



Valeros
MALE HUMAN FIGHTER 1

ALIGN NG INIT +6 SPEED 20 ft.

ABILITIES		DEFENSE	
14	STR	HP 11	
15	DEX	AC 17	
12	CON	touch 12, flat-footed 15	
13	INT	Fort +3, Ref +2, Will -1	
8	WIS		
10	CHA		

OFFENSE

Melee longsword +4 (1d8+2)
Melee longsword +2 (1d8+2) and shortsword +1 (1d6+1)
Ranged shortbow +3 (1d6)

SKILLS

Climb +1
Intimidate +4
Ride +6
Swim -4

FEATS

Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword)

 **Combat Gear** alchemist's fire; **Other Gear** backpack, chainmail, longsword, rations (2), shortbow with 20 arrows, shortsword, silk rope, 1 gp



Seoni
FEMALE HUMAN SORCERER 1

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES		DEFENSE	
8	STR	HP 5	
14	DEX	AC 12	
12	CON	touch 12, flat-footed 10	
10	INT	Fort +1, Ref +2, Will +3	
13	WIS		
15	CHA		

OFFENSE

Melee quarterstaff -1 (1d6-1)
Ranged dagger +2 (1d4-1)
Spells Known (CL 1st, +2 ranged touch):
1st (4/day)—mage armor, magic missile
0 (5/day)—acid splash, daze (DC 12), detect magic, read magic

SKILLS

Bluff +6
Concentration +8
Spellcraft +4

FEATS

Dodge, Skill Focus (Concentration)

 **Combat Gear** smokestick, tanglefoot bag; **Other Gear** backpack, dagger, quarterstaff, rations (4), sunrod (5), 27 gp



Kyra
FEMALE HUMAN CLERIC 1

ALIGN NG INIT -1 SPEED 30 ft.

ABILITIES		DEFENSE	
13	STR	HP 10	
8	DEX	AC 15	
14	CON	touch 9, flat-footed 15	
10	INT	Fort +4, Ref -1, Will +6	
15	WIS		
12	CHA		

OFFENSE

Melee scimitar +1 (1d6+1/18-20)
Ranged light crossbow -1 (1d8/19-20)
Special Attacks greater turning 1/day, turn undead 4/day (+1, 2d6+2)
Spells Prepared (CL 1st, CL 2nd for healing spells):
1st—bless, command (DC 13), cure light wounds*
0—detect magic, light, read magic
* domain spell (healing, sun)

SKILLS

Concentration +6
Heal +6
Knowledge (religion) +4

FEATS

Iron Will, Martial Weapon Proficiency (scimitar)

 **Other Gear** backpack, chain shirt, heavy wooden shield, light crossbow with 10 bolts, rations (6), scimitar, silver holy symbol, 12 gp



Merisiel
FEMALE ELF ROGUE 1

ALIGN CN INIT +3 SPEED 30 ft.

ABILITIES		DEFENSE	
12	STR	HP 7	
17	DEX	AC 15	
12	CON	touch 13, flat-footed 12	
8	INT	Fort +1, Ref +5, Will +1 (+2 vs enchantment)	
13	WIS	Immune sleep	
10	CHA		

OFFENSE

Melee rapier +1 (1d6+1/18-20)
Ranged dagger +3 (1d4+1/19-20)
Special Attacks sneak attack +1d6

SKILLS

Climb +3
Disable Device +4
Hide +7
Jump +3
Listen +5
Move Silently +7
Open Lock +5
Search +4
Spot +5
Tumble +7

FEATS

Dodge

 **Combat Gear** acid, alchemist's fire (2), thunderstone; **Other Gear** backpack, daggers (6), grappling hook, hooded lantern, leather armor, oil (5), rapier, rations (3), silk rope, thieves' tools, 25 gp

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