int Mod		
Rogue	8 + Int Mod		
Sorcerer	2 + Int Mod		
Wizard	2 + Int Mod		

* Humans receive one additional skill selection.

Step 5: Class Features

After determining feats, the next step is to fill in all the class features possessed by the NPC. This is the time to make decisions about the NPC's spell selection, rage powers, rogue talents, and other class-based abilities.

When it comes to spells, determine how many spell selections you need to make for each level. Choose a variety of spells for the highest two levels of spells possessed by the NPC. For all other levels, stick to a few basic spells, prepared multiple times (if possible). If this NPC is slated to appear in only one encounter (such as a combat), leaving off lower-level spells entirely is an acceptable way to speed up generation, especially if the NPC is unlikely to cast those spells. You can always choose a few during play if they are needed.

Step 6: Gear

After recording all of the NPC's class features, the next step is to outfit the character with gear appropriate to his level. Note that NPCs receive less gear than PCs of an equal level. If an NPC is a recurring character, his gear should be selected carefully. Use the total gp value found on Table 14–9 to determine how much gear he should carry. NPCs that are only scheduled to appear once can have a simpler gear selection. Table 14–9 includes a number of categories to make it easier to select an NPC's gear. When outfitting the character, spend the listed amount on each category by purchasing as few items as possible. Leftover gold from any category can be spent on any other category. Funds left over at the end represent coins and jewelry carried by the character.

Note that these values are approximate and based on the values for a campaign using the medium experience progression and a normal treasure allotment. If your campaign is using the fast experience progression, treat your NPCs as one level higher when determining their gear. If your campaign is using the slow experience progression, treat the NPCs as one level lower when determining their gear. If your campaign

Table 14-9: NPC Gear

Basic Level	Heroic Level	Total gp Value	Weapons	Protection	Magic	Limited Use	Gear
1	—	260 gp	50 gp	130 gp	—	40 gp	40 gp
2	1	390 gp	100 gp	150 gp	—	40 gp	100 gp
3	2	780 gp	350 gp	200 gp	—	80 gp	150 gp
4	3	1,650 gp	650 gp	800 gp	—	100 gp	200 gp
5	4	2,400 gp	900 gp	1,000 gp	—	300 gp	200 gp
6	5	3,450 gp	1,400 gp	1,400 gp	—	450 gp	200 gp
7	6	4,650 gp	2,350 gp	1,650 gp	—	450 gp	200 gp
8	7	6,000 gp	2,700 gp	2,000 gp	500 gp	600 gp	200 gp
9	8	7,800 gp	3,000 gp	2,500 gp	1,000 gp	800 gp	500 gp
10	9	10,050 gp	3,500 gp	3,000 gp	2,000 gp	1,050 gp	500 gp
11	10	12,750 gp	4,000 gp	4,000 gp	3,000 gp	1,250 gp	500 gp
12	11	16,350 gp	6,000 gp	4,500 gp	4,000 gp	1,350 gp	500 gp
13	12	21,000 gp	8,500 gp	5,500 gp	5,000 gp	1,500 gp	500 gp
14	13	27,000 gp	9,000 gp	8,000 gp	7,000 gp	2,500 gp	500 gp
15	14	34,800 gp	12,000 gp	10,500 gp	9,000 gp	2,800 gp	500 gp
16	15	45,000 gp	17,000 gp	13,500 gp	11,000 gp	3,000 gp	500 gp
17	16	58,500 gp	19,000 gp	18,000 gp	16,000 gp	4,000 gp	1,500 gp
18	17	75,000 gp	24,000 gp	23,000 gp	20,000 gp	6,500 gp	1,500 gp
19	18	96,000 gp	30,000 gp	28,000 gp	28,000 gp	8,000 gp	2,000 gp
20	19	123,000 gp	40,000 gp	35,000 gp	35,000 gp	11,000 gp	2,000 gp
—	20	159,000 gp	55,000 gp	40,000 gp	44,000 gp	18,000 gp	2,000 gp

is high fantasy, double these values. Reduce them by half if your campaign is low fantasy. If the final value of an NPC's gear is a little over or under these amounts, that's okay.

Weapons: This includes normal, masterwork, and magic weapons, as well as magic staves and wands used by spellcasters to harm their enemies. For example, a *wand of scorching ray* would count as a weapon, but a *staff of life* would count as a piece of magic gear.

Protection: This category includes armor and shields, as well as any magic item that augments a character's Armor Class or saving throws.

Magic: This category includes all other permanent magic items. Most rings, rods, and wondrous items fit into this category.

Limited Use: Items that fall into this category include alchemical items, potions, scrolls, and wands with few charges. Charged wondrous items fall into this grouping as well.

Gear: Use the amount in this category to purchase standard nonmagical gear for the character. In most cases, this equipment can be omitted during creation and filled in as needed during play. You can assume that the character has whatever gear is needed for him to properly use his skills and class abilities. This category can also include jewelry, gems, or loose coins that the NPC might have on his person.

Step 7: Details

Once you have assigned all of the NPC's gear, all that remains is to fill out the details. Determine the character's attack and damage bonuses, CMB, CMD, initiative modifier, and Armor Class. If the character's magic items affect his skills or ability scores, make sure to take those changes into account. Determine the character's total hit points by assuming the average result. Finally, fill out any other important details, such as name, alignment, religion, and a few personality traits to round him out.

Example: Kiramor, the Forest Shadow

Looking over your notes for the evening's game, you discover that you need a mysterious forest character for the PCs to interact with on their way to town. If things go poorly, they might have to fight him. Since your party consists of 4th-level characters, you decide to make this forest guardian an elven ranger 4/rogue 2. You want him to be skilled at fighting with ranged weapons, but you also want him to be competent with a rapier. Taking this into account, you use the heroic ability scores for a ranged NPC found on Table 14–6. Since he is an elf, you apply the racial modifiers to Dexterity, Constitution, and Intelligence. Since he is 6th level, you put his bonus attribute point gained at 4th level into his Dexterity, raising it up to 18. Moving on to skills, you see that

KIRAMOR, THE FOREST SHADOW

Male elf ranger 4/rogue 2

N Medium humanoid (elf)

Init +4 (+6 in forests); **Senses** low-light vision; Perception +11
(+13 in forests)

DEFENSE

AC 18, touch 14, flat-footed 14
(+4 armor, +4 Dex)

hp 39 (4d10+2d8+6)

Fort +6, **Ref** +12, **Will** +2; +2 against enchantment

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Spd 30 ft.

Melee mwk rapier +10 (1d6+1/18–20)

Ranged +1 *longbow* +10 (1d8+1/×3)

Ranged +1 *longbow* +8/+8 (1d8+1/×3)

Special Attacks favored enemy (humanoid [orc]), favored terrain
(forest), rogue talents (bleeding attack), sneak attack (1d6)

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Deadly Aim, Endurance, Point Blank Shot, Rapid Shot,
Weapon Finesse

Skills Acrobatics +13, Climb +10, Escape Artist +9, Heal +9,
Knowledge (geography) +11, Knowledge (nature) +11,
Perception +11 (+13 in forests), Stealth +13, Survival +9 (+11
following tracks), Swim +6

Languages Common, Elven, Orc, Sylvan

SQ nature bond (wolf), track, trapfinding +1

Combat Gear *potion of cure moderate wounds, potion of
invisibility*; **Other Gear** +1 *longbow* with 40 arrows, mwk
rapier, +1 *studded leather armor*, gear and coins worth 200 gp

rangers receive fewer skill selections than rogues, so
you start by selecting skills for the ranger. You add two
for his Intelligence modifier for a total of eight skills
at six ranks each. After selecting these eight skills, you
move on to the rogue skills. The difference between the
ranger and the rogue is two, meaning that you can select
two more skills, with two ranks in each. After selecting
his skills, you move on to his feats. Starting with his
class feats, you select Rapid Shot as his ranger combat
style feat. In addition, the forest guardian receives three
additional feats for his class levels. Since you want him
to be skilled at archery, most of these feats come from
the ranged list, including Deadly Aim and Point Blank
Shot. To ensure that he is good with a rapier, you spend
his final feat selection on Weapon Finesse. Next you
note all of his class and racial features, making whatever
selections are necessary, such as favored enemy, favored
terrain, hunter's bond, and rogue talents. Moving on to
gear, you assign gear using the line for a 6th-level heroic

NPC, giving him a +1 *longbow*, a masterwork rapier, +1
studded leather armor, a *potion of invisibility*, a *potion of
cure moderate wounds*, and a pack full of nonmagic gear.
Although he has a bit more gp in weapons than the
chart allows, he has spent a bit less in armor, roughly
balancing him out. With your task nearly completed,
you add all of his statistics and details, naming him
Kiramor. Your forest shadow is then ready to face off
against the PCs.