

GENERIC NPCs FOR THE CITY STATE

The list of NPCs below are generic in that they are not tied to any particular race. The Judge is advised to prepare high level NPCs, and NPCs for combat encounters ahead of time. The NPCs below are designed for “emergencies” created by the PCs when they decide to fight rather than talk and by no means create a complete list of the NPCs the PCs might meet on the streets of the City State. After each NPC are suggestions on which skills to add or increase and which bonus feat to add if the NPC is human. If the NPC is non-human, add the following, depending on the race of the NPC.

Dwarf: Con +2, Cha -2; lower base speed to 20 ft.; darkvision 60 ft.; stonecunning; weapon familiarity; stability, +2 racial bonus to saves against poison, +2 racial bonus to saves against spells; +1 racial bonus to attack rolls against orcs and half-orcs and goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus to Appraise checks; +2 racial bonus to Craft checks; automatic languages: Common and Dwarven.

Elf: Dex +2, Con -2; immunity to magic sleep spells and effects, +2 racial bonus against enchantment effects; low-light vision; weapon proficiency (longsword, rapier, longbow, and shortbow); +2 racial bonus to Listen, Search, and Spot checks; automatic languages: Common, Elven.

Gnome: Con +2, Str -2; SZ Small (+1 to AC and attack rolls); lower base speed to 20 ft.; low-light vision; weapon familiarity; +1 to DC for saves against illusion spells cast by gnomes; +1 racial bonus to

attack rolls against kobolds or goblinoids; +4 dodge bonus to AC against creatures of the giant type; +2 racial bonus to Listen and Craft (alchemy) checks; automatic languages: Common and Gnome; spell-like abilities: 1/day—*Speak with animals*. A gnome with a Charisma of 10 or higher also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, and *prestidigitation*.

Half-Elf: Immunity to *sleep* spells and similar magical effects, +2 racial bonus to saves against enchantment spells; low-light vision; +1 racial bonus to Listen, Search, Spot checks; +2 racial bonus to Diplomacy and Gather Information checks; automatic languages: Common and Elven.

Half-Orc: Str +2, Int -2, Cha -2; darkvision 60 ft.; orc blood; automatic languages: Common and Orc.

Halfling: Dex +2, Str -2; SZ Small (+1 to AC and attack rolls); +2 racial bonus to Climb, Jump, Listen, and Move Silently checks; +1 racial bonus to all saves; +2 morale bonus to saves against fear; +1 racial bonus to attack rolls with thrown weapons and slings; automatic languages: Common and Halfling.

Commoner, Com2: CR 1; SZ M; HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills: Craft (any one) +5, Profession (any one) +5.
Feats: Skill Focus (Craft or Profession skill).

Human: Add Spot +3 and Listen +2; Alertness (and modify Spot and Listen skills).

Thug, Com1/War2: CR 2; SZ M; HD 1d4+1 plus 2d8+2; hp 16; Init +0; Spd 30 ft.; AC 14 (+4 chain shirt), touch 10, flat-footed 14; BAB/Grp +2/+4; Atk +6 melee (1d6+2, masterwork short sword, 19-20/x2); AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 11, Cha 11.

Skills: Intimidate +4, Jump +4*, Use Rope +4.
Feats: Skill Focus (Intimidate), Weapon Focus (short sword).

* Includes armor check penalty.

Human: Add Jump +2, Handle Animal +4; Power Attack.

Possessions: Masterwork short sword, masterwork chain shirt, *potion of cure light wounds*.

Street Urchin, Com1/Rog1: CR 1; SZ M; HD 1d4 plus 1d6; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; BAB/Grp +0/+0; Atk +3 melee (1d6, masterwork short sword, 19-20/x2) or +2 ranged (1d4, dagger, 19-20/x2, range 10 ft.); SA sneak attack (+1d6); SQ trapfinding; AL N; SV Fort +0, Ref +4, Will +0; Str 11, Dex 14, Con 11, Int 11, Wis 10, Cha 10.

Skills: Craft (any one) +4, Hide +4, Listen +1, Move Silently +3, Profession (any one) +4, Sleight of Hand +5, Search +1, Spot +1. *Feats:* Weapon Finesse.

Human: Add Listen +2, Hide +1, Spot +2; Deft Hands.

Possessions: Masterwork short sword, leather armor, thieves' tools, 2 daggers.

Innkeeper, Exp3: CR 2; SZ M; HD 3d6; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +2/+2; Atk +2 melee (1d6, club); AL N; SV Fort +1, Ref +1, Will +4; Str 10, Dex 11, Con 11, Int 13, Wis 13, Cha 11.

Skills: Gather Information +6, Knowledge (history) +7, Knowledge (local) +7, Listen +9, Profession (innkeeper) +10, Spot +9. *Feats:* Alertness, Skill Focus (Profession [innkeeper]).

Human: Add Knowledge (geography) +6; Investigator.

Other Class Skills: Diplomacy, Hide, Intimidate, Knowledge (geography), Sense Motive.

Scullery Maid, Com2: CR 1; SZ M; HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills: Listen +3, Profession (maid) +8, Spot +2. *Feats:* Skill Focus (Profession [maid]).

Human: Add Spot +3 and Listen +2; Alertness (and modify Spot and Listen skills).

Harlot, Com2: CR 1; SZ M; HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2);

AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 12.

Skills: Bluff +2, Listen +3, Profession (harlot) +8. *Feats:* Skill Focus (Profession [harlot]).

Human: Add Spot +3 and Listen +2; Alertness (and modify Spot and Listen skills).

Streetwalker, Exp2: CR 1; SZ M; HD 2d6; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +3; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 13.

Skills: Bluff +6, Gather Information +6, Profession (streetwalker) +8, Perform (any one) +5, Sense Motive +5, Spot +5. *Feats:* Skill Focus (Profession [streetwalker]).

Human: Add Knowledge (local) +5; Alertness.

Other Class Skills: Craft (any one), Intimidate, Listen, Knowledge (local).

Courtesan, Exp5: CR 4; SZ M; HD 5d6+5; hp 22; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +3/+3; Atk +3 melee (1d6, club); AL N; SV Fort +2, Ref +1, Will +5; Str 10, Dex 11, Con 12, Int 13, Wis 13, Cha 15.

Skills: Bluff +10, Diplomacy +10, Gather Information +10, Knowledge (nobility) +9, Listen +11, Profession (courtesan) +12, Spot +11. *Feats:* Alertness, Skill Focus (Profession [courtesan]).

Human: Add Knowledge (local) +8; Negotiator.

Other Class Skills: Craft (any one), Intimidate, Knowledge (local).

Simple Merchant, Com2: CR 1; SZ M; HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 11.

Skills: Bluff +1, Profession (merchant) +8, Ride +3. *Feats:* Skill Focus (Profession [merchant]).

Human: Add Handle Animal +5; Skill Focus (Bluff).

Merchant, Exp3: CR 2; SZ M; HD 3d6; hp 10; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +2/+2; Atk +2 melee (1d6, club) or +2 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +1, Ref +1, Will +4; Str 10, Dex 11, Con 11, Int 13, Wis 13, Cha 12.

Skills: Bluff +7, Gather Information +6, Listen +9, Profession (merchant) +10, Sense Motive +7, Spot +9. *Feats:* Alertness, Skill Focus (Profession [merchant]).

Human: Add Knowledge (geography) +6; Negotiator.

Other Class Skills: Diplomacy, Hide, Intimidate, Knowledge (geography), Knowledge (local).

Master Merchant, Exp6: CR 5; SZ M; HD 6d6+6; hp 27; Init +0; Spd 30 ft.; AC 14 (+3 leather, +1 light steel shield), touch 10, flat-footed 14; BAB/Grp +4/

+4; Atk +5 melee (1d6, masterwork club) or +5 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +3, Ref +2, Will +6; Str 10, Dex 11, Con 13, Int 13, Wis 13, Cha 14.

Skills: Bluff +11, Diplomacy +11, Gather Information +11, Listen +12, Profession (merchant) +13, Sense Motive +12, Spot +12. **Feats:** Alertness, Negotiator, Skill Focus (Profession [merchant]).

Human: Add Knowledge (geography) +9; Skill Focus (Bluff).

Other Class Skills: Hide, Intimidate, Knowledge (geography), Knowledge (local).

Possessions: +1 leather armor, *potion of cure light wounds*, masterwork club, 2 masterwork daggers.

Apprentice, Com1/Exp1: CR 1; SZ M; HD 1d4 plus 1d6; hp 6; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +0/+0; Atk +0 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 11, Int 13, Wis 11, Cha 11.

Skills: Craft (any one) +5, Knowledge (local) +4, Listen +4, Profession (any one) +10, Use Rope +4. **Feats:** Skill Focus (Profession [any one]).

Human: Add Spot +4, Appraise +4; Skill Focus (Craft [any one]).

Other Class Skills: Appraise, Concentration, Gather Information, Knowledge (history), Knowledge (any one).

Guildsman, Exp3: CR 2; SZ M; HD 3d6; hp 10; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +2/+2; Atk +2 melee (1d6, club); AL N; SV Fort +1, Ref +1, Will +4; Str 11, Dex 10, Con 11, Int 13, Wis 12, Cha 11.

Skills: Appraise +7, Craft (any one) +7, Gather Information +6, Listen +9, Profession (guildsman) +7, Search +7. **Feats:** Alertness, Skill Focus (Profession [guildsman]).

Human: Add Knowledge (any one) +6; Skill Focus (Craft [any one]).

Other Class Skills: Concentration, Gather Information, Knowledge (local), Use Rope.

Master Craftsman, Exp6: CR 5; SZ M; HD 6d6+9; hp 30; Init +0; Spd 30 ft.; AC 13 (+2 leather, +1 amulet), touch 10, flat-footed 13; BAB/Grp +4/+4; Atk +6 melee (1d6+1, masterwork club) or +6 melee (1d4+1, dagger, 19-20/x2); AL N; SV Fort +3, Ref +2, Will +6; Str 12, Dex 11, Con 13, Int 12, Wis 12, Cha 11.

Skills: Appraise +9, Craft (any one) +15, Gather Information +9, Listen +12, Profession (any one) +13, Sense Motive +10, Spot +12. **Feats:** Alertness, Skill Focus (Profession [any one]), Toughness.

Human: Add Knowledge (geography) +9; Skill Focus (Appraise).

Other Class Skills: Hide, Intimidate, Knowledge (geography), Knowledge (local).

Possessions: +1 amulet of natural armor, *potion of cure light wounds*, craftsman's ring (adds +5 competence bonus to Craft skill checks with a single Craft skill), masterwork club, masterwork dagger.

Pretender, Com3/Ari1: CR 3; SZ M; HD 3d4 plus 1d8; hp 12; Init +0; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB/Grp +1/+1; Atk +2 melee (1d6+1, masterwork short sword, 19-20/x2); AL N; SV Fort +1, Ref +1, Will +3; Str 12, Dex 12, Con 11, Int 12, Wis 11, Cha 12.

Skills: Climb +5*, Diplomacy +5, Handle Animal +6, Listen +2, Profession (any one) +9, Speak Language (any one), Spot +8. **Feats:** Alertness, Skill Focus (Profession [any one]).

* Includes armor check penalty.

Human: Add Ride +6, Survival +1; Skill Focus (Ride).

Gentry, Ari3: CR 2; SZ M; HD 3d8; hp 13; Init +0; Spd 30 ft.; AC 15 (+4 masterwork scale mail, +1 light steel shield), touch 10, flat-footed 15; BAB/Grp +2/+2; Atk +3 melee (1d6, masterwork short sword, 19-20/x2) or +3 ranged (1d4, dagger, 19-20/x2, range 10 ft.); SV Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 11, Int 11, Wis 12, Cha 13.

Skills: Diplomacy +5, Gather Information +5, Intimidate +5, Perform (any one) +5, Ride +4, Sense Motive +5. **Feats:** Great Fortitude, Skill Focus (Diplomacy).

Human: Add Knowledge (any one) +4; Negotiator.

Possessions: Masterwork scale mail, light steel shield, masterwork short sword, dagger.

Nobleman, Ari6: CR 5; SZ M; HD 6d8+6; hp 33; Init +1; Spd 20 ft. (base 30 ft.); AC 18 (+1 Dex, +1 amulet, +5 breastplate, +1 light steel shield), touch 11, flat-footed 17; BAB/Grp +4/+6; Atk +8 melee (1d8+2, masterwork longsword, 19-20/x2); AL N; SV Fort +3, Ref +3, Will +6; Str 14, Dex 13, Con 13, Int 12, Wis 13, Cha 14.

Skills: Appraise +6, Bluff +9, Diplomacy +12, Gather Information +8, Intimidate +7, Knowledge (any one) +6, Perform (any one) +7, Ride +6. **Feats:** Leadership, Skill Focus (Diplomacy), Weapon Focus (longsword).

Human: Add Listen +4, Spot +5; Great Fortitude.

Possessions: +1 amulet of natural armor, *potion of cure moderate wounds*, breastplate, light steel shield, masterwork longsword.

Scholar, Exp5: CR 4; SZ M; HD 5d6; hp 17; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +3/+3; Atk +3 melee (1d6, club); AL N; SV Fort +1, Ref +1, Will +5; Str 10, Dex 11, Con 11, Int 14, Wis 12, Cha 11.

Skills: Craft (any one) +10, Knowledge (local) +13, Knowledge (history) +13, Knowledge (geography) +10, Listen +9, Perform (any one) +3, Profession (scholar) +9, Speak Language (five languages), Spot

+9. *Feats*: Skill Focus (Knowledge [history], Knowledge [local]).

Human: Add Craft (any one) +8; Skill Focus (Profession [any one]).

Other Class Skills: Knowledge (any one).

Sage, Exp6/Adp3: CR 8; SZ M; HD 6d6+6 plus 3d6+3; hp 40; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +2 leather, +2 ring, +1 amulet), touch 13, flat-footed 15; BAB/Grp +5/+5; Atk +6 melee (1d6, masterwork club); SA spells; AL N; SV Fort +4, Ref +4, Will +10; Str 11, Dex 13, Con 12, Int 17, Wis 15, Cha 15.

Skills: Concentration +6, Gather Information +7, Knowledge (local) +12, Knowledge (any one) +14, Knowledge (history) +15, Knowledge (the planes) +12, Knowledge (nobility) +12, Knowledge (geography) +12, Listen +13, Profession (sage) +10, Sense Motive +7, Spellcraft +8, Spot +13. *Feats*: Alertness, Skill Focus (Profession [sage], Knowledge [history], Knowledge [any one]).

Human: Add Craft (alchemy) +4, Sense Motive +4; Extend Spell.

Possessions: ring of protection +2, amulet of natural armor +1, potion of cure light wounds, scroll of 2 divine spells (cure light wounds, obscuring mist), masterwork club, leather armor.

Adept Spells (3/3; save DC 13 + spell level): 0—detect magic, guidance, read magic; 1st—bless, comprehend languages, sleep.

Shyster, Exp1/Rog1: CR 1; SZ M; HD 1d6 plus 1d6; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; BAB/Grp +0/+0; Atk +3 melee (1d6, masterwork short sword, 19-20/x2) or +3 melee (1d4, masterwork dagger, 19-20/x2); SA sneak attack (+1d6); SQ trapfinding; AL N; SV Fort +0, Ref +4, Will +2; Str 11, Dex 14, Con 10, Int 12, Wis 11, Cha 12.

Skills: Bluff +6, Diplomacy +6, Disguise +6, Forgery +7, Gather Information +6, Hide +3, Listen +2, Move Silently +5, Sleight of Hand +5, Spot +3. *Feats*: Weapon Finesse.

Human: Add Listen +3, Spot +2; Skill Focus (Bluff).

Lawyer, Exp5: CR 4; SZ M; HD 5d6; hp 17; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +3/+3; Atk +3 melee (1d6, club) or +3 ranged (1d4, dagger, 19-20/x2, range 10 ft.); AL (usually lawful); SV Fort +1, Ref +1, Will +5; Str 10, Dex 11, Con 11, Int 14, Wis 12, Cha 13.

Skills: Bluff +7, Concentration +6, Diplomacy +7, Gather Information +7, Intimidate +7, Knowledge (local) +8, Knowledge (law) +13, Perform (oratory) +7, Profession (lawyer) +12, Sleight of Hand +6. *Feats*: Skill Focus (Knowledge [law], Profession [lawyer]).

Human: Add Bluff +2, Gather Information +2, Intimidate +2, Sleight of Hand +2; Skill Focus (Perform [oratory]).

Fisherman, Com3: CR 2; SZ M; HD 3d4; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +2 melee (1d6+1, club); AL N; SV Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 11, Cha 11.

Skills: Profession (fisherman) +6, Swim +3, Use Rope +3. *Feats*: Skill Focus (Profession [fisherman]).

Human: Add Swim +3, Use Rope +3; Skill Focus (Use Rope).

Sailor, Exp3: CR 2; SZ M; HD 3d6+3; hp 13; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 13; BAB/Grp +2/+3; Atk +3 melee (1d6+1, scimitar, 18-20/x2); AL N; SV Fort +2, Ref +2, Will +3; Str 13, Dex 12, Con 12, Int 11, Wis 11, Cha 11.

Skills: Balance +7, Climb +7, Jump +7, Listen +2, Profession (sailor) +9, Spot +2, Swim +7, Use Rope +7. *Feats*: Alertness, Skill Focus (Profession [sailor]).

Human: Add Knowledge (local) +6; Agile.

Other Class Skills: Concentration, Escape Artist, Knowledge (local), Tumble.

Captain, Ftr1/Exp5: CR 5; SZ M; HD 1d10+1 plus 5d6+5; hp 33; Init +5; Spd 30 ft.; AC 16 (+1 Dex, +4 leather, +1 light steel shield), touch 11, flat-footed 15; BAB/Grp +4/+6; Atk +8 melee (1d6+3, +1 scimitar, 18-20/x2); AL N; SV Fort +4, Ref +4, Will +5; Str 15, Dex 13, Con 13, Int 11, Wis 12, Cha 13.

Skills: Balance +4, Climb +6, Gather Information +4, Intimidate +6, Jump +4, Knowledge (geography) +2, Knowledge (seas) +5, Listen +3, Profession (sailor) +6, Spot +3, Swim +6, Use Rope +6. *Feats*: Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (scimitar).

Human: Add Swim +4, Intimidate +4, Use Rope +1; Power Attack.

Possessions: +2 leather armor, +1 scimitar, light steel shield, 2 masterwork daggers, 2 potions of cure moderate wounds.

Footpad, Rog1: CR 1; SZ M; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; BAB/Grp +0/+1; Atk +2 melee (1d6+1, masterwork short sword, 19-20/x2) or +2 ranged (1d6, short bow, crit x3, range 60 ft.); SA sneak attack (+1d6); SQ trapfinding; SV Fort +1, Ref +4, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills: Balance +6, Climb +5, Disable Device +6, Hide +6, Listen +7, Move Silently +6, Open Lock +6, Sleight of Hand +6, Spot +7. *Feats*: Alertness.

Human: Add Search +5 (includes Int bonus); Improved Initiative.

Possessions: Masterwork shortsword, leather armor, masterwork thieves' tools, shortbow, 20 arrows.

Cutpurse, Rog3: CR 3; SZ M; HD 3d6+3; hp 13; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded

leather), touch 12, flat-footed 13; BAB/Grp +2/+3; Atk +4 melee (1d6+1, masterwork short sword, 19-20/x2) or +4 ranged (1d6+1, composite shortbow, crit x3, range 60 ft.); Full Atk +3 melee or +4 ranged; SA sneak attack (+2d6); SQ trapfinding, evasion, trap sense (+1); SV Fort +2, Ref +5, Will +2; Str 12, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills: Balance +8, Disable Device +8, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Sleight of Hand +8, Search +7, Spot +8. **Feats:** Alertness, Improved Initiative.

Human: Add Bluff +6; Blind-Fight.

Possessions: Masterwork studded leather armor, masterwork thieves' tools, masterwork short sword, composite shortbow, 20 arrows, *potion of darkvision*, *potion of blur*, 3 *potions of cure light wounds*.

Robber, Rog2/War1: CR 2; SZ M; HD 2d6+2 plus 1d8+1; hp 14; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; BAB/Grp +2/+4; Atk +6 melee (1d6+2, masterwork short sword, 19-20/x2); SA sneak attack (+1d6); SQ evasion, trapfinding; AL N; SV Fort +3, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 11.

Skills: Balance +7, Climb +9, Disguise +5, Gather Information +5, Hide +7, Listen +3, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +3. **Feats:** Alertness, Weapon Focus (short sword).

Human: Add Listen +3, Spot +3; Improved Initiative.

Enforcer, War3/Rog1: CR 3; SZ M; HD 3d8+6 plus 1d6+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB/Grp +3/+5; Atk +7 melee (1d8+2, masterwork longsword, 19-20/x2) or +6 melee (1d4+2, masterwork dagger, 19-20/x2); SA sneak attack (+1d6); SQ trapfinding; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 11, Cha 12.

Skills: Climb +4*, Intimidate +5, Jump +4*, Listen +4, Spot +4. **Feats:** Alertness, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Swim +6, Climb +1; Power Attack.

Sell-Sword, War2: CR 1; SZ M; HD 2d8+2; hp 11; Init +0; Spd 20 ft. (base 30 ft.); AC 16 (+5 chain mail, +1 light steel shield), touch 10, flat-footed 16; BAB +2/+4; Atk +5 melee (1d8+2, masterwork longsword, 19-20/x2); SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +2*, Intimidate +2, Jump +0*. **Feats:** Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Ride +5; Improved Initiative.

Possessions: Chainmail, masterwork longsword, light steel shield.

Mercenary, Ftr2: CR 2; SZ M; HD 2d10+2; hp 13; Init +5; Spd 20 ft. (base 30 ft.); AC 18 (+1 Dex, +5 breastplate, +2 heavy shield), touch 11, flat-footed 17; BAB/Grp +2/+4; Atk +5 melee (1d8+2, longsword, 19-20/x2) or +3 ranged (1d8+2, composite longbow, crit x3, range 110 ft.); SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 12.

Skills: Intimidate +6, Jump +4*. **Feats:** Improved Initiative, Power Attack, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Climb +5; Alertness.

Possessions: Masterwork breastplate, heavy metal shield, *potion of endurance*, composite longbow (Str +2), 20 arrows, dagger.

Veteran, Ftr3: CR 3; SZ M; HD 3d10+6; hp 22; Init +5; Spd 20 ft. (base 30 ft.); AC 21 (+1 Dex, +8 full plate, +2 heavy shield), touch 11, flat-footed 20; BAB/Grp +3/+6; Atk +7 melee (1d8+3, masterwork longsword, 19-20/x2) or +4 ranged (1d8+3, masterwork composite longbow, crit x3, range 110 ft.); SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 12.

Skills: Climb +4*, Jump +4*. **Feats:** Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Swim +6; Great Cleave.

Possessions: Masterwork full plate, heavy steel shield, masterwork longsword, masterwork composite longbow (Str +3), 30 arrows, 2 *potions of cure moderate wounds*.

Hero, Ftr5: CR 5; SZ M; HD 5d10+5; hp 33; Init +5; Spd 30 ft.; AC 17 (+1 Dex, +6 banded mail), touch 11, flat-footed 16; BAB/Grp +5/+8; Atk +10 melee (2d6+6, +1 *greatsword*, 19-20/x2) or +6 ranged (1d8+3, composite longbow, crit x3, range 110 ft.); Full Atk +8 melee or +6 ranged; SV Fort +6, Ref +3, Will +2; Str 16, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills: Climb +5*, Jump +5*. **Feats:** Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

* Includes armor check penalty.

Human: Add Swim +8; Great Cleave.

Possessions: Banded mail armor, +1 *greatsword*, 3 *potions of cure moderate wounds*, *cloak of resistance* +1.

Gallant, Pal1: CR 1; SZ M; HD 1d10+1; hp 11; Init +1; Spd 20 ft. (base 30 ft.); AC 19 (+0 Dex [armor], +7 half-plate, +2 heavy steel shield), touch 10, flat-footed 19; BAB/Grp +1/+3; Atk +5 melee (1d8+2, masterwork longsword, 19-20/x2); SA smite evil (1/day, +1 attack, +1 damage); SQ aura of good, detect evil; AL LG; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 12, Int 10, Wis 11, Cha 13.

Skills: Knowledge (nobility and royalty) +4, Ride +5. *Feats:* Weapon Focus (longsword).

Human: Add Knowledge (religion) +4; Improved Initiative.

Protector, Pal3: CR 3; SZ M; HD 3d10+3; hp 22; Init +0; Spd 20 ft. (base 30 ft.); AC 20 (+8 full plate, +2 heavy steel shield), touch 10, flat-footed 20; BAB/Grp +3/+6; Atk +8 melee (1d8+3, masterwork longsword, 19-20/x2); SA smite evil (1/day, +1 attack, +3 damage); SQ aura of courage, aura of good, detect evil, divine health, divine grace (+1 on saves), lay on hands (3 hp/day); AL LG; SV Fort +5, Ref +2, Will +2; Str 16, Dex 11, Con 12, Int 11, Wis 11, Cha 13.

Skills: Knowledge (nobility and royalty) +6, Ride +6. *Feats:* Power Attack, Weapon Focus (longsword).

Human: Add Knowledge (religion) +6; Cleave.

Scout, Rgr1: CR 1; SZ M; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB/Grp +1/+3; Atk +4 melee (1d8+2, longsword, 19-20/x2) or +3 ranged (1d8+2, composite longbow, crit x3, range 110 ft.); SA favored enemy; SQ wild empathy; SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 11.

Skills: Knowledge (nature) +4, Listen +5, Move Silently +5*, Spot +5, Survival +5, Use Rope +6. *Feats:* Track, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Climb +4; Improved Initiative.

Strider, Rgr3: CR 3; SZ M; HD 3d8+3; hp 19; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB/Grp +3/+5; Atk +5 melee or +5 ranged; Full Atk +7 melee (1d8+2, masterwork longsword, 19-20/x2) or +6 ranged (1d8+2, masterwork composite longbow, crit x3, range 110 ft.); SA favored enemy; SQ combat style, wild empathy; SV Fort +4, Ref +5, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 12.

Skills: Craft (any one) +6, Handle Animal +7, Heal +7, Knowledge (geography) +6, Move Silently +7*, Survival +7. *Feats:* Endurance, Improved Initiative, Track, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Knowledge (nature) +6; Skill Focus (Handle Animal).

Tracker, Rgr5: CR 5; SZ M; HD 5d8+5; hp 29; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB/Grp +5/+7; Atk +9 melee (1d8+2, masterwork longsword, 19-20/x2) or +8 ranged (1d8+2, masterwork composite longbow, crit x3, range 110 ft.); SA favored enemy (2nd favored enemy); SQ animal companion, combat style, wild empathy; SV Fort +5, Ref +6, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 12.

Skills: Climb +9*, Hide +9*, Knowledge (nature) +8, Move Silently +9*, Spot +9, Survival +12 (+14 in above ground natural environments). *Feats:* Endurance, Skill Focus (Survival), Track, Weapon Focus (longsword).

* Includes armor check penalty.

Human: Add Knowledge (geography) +8; Alertness.

Possessions: +1 longsword, *potion of cure moderate wounds*, masterwork longsword, masterwork composite longbow (Str +2), 20 arrows.

Ranger Spells per Day (1; save DC 11 + spell level): 1st—*entangle*.

Novice, Mnk1: CR 1; SZ M; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 monk), touch 13, flat-footed 12; BAB/Grp +0/+2; Atk +2 unarmed (1d6+2, unarmed) or +2 melee (1d6+2, quarterstaff) or +1 ranged (1d4+2, dagger, 19-20/x2); SA flurry of blows, unarmed strike; SV Fort +3, Ref +3, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 11.

Skills: Balance +5, Concentration +5, Diplomacy +4, Escape Artist +5, Listen +4, Spot +4. *Feats:* Alertness, Stunning Fist.

Human: Add Move Silently +4; Skill Focus (Escape Artist).

Initiate, Mnk2: CR 2; SZ M; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 monk), touch 13, flat-footed 12; BAB/Grp +1/+3; Atk +3 unarmed (1d6+2, unarmed) or +3 melee (1d6+2, quarterstaff) or +2 ranged (1+2, shuriken, range 10 ft.); SA flurry of blows, unarmed strike; SQ evasion, deflect arrows; SV Fort +4, Ref +4, Will +5; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills: Balance +6, Climb +7, Escape Artist +6, Hide +6, Listen +4, Spot +4. *Feats:* Alertness, Combat Reflexes, Stunning Fist.

Human: Add Perform (any one) +5; Weapon Focus (quarterstaff).

Disciple, Mnk4: CR 4; SZ M; HD 4d8+4; hp 25; Init +1; Spd 40/25 ft.; AC 14 (+1 Dex, +3 monk), touch 14, flat-footed 13; BAB/Grp +3/+5; Atk +5 unarmed (1d8+2/1d6+2, unarmed) or +6 melee (1d6+2, masterwork quarterstaff) or +5 ranged (1d4+2, masterwork dagger, 19-20/x2, range 10 ft.); SA flurry of blows, unarmed strike, ki strike (magic); SQ evasion, slow fall (20 ft.), still mind (+2 vs. enchantment); SV Fort +5, Ref +5, Will +7; Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 12.

Skills: Balance +8, Concentration +8, Diplomacy +8, Knowledge (arcana) +7, Listen +5, Spot +5. *Feats:* Alertness, Combat Reflexes, Stunning Fist, Weapon Focus (quarterstaff).

Human: Add Sense Motive +7; Power Attack.

Possessions: Masterwork quarterstaff, 3 masterwork daggers, *potion of jump*.

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