

Calistria's Blade

Female half-elf assassin 4/ranger 5 - CL9 - CR 8

Neutral Evil Humanoid (Elf, Human); Deity: Calistria; Age: 24; Height: 5' 11"; Weight: 155lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14/16	+2/+3	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14/16	+2/+3	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+3			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Elven Immunities: +2 vs. enchantments, Save Bonus against Poison: +2 vs. poison							

REFLEX (DEXTERITY)	+10	=	+6	+4			
Elven Immunities: +2 vs. enchantments, Save Bonus against Poison: +2 vs. poison							

WILL (WISDOM)	+2	=	+2	-1		+1	
Elven Immunities: +2 vs. enchantments, Save Bonus against Poison: +2 vs. poison							

+2 Save Bonus against Poison	Elven Immunities - Sleep
Elven Immunities	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5		+4				-2

Touch AC	12	Flat-Footed AC	13	
		BAB	Strength	Size
				Misc

CM Bonus +11	=	+8	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

		BAB	Strength	Dexterity	Size
CM Defense	23 = 10	+8	+3	+4	-

Base Attack	+8	HP	77
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Favored Enemy (Elves +2): +2 vs. elves, **Favored Enemy (Humans +4):** +4 vs. humans

Initiative	+8
Favored Terrain (Urban +2): +2 while in urban terrain	

Speed	30 ft
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+1 composite shortbow

Ranged, both hands: **+10/+5, 1d6+9** Crit: x3
Rng: 70'
2-hand, P

Favored Enemy (Elves +2): +2 vs. elves, **Favored Enemy (Humans +4):** +4 vs. humans



Cleric of Calistria



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (4)	7	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (0)	2	
Favored Enemy (Elves +2): +2 vs. elves, Favored Enemy (Humans +4): +4 vs. humans				
Climb	+15	STR (3)	7	
Craft (alchemy)	+5	INT (1)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+10	DEX (4)	1	
Disguise	+9	CHA (0)	4	
Escape Artist	+9	DEX (4)	2	
Fly	+4	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+11	CHA (0)	7	
Perception	+11	WIS (-1)	7	
Favored Enemy (Elves +2): +2 vs. elves, Favored Enemy (Humans +4): +4 vs. humans, Favored Terrain (Urban +2): +2 while in urban terrain				
Ride	+4	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Favored Enemy (Elves +2): +2 vs. elves, Favored Enemy (Humans +4): +4 vs. humans				
Sleight of Hand	+14	DEX (4)	7	
Hidden Weapons: +4 to hide weapons on body				
Stealth	+22	DEX (4)	7	
Favored Terrain (Urban +2): +2 while in urban terrain				
Survival	+9	WIS (-1)	7	
Favored Enemy (Elves +2): +2 vs. elves, Favored Enemy (Humans +4): +4 vs. humans, Favored Terrain (Urban +2): +2 while in urban terrain, Track: +2 to track				
Swim	+7	STR (3)	1	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Assassin Weapon Proficiencies
 Deadly Aim -3/+6
 Endurance
 Improved Critical (Kukri)
 Improved Initiative
 Improved Two-Weapon Fighting
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Skill Focus (Stealth)
 Two-Weapon Fighting
 Weapon Finesse

+1 cruel kukri

Main hand: **+13/+8, 1d4+4** Crit: 15-20/x2
 Main w/ offhand: **+9/+4, 1d4+4** Light, S
 Main w/ light off.: **+11/+6, 1d4+4**
 Offhand: **+11/+6, 1d4+2**

Favored Enemy (Elves +2) : +2 vs. elves, Favored Enemy (Humans +4) : +4 vs. humans

+1 ominous kukri

Main hand: **+13/+8, 1d4+4** Crit: 15-20/x2
 Main w/ offhand: **+9/+4, 1d4+4** Light, S
 Main w/ light off.: **+11/+6, 1d4+4**
 Offhand: **+11/+6, 1d4+2**

Favored Enemy (Elves +2) : +2 vs. elves, Favored Enemy (Humans +4) : +4 vs. humans

Shuriken

Ranged: **+5/+0, 1d2+9** Crit: x2
 Ranged w/ offhand: **+1/-4, 1d2+9** Rng: 10'
 Ranged w/ light off.: **+3/-2, 1d2+9** Light, P, Monk
 Ranged offhand: **+3/-2, 1d2+7**

Favored Enemy (Elves +2) : +2 vs. elves, Favored Enemy (Humans +4) : +4 vs. humans

+1 studded leather

+5

Max Dex: +5, Armor Check: -
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 47/230lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 composite shortbow 2 lbs
 +1 cruel kukri 2 lbs
 +1 ominous kukri 2 lbs
 +1 studded leather 20 lbs
 Arrows x20 0.15 lbs
 Climber's kit 5 lbs
 Cloak of elvenkind 1 lb
 Disguise kit (10 uses) 8 lbs
 Giant wasp poison x2 -
 Large scorpion venom x2 -
 Money -
 Potion of cure serious wounds -
 Potion of disguise self x2 -

Experience & Wealth

Current Cash: **You have no money!**

Gear

Total Weight Carried: 47/230lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Potion of expeditious retreat -
 Potion of gaseous form -
 Shuriken x20 0.1 lbs
 Thieves' tools, masterwork 2 lbs

Special Abilities

Cruel
 Death Attack (DC 15) (Ex)
 Elf Blood
 Favored Enemy (Elves +2) (Ex)
 Favored Enemy (Humans +4) (Ex)
 Favored Terrain (Urban +2) (Ex)
 Hidden Weapons +4 (Ex)
 Hide in Plain Sight (Su)
 Hunting Companions (1 rounds) (Ex)
 Low-Light Vision
 Ominous (DC 13)
 Poison Use
 Sneak Attack +2d6
 Track +2
 True Death (DC 19) (Su)
 Uncanny Dodge (Ex)
 Wild Empathy +5 (Ex)

Tracked Resources

Arrows ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
 Disguise kit (10 uses) ☐☐☐☐☐ ☐☐☐☐☐
 Giant wasp poison ☐☐
 Large scorpion venom ☐☐
 Potion of cure serious wounds ☐
 Potion of disguise self ☐☐
 Potion of expeditious retreat ☐
 Potion of gaseous form ☐
 Shuriken ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Common Elven
 Elven

Spells & Powers

Ranger spells memorized (CL 2nd; concentration +1)
Melee Touch +12 Ranged Touch +9

Background

Slayers are cold-blooded killers, assassins for hire. They are cunning tricksters, deadly snipers, masters of the knife in the back and the storm of shuriken whistling from either hand. Slayers may also be used as ninjas, spies, or particularly deadly enforcers.

Slayers often work alone, sometimes as chief enforcer for a guild master (CR 11), but many work with accomplices, such as three burglars (CR 9), a pair of highwaymen (CR 10), or a half-dozen slavers (CR 10).

Calistria's Lash

Female half-elf fighter (lore warden) 4/rogue 3 - CL7 - CR 6

Chaotic Neutral Humanoid (Elf, Human); Deity: **Calistria**;
Age: **24**; Height: **5' 11"**; Weight: **155lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12/14	+1/+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+3	+1		
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+9	=	+4	+4	+1		
	Trap Sense: +1 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+3	=	+2	-1	+1	+1	
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+6		+4			+2	-2
Touch AC	14								
Flat-Footed AC	14								

Trap Sense: +1 bonus vs. traps

		BAB	Dexterity	Size	Misc
CM Bonus	+10	=	+6	+4	-
+12 Tricking; +14 Tripping					

		BAB	Strength	Dexterity	Size
CM Defense	24	=	10	+6	+2
26 vs. Dirty Trick; 26 vs. Trip					
See the AC section (above) for situational modifiers that may also apply to CMD					

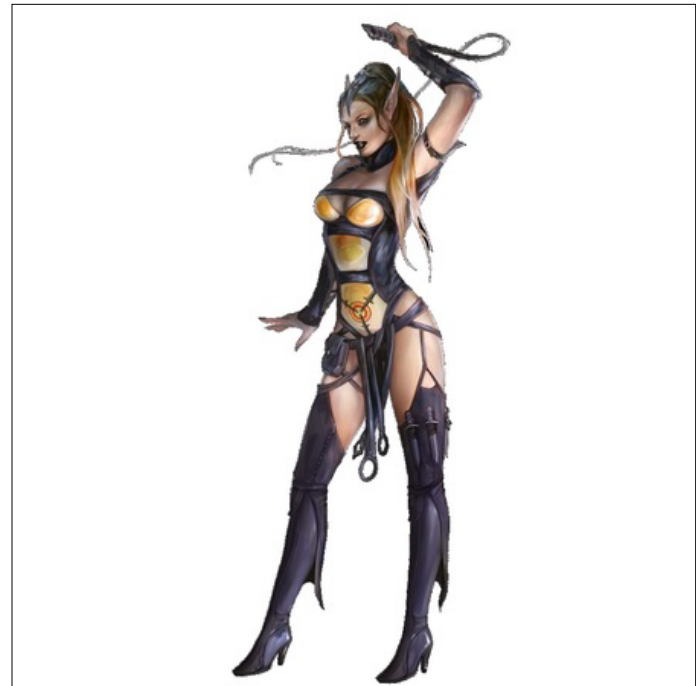
Base Attack	+6	HP	67
Initiative	+4	Damage / Current HP	
Speed	30 ft		

+1 dueling scorpion whip

Main hand: **+10/+5, 1d4+3** Crit: x2
Light, S, Disarm,

Masterwork composite longbow

Ranged, both hands: **+11/+6, 1d8+1** Crit: x3
Rng: 110'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+13	DEX (4)	7	
Appraise	+5	INT (1)	1	
Bluff	+13	CHA (0)	7	
Climb	+5	STR (2)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+9	DEX (4)	2	
Disguise	+11	CHA (0)	6	
Escape Artist	+8	DEX (4)	2	
Fly	+3	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+5	CHA (0)	2	
Knowledge (local)	+8	INT (1)	4	
Knowledge (religion)	+5	INT (1)	1	
Linguistics	+5	INT (1)	1	
Perception	+8	WIS (-1)	4	
Trapfinding: +1 to locate traps				
Ride	+7	DEX (4)	1	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	+7	DEX (4)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+12	DEX (4)	6	
Survival	-1	WIS (-1)	-	
Swim	+5	STR (2)	1	

Feats

Agile Maneuvers
Armor Proficiency (Light)
Combat Expertise +/-2
Exotic Weapon Proficiency (Whip)

Feats

- Greater Trip
- Improved Dirty Trick
- Improved Feint
- Improved Trip
- Martial Weapon Proficiency - All
- Rogue Weapon Proficiencies
- Simple Weapon Proficiency - All
- Skill Focus (Bluff)
- Weapon Finesse
- Weapon Focus (Whip)

Sap

Main hand: **+8/+3, 1d6+2** Crit: x2
nonlethal Light, B, Nonlethal

+1 chain shirt

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

Total Weight Carried: 51.5/175lbs, Encumbrance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)	
+1 chain shirt	25 lbs
+1 dueling scorpion whip	3 lbs
Arrows x20	0.15 lbs
Cloak of resistance +1	1 lb
Disguise kit (10 uses)	8 lbs
Masterwork composite longbow	3 lbs
Money	-
Potion of cure serious wounds	-
Potion of invisibility	-
Sap	2 lbs
Silk rope	5 lbs
Smokestick	0.5 lbs
Thieves' tools	1 lb

Special Abilities

Elf Blood
Evasion (Ex)
Low-Light Vision
Sneak Attack +2d6
Trap Sense +1 (Ex)
Trapfinding +1

Tracked Resources

Arrows	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Disguise kit (10 uses)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Potion of cure serious wounds	<div><div></div></div>
Potion of invisibility	<div><div></div></div>
Smokestick	<div><div></div></div>

Languages

Common Halfling

Experience & Wealth

Current Cash: **You have no money!**

Languages

Varisian

Companions

Horse, light (combat trained), Male horse - CL2 - CR
1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4),
WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will
+1

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11Tch / 9Fl

Perception **+6**Hooves x2 (Horse) **Melee +3 x2, 1d4+3, x2**

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Background

Highwaymen are notorious outlaws or flamboyant criminals who flaunt the law, prey upon innocent travellers, and revel in the discomfiture their predations have upon the local constabulary. Highwaymen love deception and trickery and elevate taunting to an art form. For highwaymen, the humiliation of an enemy can be more important than a successful heist. Highwaymen can be used as expert spies or scouts, or even as agile gladiators.

Two highwaymen might be the bodyguards of a guildmaster (CR 11), while a trio of highwaymen may serve as the henchmen of a bandit lord or bounty hunter (CR 12). A lone highwayman may lead a gang of a dozen bandits (CR 8) or travel with a minstrel and a pair of cavalry for his gang (CR 9).

Horse, light (combat trained)

Male horse - CL2 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	17	+3	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+3			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+1	=		+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=			+2	-1			

Touch AC	11	Flat-Footed AC	9	
		BAB	Strength	Size
CM Bonus	+5	=	+1	+3
			+1	-

CM Defense	17	=	10	BAB	Strength	Dexterity	Size
				+1	+3	+2	+1

21 vs. Trip

Base Attack	+1	HP	15
Initiative	+2	Damage / Current HP	
Speed	50 ft		

Hooves x2 (Horse)

Main hand: **+3, 1d4+3**

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Run: +4 to jump with a running start				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance
Run

Animal Tricks

Attack [Trick]
Combat Riding [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Guard [Trick]
Heel [Trick]

Special Abilities

Low-Light Vision
Scent (Ex)

Gear

Total Weight Carried: 25/690lbs, Encumbrance Ignored
(Light: 228 lbs, Medium: 459 lbs, Heavy: 690 lbs)

Money

-

Riding saddle

25 lbs

Experience & Wealth

Experience Points: **0/5000**

Current Cash: **You have no money!**

Calistria's Sting

Female half-elf duelist 2/fighter (free hand fighter) 7 -

CL9 - CR 8

Chaotic Neutral Humanoid (Elf, Human); Deity: **Calistria**;

Age: **24**; Height: **5' 9"**; Weight: **135lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14/16	+2/+3	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	13/15	+1/+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+6	+2	+1		
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+10	=	+3	+4	+1	+2	
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+5	=	+3		+1	+1	
	Elven Immunities: +2 vs. enchantments						

Elven Immunities				Elven Immunities - Sleep						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25	=	+4		+4		+1	+1	+7	-2

Touch AC **20** **Flat-Footed AC** **14**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc	
CM Bonus	+6	=	+9	+3	-	-

+10 Disarming

+10 Disarming

			BAB	Strength	Dexterity	Size
CM Defense	32	= 10	+9	+3	+4	-

36 vs. Disarm

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+9	HP	79
Initiative	+6	Damage / Current HP	
Speed	30 ft		

+1 shock rapier

Main hand: **+10/+5, 1d6+15 plus 1d6 electricity**

Crit: 18-20/x2
1-hand, P

Both hands: **+10/+5, 1d6+15 plus 1d6 electricity**

Masterwork composite longbow

Ranged, both hands: **+14/+9, 1d8+2**

Crit: x3
Rng: 110'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (4)	2	
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Deceptive Strike : +2 to feint or create a diversion to hide				
Climb	+7	STR (3)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (0)	1	
Intimidate	+6	CHA (-1)	4	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (history)	+2	INT (1)	1	
Knowledge (nature)	+2	INT (1)	1	
Perception	+17	WIS (0)	9	
Perform (dance)	+4	CHA (-1)	2	
Ride	+8	DEX (4)	1	
Sense Motive	+0	WIS (0)	-	
Stealth	+10	DEX (4)	6	
Survival	+4	WIS (0)	1	
Swim	+7	STR (3)	1	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-3
Dodge
Improved Disarm

Feats

Lightning Reflexes
Martial Weapon Proficiency - All
Mobility
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Tower Shield Proficiency
Weapon Finesse
Weapon Focus (Rapier)
Weapon Specialization (Rapier)

Masterwork shortsword

Main hand: **+9/+4, 1d6+12** Crit: 19-20/x2
Light, P

+1 leather armor

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 27.72/230lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 leather armor	15 lbs
+1 shock rapier	2 lbs
Amulet of natural armor +1	-
Cloak of resistance +1	1 lb
Masterwork composite longbow	3 lbs
Masterwork shortsword	2 lbs
Money	4.72 lbs
Potion of cure serious wounds	-
Ring of protection +1	-

Special Abilities

Canny Defense +1 (Ex)
Deceptive Strike +2 (Ex)
Elf Blood
Elusive +2 (Ex)
Low-Light Vision
Parry (Ex)
Precise Strike (Ex)
Singleton +1 (Ex)

Tracked Resources

Potion of cure serious wounds ☐

Languages

Common
Elven
Varisian

Experience & Wealth

Current Cash: **236 gp**