

# GIANT CHAMPION OF LIFE

## CHARACTER INFORMATION

**Character Level:** 5  
**Race:** Giant  
**Class:** Champion (of Life) 2/Giant3  
**Speed:** 20  
**Initiative:** 0  
**Size:** Large (10-foot reach)

## ABILITY SCORES

Ability	Score	Modifier
Strength	20	+5
Dexterity	11	0
Constitution	18	+4
Intelligence	10	0
Wisdom	12	+1
Charisma	8	-1

## HIT POINTS AND ARMOR CLASS

**Hit Points:** 52  
**AC:** 18 (19 vs swords) (21 with shield)  
**Flat-Footed AC:** 18 (21 with shield)  
**Touch AC:** 9

## SAVING THROWS

Save	Modifier
Reflex	+2
Fortitude	+10
Will	+5

## WEAPONS AND DAMAGE

**Weapons (+8 melee, +3 range)**  
*+1 Greatsword* +9 attack  
 2d6+9 damage (2d6+7 in one hand)  
**Giant's mighty bow (+5)** +3 attack  
 2d6+5 damage

## SKILLS

Skill	Modifier
Diplomacy	+8
Heal	+6
Sense Motive	+8
Spot	+2

## GEAR

*+1 greatsword*  
 Giant's mighty bow (20 arrows)  
 Masterwork dragonscale armor with armor spikes  
 (-5 armor check)  
*Lesser ability boost potion* (+2 Constitution)  
*Lesser ability boost potion* (+2 Strength)  
*Lesser battle healing potion*  
*Fire protection potion*  
 100 feet of rope and iron spikes (5)  
 Hooded lantern  
 Hammer  
 Backpack

## FEATS AND TALENTS

Born Hero  
 Natural Swordsman  
 Sturdy (+4 bonus hp)

## SPECIAL ABILITIES

**Life's healing:** heal 8 hp per day with touch  
**Call shield:** *+1 giant's shield* (+4 AC) 1/day  
 Unbound (no truename)

## ROLEPLAYING NOTES

You are the stalwart defender of life that the others have come to rely on. Your prowess in battle is tempered by your gentle demeanor when not in combat. You look on the undead as an abomination.



# LITORIAN GREENBOND

## CHARACTER INFORMATION

**Character Level:** 5  
**Race:** Litorian  
**Class:** Greenbond5  
**Speed:** 30  
**Initiative:** +0  
**Size:** Medium

## ABILITY SCORES

Ability	Score	Modifier
Strength	12	+1
Dexterity	11	0
Constitution	14	+2
Intelligence	10	0
Wisdom	18	+4
Charisma	12	+1

## HIT POINTS AND ARMOR CLASS

Hit Points 33  
 AC 16  
 Flat-Footed AC 16  
 Touch AC 11

## SAVING THROWS

Save	Modifier
Reflex	+1
Fortitude	+4
Will	+8

## WEAPONS AND DAMAGE

**Weapons** (+3 melee, +2 range)  
 Masterwork longspear +4 attack  
 1d8+1 damage

## SKILLS

Skill	Modifier
Concentration	+6
Heal	+7
Knowledge (Nature)	+4
Listen	+7
Spot	+7
Wilderness Survival	+10

## GEAR

Masterwork longspear  
 Masterwork long shield  
 +1 ring of protection  
 Masterwork studded leather armor  
 Wand of lesser battle healing (12 charges)  
 Levitate potion  
 Neutralize poison potion  
 Periapt of wisdom +2

## FEATS AND TALENTS

Track  
 Tattooed Spell (darkvision)  
 Affinity with Skill (+4 to Wilderness Survival)

## SPECIAL ABILITIES

Infuse with life (heal 3d8+7 hp) 4x/day  
 Nature sense  
 Trackless step  
 Bond with the Green

## SPELL SLOTS PER DAY

Level	Slots
0	5
1	4
2	3
3	2

## SPELLS READIED

0-Level: *bash, detect magic, detect poison, ghost sound, hygiene, minor illusion, saving grace, seeker*  
 1st-Level: *acrobatics, lesser transfer wounds, precise vision, predict weather, tears of pain, touch of fear*  
 2nd-Level: *blinding light, gusting wind, icebolt, lesser ability boost*  
 3rd-Level: *carnivorous plant defense, lesser creation, lesser summon minor elemental*

## ROLEPLAYING NOTES

You are the heart and soul of the group. You watch over and protect the others, knowing that as you do, you help the land as a whole. You are quiet and capable, never brash. You look on the undead as an abomination.







## SPRYTE MAGISTER

### CHARACTER INFORMATION

**Character Level:** 5  
**Race:** Spryte  
**Class:** Magister3/Spryte2  
**Speed:** 10 (fly 30)  
**Initiative:** +4  
**Size:** Tiny

### ABILITY SCORES

Ability	Score	Modifier
Strength	8	-1
Dexterity	18	+4
Constitution	10	0
Intelligence	17	+3
Wisdom	8	-1
Charisma	14	+2

### HIT POINTS AND ARMOR CLASS

Hit Points 20  
 AC 17  
 Flat-Footed AC 13  
 Touch AC 17

### SAVING THROWS

Save	Modifier
Reflex	+7
Fortitude	+3
Will	+3

### WEAPONS AND DAMAGE

**Weapons** (+2 **melee**, +7 **range**)  
 Small staff +2 attack 1d4-1 damage

### SKILLS

Skill	Modifier
Alchemy	+7
Concentration	+8
Escape Artist	+8
Intimidate	+7
Knowledge (Magic)	+12
Search	+8
Sneak	+16
Spellcraft	+10

### GEAR

Magister's staff  
 Tindertwigs (4)  
 Flash powder (1)  
 Paper, ink and pen  
 +1 ring of protection  
 Wand of energy bolt (electricity) (10 charges—5th level)  
 See invisibility potion  
 Four gems for energy template spells

### FEATS AND TALENTS

Great Fortitude  
 Eldritch Training  
 (+1 to DC of all spells, +2 if two spell slots are used)  
 Energy Mage (Electricity)  
 (adds +1d6 to any damage inflicting spell)  
 (adds +1 round of stun if already an electricity spell)

### SPECIAL ABILITIES

*Charm* (heightened), *ghost sound*, *lesser glowglobe*, *invisibility* (self only) each 1/day  
*Detect magic* at will:  
 Levels stack for caster level (caster level 5th)  
 Fly at speed 30 (average maneuverability)

### SPELL SLOTS PER DAY

Level	Slots
0	5
1	3
2	2

### SPELLS READIED

0-Level: *appropriate size*, *detect creature*, *disorient*, *door warning*, *lesser repair*, *lesser telekinesis*, *touch of nausea*  
 1st-Level: *fireburst*, *obscuring mist*, *lesser compelling question*, *open lock*, *shock*  
 2nd-Level: *bypass ward*, *energy blade*, *lesser battle healing*

### ROLEPLAYING NOTES

You never let your size be seen as a liability, even though everyone around you is so much larger. You revel in magical energy—specifically electricity—and in lore. If it's magical, it's interesting (if it's not magical, then it's not interesting).

## VERRIK MIND WITCH

### CHARACTER INFORMATION

**Character Level:** 5

**Race:** Verrik

**Class:** Mind Witch5

**Speed:** 30

**Initiative:** +2

**Size:** Medium

### ABILITY SCORES

Ability	Score	Modifier
Strength	8	-1
Dexterity	14	+2
Constitution	13	+1
Intelligence	12	+1
Wisdom	18	+4
Charisma	8	-1

### HIT POINTS AND ARMOR CLASS

Hit Points 25

AC 12 (14 with shield)

Flat-Footed AC 10 (12 with shield)

Touch AC 12

### SAVING THROWS

Save	Modifier
Reflex	+4
Fortitude	+3 (+7 poison)
Will	+9

### WEAPONS AND DAMAGE

**Weapons** (+2 melee, +5 range)

Light crossbow	+5 attack 1d8 damage
Mindblade longsword	+2 touch attack 1d6+5 damage (subdual)

### SKILLS

Skill	Modifier
Alchemy	+9
Concentration	+8
Heal	+10
Innuendo	+9
Knowledge (Magic)	+9
Spellcraft	+7

### GEAR

Witchbag  
 Light crossbow (20 bolts)  
 +1 round shield  
 Acid flasks (2)  
 Cloak of resistance +1  
 Lesser battle healing potion (2)  
 Lesser beastskin potion  
 Backpack and 50 feet of rope  
 Hooded lantern

### FEATS AND TALENTS

Fire Resistance (5)  
 Resistance to Poison (+4)  
 Exotic Spell (*eldritch armor*)

### SPECIAL ABILITIES

Mindfire 4/day, 50-foot range  
 (4d6 damage [half subdual], DC 17, Will save neg)  
*Contact, sense thoughts, telekinesis (lesser)* each 1/day  
 Mindblade (standard action to create, subdual damage only)  
 Mind-affecting spells and effects last only half as long as normal  
 The Sight: Can identify class and level of creature studied for 1 minute

### SPELL SLOTS PER DAY

Level	Slots
0	4
1	3
2	2

### SPELLS READIED

0-Level: *contact, detect magic, lesser telekinesis, minor illusion, sense thoughts*  
 1st-Level: *eldritch armor, compelling command, mind stab, resistance*  
 2nd-Level: *levitate, read mind*

### ROLEPLAYING NOTES

You see the big picture more clearly than your friends. You're usually thinking two steps ahead of everyone else and always concerned about the implications of your actions. This makes you cautious but, once you've made up your mind, very determined.



## QUICKLING UNFETTERED/HAWK TOTEM WARRIOR

### CHARACTER INFORMATION

**Character Level:** 5  
**Race:** Quickling Faen  
**Class:** Unfettered<sup>2</sup>/Hawk Totem Warrior<sup>3</sup>  
**Speed:** 20 (run ×5)  
**Initiative:** +6  
**Size:** Small

### ABILITY SCORES

Ability	Score	Modifier
Strength	10	0
Dexterity	20	+5
Constitution	13	+1
Intelligence	14	+2
Wisdom	8	-1
Charisma	10	0

### HIT POINTS AND ARMOR CLASS

Hit Points 32  
 AC 21 (22 in melee vs. one foe, 22 vs. bow)  
 Flat-Footed AC 21  
 Touch AC 18

### SAVING THROWS

Save	Modifier
Reflex	+9
Fortitude	+4
Will	+0

### WEAPONS AND DAMAGE

**Weapons (+6 melee, +11 range)**  
*+1 shortbow* +13 attack (+14 within 30 feet)  
 1d6+2 damage (1d6+3 within 30 feet)  
 With Rapid Reload +13/+10 attack (+14/+11 within 30 feet)  
 1d6+2 damage (1d6+3 within 30 feet)  
 Longsword +6 attack  
 1d8 damage

### SKILLS

Skill	Modifier
Balance	+11
Bluff	+7
Escape Artist	+9
Handle Animal	+8
Search	+10
Sneak	+15
Spot	+7
Tumble	+11

### GEAR

*+1 shortbow*  
 Arrows (20)  
 Longsword  
 Masterwork studded leather (-1 armor check)  
*Gloves of dexterity +2*  
*Silent sheath potion*  
*Darkvision potion*  
 Sunrod (1)  
 Tindertwigs (3)  
 Belt pouch

### FEATS AND TALENTS

Rapid Reload (extra shot five times per day with bow)  
 Natural Archer  
 Point Blank Shot  
 Intuitive Sense  
 (do not lose Dexterity bonus when flat footed)  
 Weapon Focus (shortbow)

### SPECIAL ABILITIES

Low-light vision  
 +4 Sneak, +1 initiative (already figured in)  
 +1 Dodge bonus from unfettered (already figured in)  
 +1 Dodge bonus from hawk totem (already figured in)  
 Hawk companion

**Hawk Companion:** HD 2d8 (8 hp); AC 17; Speed 10, fly 60;  
 Atk: +6 melee (claws 1d4-1 damage); SV Fort +3, Ref +6,  
 Will +2; Str 8 Dex 17, Con 10, Int 2, Wis 14, Cha 6  
*Skills:* Listen +6, Spot +6

### ROLEPLAYING NOTES

You're friendly and usually talk very quickly—you've always got something to say, but you're wise enough to know that there are times when silence is golden. Your hawk companion is very important to you.

