

SECOND EDITION

# PATHFINDER<sup>®</sup>



Pregenerated Characters



# PATHFINDER

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**FOR 5TH-LEVEL CHARACTERS**



## Pathfinder One-Shot

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*Pathfinder One-Shot: Sundered Waves* is designed to be played with the four pregenerated characters presented here. Each comes with ready-to-play game statistics, backstories tied to the adventure itself, and previous relationships with the other three characters. The adventure works best when all four characters are used.

In addition to standard abilities presented in the *Pathfinder Core Rulebook*, these characters utilize abilities found in the *Pathfinder Advanced Player's Guide* and *Pathfinder Lost Omens Ancestry Guide*. Rules from these secondary sources are presented here for your convenience in the Rules Reference on page 11 of this character supplement.

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# Kaako Ashfeather

**B**orn on the storm-tossed seas, the life of a pirate is the only one Kaako has ever known. Hatched under an auspicious sign, Kaako's parents pronounced her a jinx-eater, one who might consume the ill fortune falling over the crew and bring them good luck. Unsurprisingly, the crew took an instant liking to her mischievous antics. Growing up aboard a ship, Kaako spent her formative years meeting all sorts of folks from the wider world, sailing up and down the coasts of Avistan and Garund. They were good years and ones that she looks back upon with fond nostalgia.

Years later, Kaako left her parents to join the crew of Captain Renlock aboard the *Brass Bird*. For some time, she remained happy there. The crew of the *Brass Bird* made names for themselves as pirates aboard one of the most feared vessels to sail the coasts. When the *Bird* overtook a small merchant vessel off the coast of Varisia, Kaako encountered a jinx that even she could not prevent. Having no desire to take the ship or hostages, the *Bird*'s crew raided the vessel for valuables before setting it free. One passenger—a Varisian witch—took umbrage to the theft and bestowed a curse upon the *Bird* and its crew. After that fateful day, the ship was continually beset by storms and bad winds. The *Brass Bird* constantly ran afoul of patrols of various navies ready to apprehend the ship. All this led to the fateful encounter with the Andoran navy. Chased back to the Shackles, the *Brass Bird* and its crew were finally overcome. Wanting no more bloodshed, Captain Renlock surrendered and the crew of the *Brass Bird* scattered.

Fortunately, Kaako was released only a few months later and returned to a life on the open ocean. Though she joined crews aboard other ships, Kaako never truly found a home again. Five years later, Kaako still enjoys the life of a pirate, but grows weary of lining other peoples' pockets with gold while leaving little for herself.

Then word came that Captain Renlock had passed away in prison. And his mysterious clockwork parrot, Cawlo, arrived at the window of Kaako's cabin to deliver a message...

**Goals:** Kaako dreams of a future in which she might captain her own ship or at least find a crew that she can call a family. Life on the high seas can be tiring, especially when there is little to show for it after years of work.

**Personality:** Kaako is inquisitive, but quick to startle. She has a penchant for dressing flamboyantly, adorning herself with shiny trinkets and baubles that she claims help her ward off foul spirits and curses. In reality, she just likes the way these accessories look. Kaako is not above playing up her "mystical" connection, despite not really having much control over such matters. Among friends though, she is much more laid back and can be a prankster.

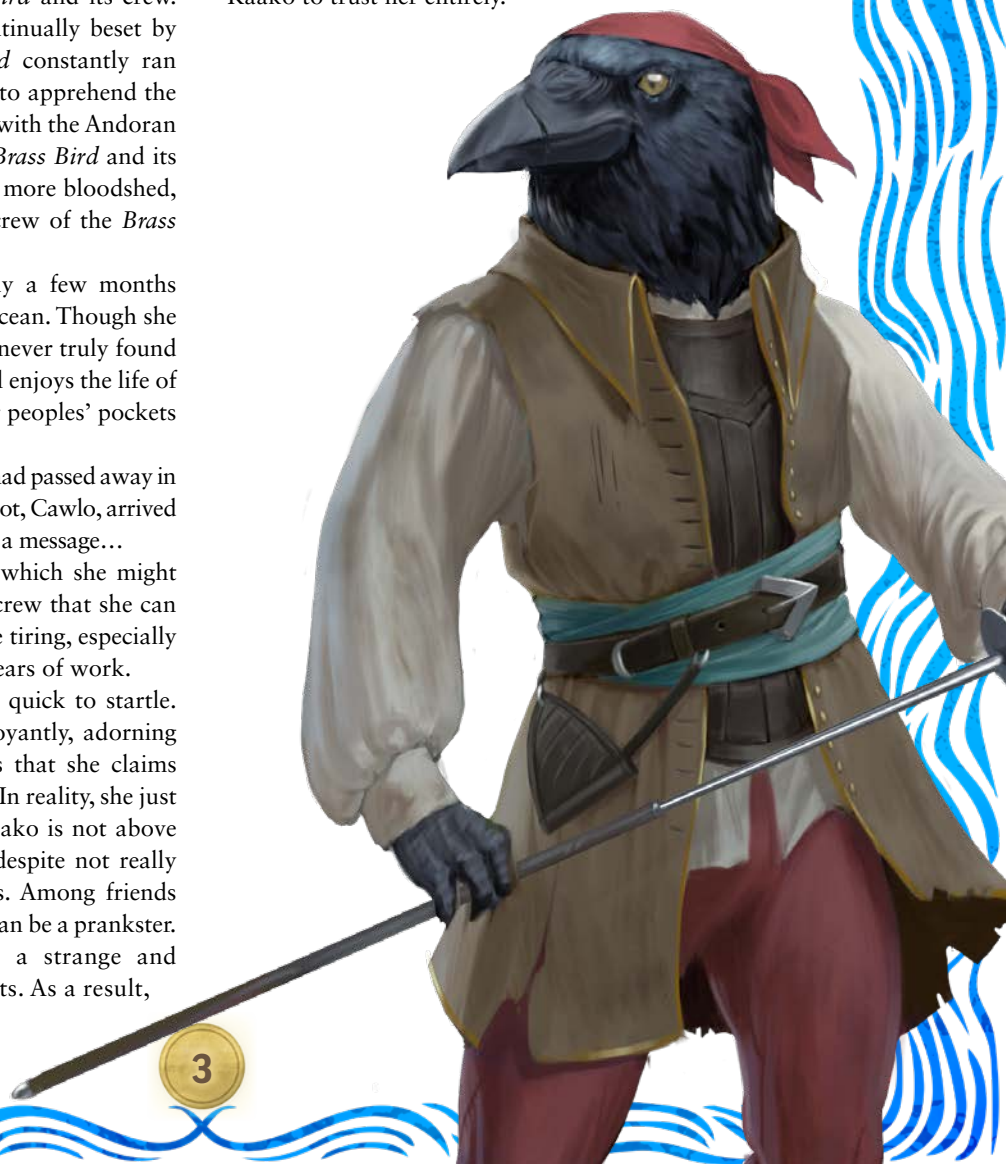
**Relationships:** Most see Kaako as a strange and mysterious person who has many secrets. As a result,

few try to become close to her. Those who do get to know the young tengu find that she can be a caring friend, even though she tends to be a bit awkward around other humanoids.

**Elsir Syniras:** Kaako and Elsir used to be close friends and often went into port to get into trouble together. Kaako always found a way to cheer the sometimes-dour elven sorcerer up, and he in turn would leave her small magical baubles and trinkets. The two often spent long nights on the deck looking out at the stars, sharing a bottle, and dreaming of a rich and prosperous future.

**Jadren Tagar:** Jadren has always been a pain in Kaako's backside. The life of the party, daring first officer, and charming pirate was just more than Kaako could handle. It did not help that the hulking human fighter often gave Kaako condescending "bird" nicknames she didn't like.

**Lavanna Saltspray:** Kaako and Lavanna always got along, though the young halfling priestess sometimes disagreed about signs and portents, preferring to turn to Gozreh than trust Kaako's intuition. Lavanna often remained inseparable from Jadren, making it hard for Kaako to trust her entirely.



# Kaako Ashfeather

Rogue 5

**ANCESTRY** JINXFEATHER TENGU (JINXED)

**BACKGROUND** SAILOR

**SPEED** 25 FEET

**PERCEPTION**  +10 (EXPERT)

**ALIGNMENT** CN

**LANGUAGES** COMMON, TENGU

**STRENGTH**

**STR** 12 (+1)

**DEXTERITY**

**DEX** 19 (+4)

**CONSTITUTION**

**CON** 16 (+3)

**INTELLIGENCE**

**INT** 10 (+0)

**WISDOM**

**WIS** 12 (+1)

**CHARISMA**

**CHA** 16 (+3)

## Strikes

**MELEE** ♦ +1 striking rapier +14 (deadly 1d8, disarm, finesse), **Damage** 2d6+4 piercing;

♦ beak +13 (finesse, unarmed), **Damage** 1d6+1 piercing

**RANGED** ♦ +1 hand crossbow +14 (range 60 ft., reload 1), **Damage** 1d6 piercing

## Skills

**ACROBATICS** (T)

 +2

**DIPLOMACY** (T)

 +10

**PERFORMANCE** (T)

 +10


**SURVIVAL** (T)

 +8

**ATHLETICS** (E)

 +10

**INTIMIDATION** (T)

 +10

**SAILING LORE** (E)

 +9

**THIEVERY** (E)

 +13

**DECEPTION** (T)

 +10

**OCCULTISM** (T)

 +8

**STEALTH** (E)

 +13

## Feats and Abilities

**CLASS FEATURES** racket (thief), sneak attack +2d6, surprise attack, deny advantage, weapon tricks

**ANCESTRY FEATS** Storm's Lash (1st; page 12), Squawk! (3rd, from Ancestral Paragon; page 12), Eat Fortune (5th; page 11)

**CLASS FEATS** Nimble Dodge (1st), Minor Magic (2nd), Unbalancing Blow (4th)

**GENERAL FEATS** Ancestral Paragon (3rd)

**SKILL FEATS** Underwater Marauder (background), Experienced Smuggler (1st), Assurance (Athletics) (2nd), Combat Climber (3rd), Cat Fall (4th), Charming Liar (5th)

## Defenses


**HIT POINTS**

61


**ARMOR CLASS**

22

**FORTITUDE**

 +10

**REFLEX**


 +13

**WILL**

 +10

## Spells

**SPELL ATTACK**

 +10 **DC** 20

**INNATE PRIMAL SPELLS**

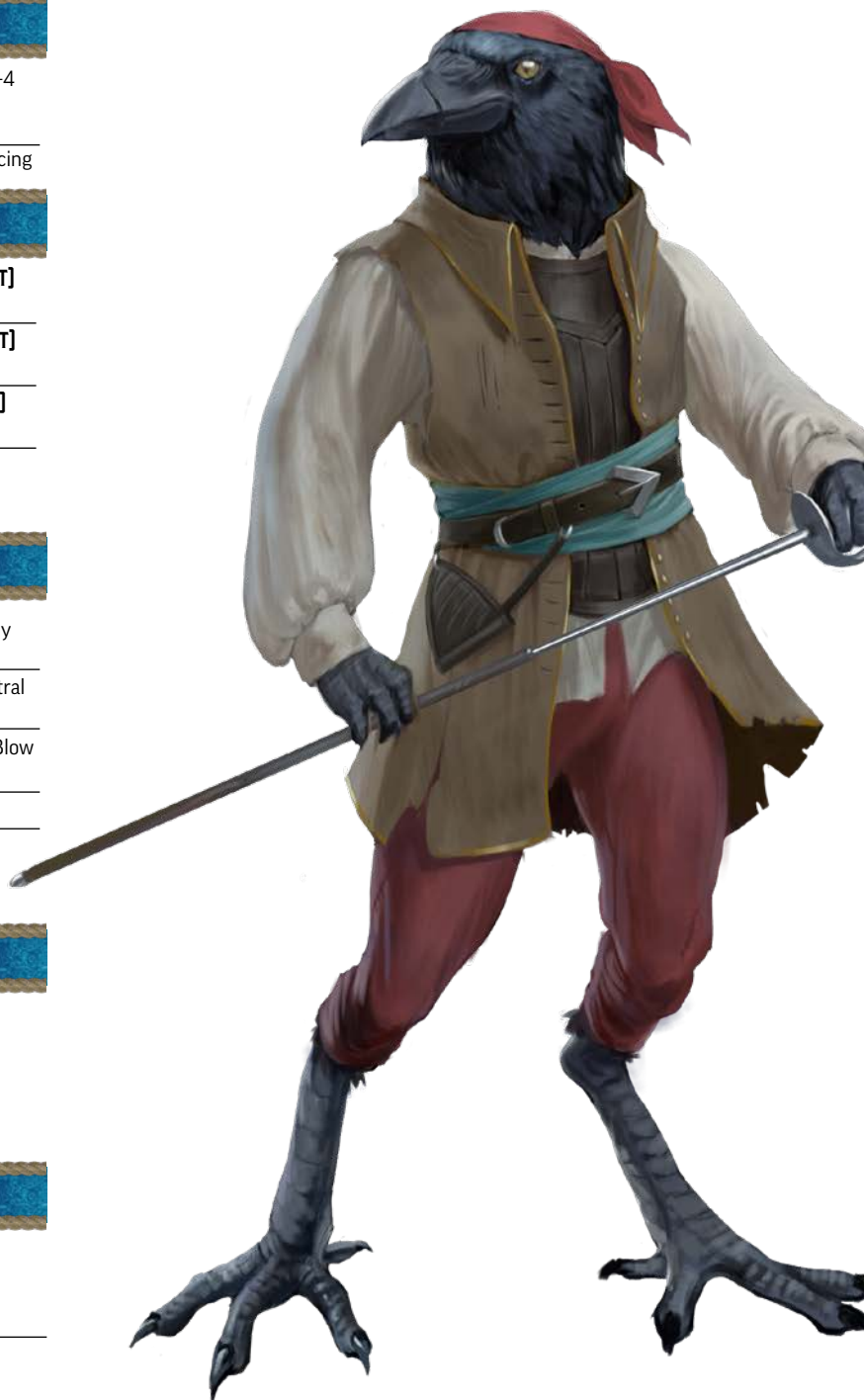
**CANTRIPS** (3RD LEVEL, AT WILL) electric arc, guidance, know direction

## Equipment

**READY** +1 striking rapier, +1 hand crossbow, potency crystal (attached to crossbow)

**WORN** bolts (20), bracelet of dashing, leather armor, lesser healing potion, pendant of the occult, thieves' tools, assorted jewelry and baubles (worth 40 gp)

**STOWED** adventurer's pack, everburning torch





# Lavanna Saltspray

Lavanna can't remember a time when she wasn't aboard a ship. Sold by her Chelaxian masters to a merchant captain at a very young age, Lavanna soon found freedom on the open waters, rising up through the ranks of the *Silver Dancer*, the first ship she ever served as a crew member. One evening, during a particularly fearsome storm, Lavanna was caught on deck, but instead of being tossed about or swept overboard, the young halfling found peace in the swirling winds and felt grace in the stinging waves washing over her. This was the first time she heard the voice of Gozreh and discovered that she had undine blood in her veins.

Lavanna's training was anything but traditional. She learned what she could about the faith of Gozreh at every port of call, all the while maintaining her duties aboard the merchant vessel. Over time, she became quite accomplished and took over as the *Silver Dancer's* healer. A year later, her skills were put to the test when a horrific fire broke out onboard and the vessel began to sink. It was only through Lavanna's skill that any of the crew survived that catastrophe. Fortunately, their ship was spotted by the *Brass Bird*, a pirate ship of some renown. Captain Renlock took pity on the poor souls of the *Silver Dancer*, taking them on and dropping them off at the nearest port.

Lavanna decided to stay onboard the *Brass Bird*, helping to minister to the crew and ensure that the ship sailed with Gozreh's grace. Although never having much stomach for piracy, Lavanna took to life aboard the *Bird*, finding she had much in common with the motley crew. Outcasts and wanderers all, they forged lives for themselves of their own choosing. For a time, that was enough.

Trouble came to the *Brass Bird* when its crew boarded a small merchant vessel off the coast of Varisia. After taking the ship's valuables, Captain Renlock let the crew go. However, a Varisian witch took umbrage to the theft and laid a curse on the *Bird* and its crew. Terrible storms beset the *Bird* and its crew. No amount of prayers to Gozreh could cause the seas to calm. Worse still, the Andoran navy caught wind of the *Bird's* trail and pursued the ship at every turn.

After a pitched battle, Captain Renlock surrendered the ship and the small family that Lavanna had come to cherish was torn asunder. Fortunately, the halfling soon found her freedom again after only a few months in jail. Heading down to the port, she ran into her old captain who she helped rescue all those years ago. Not two days later she set sail again, this time on the *Silver Dancer II*. The past five years have been mostly peaceful and prosperous. Lavanna has become comfortable and with that comfort has come doubt. While ministering to the crew is important work, she sometimes wonders if the comfort and routine she enjoys aboard the ship aligns with the tenets of her deity.

Such thoughts will have to wait, however, as word has reached her that Captain Renlock has passed away in prison. Oddly, the news was delivered by his curious clockwork parrot, Cawlo...

**Goals:** Lavanna finds herself at a crossroads and must decide whether or not to abandon her easy lifestyle. Her wanderlust grows by the day and soon it might overwhelm her. She wants to get back out into open water desperately so that she can sail new seas, meet new people, and see all that Gozreh's bounty has provided.

**Personality:** Lavanna is in a bit of a rut. She craves the open ocean, to dare the sea and storms, sailing off into the unknown to see all of nature's bounty. Unfortunately, years of work on a merchant vessel have made her soft and complacent. The crew of the *Silver Dancer II* tends to play it safe, sticking to the shore during dangerous weather and traveling using proscribed routes. Though Lavanna considers ministering to the crew important, she often finds herself bored with the lack of danger in her routine.

Lavanna also remains fascinated by nature, but in particular with the ocean and the creatures that call it home. She can be quiet at times, but when it comes to talking about the sea, most find that they can't get in a word between her frantic rants.

**Relationships:** Lavanna used to have a bit of a wild streak, getting deep into the grog and singing sea shanties with the rest of the crew. These days she has settled down to the point that the crew of the *Silver Dancer II* see her as a bit of a bore.

**Elsir Syniras:** Elsir was never really one to be trusted. Although he never swindled folks onboard, Lavanna saw the elven sorcerer use his magic on multiple occasions to con or steal from folks at port. Worse still, his dour attitude and aversion to risk made him less than fun to be around.


**Jadren Tagar:** Lavanna and Jadren used to be almost inseparable. The hulking human fighter was fun, often telling wild stories from his youth. There was a time when Lavanna thought there might be more to it than that, but such feelings never went anywhere.

**Kaako Ashfeather:** Lavanna and the tengu rogue got along just fine, even though she never really believed in Kaako's jinx-eating abilities. That said, she did enjoy going to new places and seeing new things, which made her a fine companion aboard the *Brass Bird*.



# Lavanna Saltspray

Cleric 5

<b>ANCESTRY</b> CHELAXIAN HALFLING (UNDINE)		<b>BACKGROUND</b> MERCHANT			
<b>SPEED</b> 25 FEET, SWIM 10 FEET		<b>PERCEPTION</b>  +13 (TRAINED)			
<b>ALIGNMENT</b> LN		<b>SENSES</b> KEEN EYES			
<b>LANGUAGES</b> AQUAN, COMMON, HALFLING					
<b>STRENGTH</b>		<b>DEXTERITY</b>		<b>CONSTITUTION</b>	
<b>STR</b>	10 MODIFIER (+0)	<b>DEX</b>	14 MODIFIER (+2)	<b>CON</b>	16 MODIFIER (+3)
<b>INTELLIGENCE</b>		<b>WISDOM</b>		<b>CHARISMA</b>	
<b>INT</b>	12 MODIFIER (+1)	<b>WIS</b>	19 MODIFIER (+4)	<b>CHA</b>	14 MODIFIER (+2)

## Strikes

- MELEE** ♦ +1 striking trident +8 (thrown 20 feet), **Damage** 2d8 piercing  
 ♦ dagger +9 (agile, finesse, thrown 10 feet., versatile S), **Damage** 1d4 piercing  
**RANGED** ♦ +1 striking trident +10 (thrown 20 feet), **Damage** 2d8 piercing

## Skills

<b>ATHLETICS [T]</b>	<b>DIPLOMACY [T]</b>	<b>MEDICINE [E]</b>
+7	+9	+13
<b>MERCANTILE LORE [T]</b>	<b>NATURE [T]</b>	<b>RELIGION [E]</b>
+8	+11	+13
<b>SAILING LORE [E]</b>	<b>SURVIVAL [T]</b>	
+10	+11	

## Feats and Abilities

<b>CLASS FEATURES</b>	deity (Gozreh), divine font (heal), doctrine (cloistered), Alertness (5th)
<b>ANCESTRY FEATS</b>	Halfling Luck (1st), Tide-Hardened (5th; page 12)
<b>CLASS FEATS</b>	Domain Initiate (doctrine), Healing Hands (2nd), Communal Healing (4th)
<b>GENERAL FEATS</b>	Breath Control (3rd)
<b>SKILL FEATS</b>	Bargain Hunter (background), Additional Lore (Sailing) (2nd), Battle Medicine (4th)

## Defenses

<b>HIT POINTS</b>	<b>ARMOR CLASS</b>	
61	19	
<b>FORTITUDE</b>	<b>REFLEX</b>	<b>WILL</b>
+12	+9	+13

## Spells

<b>SPELL ATTACK</b> +11	<b>DC</b> 21
<b>DIVINE SPELLS 5/3/3/2</b>	
<b>CANTRIPS [3RD LEVEL, AT WILL]</b>	detect magic, forbidding ward, message, shield, stabilize
<b>1ST LEVEL</b>	air bubble, command, ray of enfeeblement
<b>2ND LEVEL</b>	dispel magic, sound burst, spiritual weapon
<b>3RD LEVEL</b>	heal (3), heroism, searing light

## Equipment

<b>READY</b>	+1 striking trident, dagger (2)
<b>WORN</b>	lesser healing potion, scroll of augury, scroll of neutralize poison, silver religious symbol of Gozreh, wand of heal, wand of sanctuary
<b>STOWED</b>	adventurer's pack, everburning torch, 22 gp





# Elsir SYNIRAS

Life hasn't been kind to Elsir. Growing up in Osirion, the young elf spent his formative years living on the streets, scavenging for food where he could find it. Had it not been for a fierce pack of jackals that cornered him in an alley late one night, the frail elf might have never discovered his true potential. In that moment, as the snarling beasts approached to make their kill, the magic in his blood surged to life and he nearly drowned them in a seemingly unending torrent of water.

Soon after, Elsir often used his newfound gifts to earn coin. At first, he performed tricks on the street corner, but he moved into taverns soon after. As his talent with magic grew, so did his skill with deception and guile. After all, who in their right mind would settle for a few coins as a tip when one could pilfer a whole purse from a patron distracted by a magical spell? Unsurprisingly, he found himself wanted by the law soon after and fled Osirion just six months later. Elsir's pattern—of arriving in a new town, performing at local taverns or on street corners, and eventually being run out of the city for his schemes—continued for several years.

It wasn't until Elsir joined a pirate crew that he found a home. To this day, Elsir can't imagine what Captain Renlock saw in him, but he is eternally grateful for the years spent aboard the *Brass Bird*. Whenever the *Bird's* crew put into port, he worked his trade, earned some extra coin, and disappeared before anyone even suspected him. Meanwhile, aboard the ship, his talent for water magic made him invaluable to the crew. And his eye for valuables and magic items was found desirable by the captain whenever the crew acquired new treasure.

Unfortunately, this too came to an end. After the *Brass Bird* boarded a Varisian merchant vessel, the witch onboard cursed Captain Renlock's ship. From that day forward, the crew's luck turned. Elsir was there when it happened, and he can't help but feel that the curse was aimed at him specifically. The seas turned against the *Brass Bird* and soon after the Andoran navy pursued the ship relentlessly. After a pitched battle, Captain Renlock surrendered and Elsir finally saw the inside of a prison cell. Released only a few months later, Elsir made his way back to Absalom, leaving behind the sea for good (or so he thought).

There in the massive metropolis, Elsir set up shop as a purveyor of magic trinkets and spells, using his talents to create fakes or pass off minor baubles as powerful relics. Whenever the locals suspected him of foul play, he simply packed up and moved to a new district. With a city as large as Absalom, he had plenty of places to go to, avoiding suspicion for over five years. But the old witch's curse was not done with him yet, and after a customer came in with an actual cursed ring, Elsir has found himself bound to the foul thing. Thanks to the ring's curse, his body has been slowly wasting away over time.

Worse, he just received word that Captain Renlock passed away in prison. The old captain and his strange clockwork bird were always kind to Elsir, and the loss has hit him hard...

**Goals:** First and foremost, Elsir wants to find the coin necessary for a powerful casting of *remove curse*, to free himself of the ring that drains his vitality. Although he would never admit it, Elsir is tired of his current life. The thrill of deceiving the rich is long gone and he would much rather find a way to earn a modest living using his magic honestly. However, he struggles to imagine a world in which anyone would actually accept him in that way.

**Personality:** Elsir often comes off as bitter and jaded. He has spent a lifetime relying on cons and using his magic to earn a living. Although he normally targets merchants and nobles who can afford to lose a few coins, no one can deny that Elsir is a cheat. He is cynical about the world and his pessimism often gets the better of him. As the years have worn on, this has only gotten worse. Nothing is ever easy for Elsir—at least from his perspective.

**Relationships:** Elsir has always been a bit of a cynic, but whereas his sarcasm used to permeate through the occasional comment or observation, it now tends to color everything he does.

**Jadren Tagar:** Jadren was usually too much for Elsir. The loud, boisterous first mate was always the center of attention, which suited Elsir just fine—it meant fewer people bothered the sorcerer. Worse still, Jadren never seemed able to remember Elsir's name.

**Kaako Ashfeather:** Kaako and Elsir were often bound up in some scheme or another in just about every port of call. Kaako often created a distraction in busy places, allowing Elsir to work the crowd and swindle passersby to make some quick coin. The two often spent long nights up on deck, gazing at the stars, sharing a bottle, and dreaming of a rich and prosperous future.

**Lavanna Saltspray:** Elsir and Lavanna never really got along. He got the impression that she didn't appreciate his antics in port, which he saw as a hypocritical coming from the priest of a pirate vessel. Worse still, Elsir has little use for faith, a belief that has only grown over the years.



**ANCESTRY** AUIDEEN ELF (DESERT) **BACKGROUND** CURSED (PAGE 11)

**SPEED** 30 FEET **PERCEPTION** +9 (TRAINED)

**ALIGNMENT** N **SENSES** LOW-LIGHT VISION

**LANGUAGES** AQUAN, COMMON, ELVEN, GOBLIN

**STRENGTH** **STR** 10 (+0) **DEXTERITY** **DEX** 18 (+4) **CONSTITUTION** **CON** 12 (+1)

**INTELLIGENCE** **INT** 14 (+2) **WISDOM** **WIS** 14 (+2) **CHARISMA** **CHA** 18 (+4)

### Strikes

**MELEE** +1 dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

**RANGED** +1 dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

### Skills

<b>ARCANA [T]</b> +9	<b>CRAFTING [E]</b> +11	<b>CURSE LORE [T]</b> +9
<b>DECEPTION [E]</b> +13	<b>DIPLOMACY [T]</b> +11	<b>OCCULTISM [T]</b> +9
<b>SOCIETY [T]</b> +11	<b>THIEVERY [T]</b> +11	

### Feats and Abilities

**CLASS FEATURES** bloodline (marid genie; page 11), spell repertoire, signature spells, magical fortitude

**ANCESTRY FEATS** Elven Aloofness (1st; page 11), Ancestral Suspicion (5th; page 11)

**CLASS FEATS** Dangerous Sorcery (2nd), Arcane Evolution (4th)

**GENERAL FEATS** Quick Identification (3rd)

**SKILL FEATS** Charming Liar (2nd), Magical Crafting (4th)

### Defenses

<b>HIT POINTS</b> 41	<b>ARMOR CLASS</b> 21	<b>RESISTANCE</b> fire 2
<b>FORTITUDE</b> +10	<b>REFLEX</b> +11	<b>WILL</b> +11

### Spells

**SPELL ATTACK** +11 **DC** 21 **FOCUS POINTS** +1 **SPELL DC** 21

**ARCANE SPONTANEOUS SPELLS S/3/3/2**

**CANTRIPS [3RD LEVEL, AT WILL]** detect magic, ghost sound, mage hand, ray of frost, shield

**1ST LEVEL** hydraulic push, illusory disguise, magic aura, magic missile

**2ND LEVEL** hideous laughter, invisibility, obscuring mist, water walk

**3RD LEVEL** enthrall, haste, lightning bolt

**BLOODLINE SPELL [3RD LEVEL]** genie's veil (page 11)

### Equipment

**READY** +1 dagger

**WORN** bag of holding (type I), cursed ring, scroll of blur, wand of illusory object, wand of mage armor

**STOWED** adventurer's pack, spellbook (contains all known spells plus illusory object, unseen servant, blur, and crashing wave [page 11], 12 gp)





# Jadren Tagar

Jadren has lived a life in two acts. The first act began during his younger years, growing up on the streets in the Narrows district of Oppara. He led a gang of children that soon turned into a guild of pickpockets and minor thieves. Years later, a sweep by law enforcement rounded up half of his gang and Jadren remained sure his guildmates would finger him as the ringleader. He fled the city that evening, leaving behind the only place he had ever called home. For months he wandered from port to port, drinking and carousing until he woke one morning after having signed on with the pirate crew of the *Brass Bird*.

At first, he had demonstrated no skill at sailing, but as the years passed, he learned just about every role aboard a ship, from cook to bosun. Jadren often found himself the life of every party, telling outlandish and ridiculous stories from his youth. As a result, Captain Renlock took a liking to him. Several good years passed and the captain promoted Jadren to first mate. Just after the promotion, everything went wrong.

After chasing down a Varisian merchant vessel, the crew boarded the ship to search for loot. Taking what cargo they could find, the captain agreed to let the crew and ship go, but a Varisian witch onboard took umbrage to the theft and cursed the *Brass Bird* and her crew. Not two days later, the ship was beset by storms and bad wind. A week after that, the Andoran navy finally tracked the *Bird* down. For days, Jadren's crew sailed south, trying to get back to the Shackles. However, the Andoran navy did not relent in their pursuit. Captain Renlock desperately tried to return the *Brass Bird* to his secret port on a small island just to the north of the pirate nation, but the winds were against him. After a pitched battle in which Jadren was severely injured, Captain Renlock surrendered. And just like that, the first act of Jadren's life ended.

Waking up in temple to Iomedae in Andoran was the first thing he remembered after the battle. The priest here tended to Jadren's wounds and helped set his bones. It was a long recovery, one that the priests wanted him to make on his own—without the aid of magic—so that he could see the full cost of the life he had chosen. After weeks of healing, the priests gave him a choice. He could go to prison for several months to serve his sentence, or he could stay on with them and help tend to the temple and serve the poor as penance.

Since that sounded better than a prison cell, Jadren agreed. Over the next few months, Jadren learned a lot about himself and carefully considered his past. He had lived a life of greed, thinking only of himself and his own pleasure. Through helping others, the priests showed him the value of a life of service and humility. They also taught him discipline and trained him in martial skills. These priests' teachings also persuaded Jadren that giving one's life over to the greater good could provide a stronger sense of purpose.

When the time came for him to leave, Jadren asked to stay and began training to become a champion of the faith.

Now, several years later, Jadren has molded himself into a changed man. He is a staunch warrior dedicated to Iomedae, willing to lay down his life in service to others. He is especially keen to help those who have chosen a life of crime to see the error in their ways as he has. Unfortunately, he has learned it is too late for his previous friend and mentor, Captain Renlock. The captain's famous clockwork parrot, Cawlo, arrived at the temple just yesterday to tell Jadren of his passing. And Cawlo arrived bearing a cryptic request...

**Goals:** Jadren seeks to atone for the harm he caused during his previous life. He would like nothing better than to change his past, despite that fact that this is likely impossible. Though he knows he might never redeem himself, he focuses on taking action that he believes can make the world better.

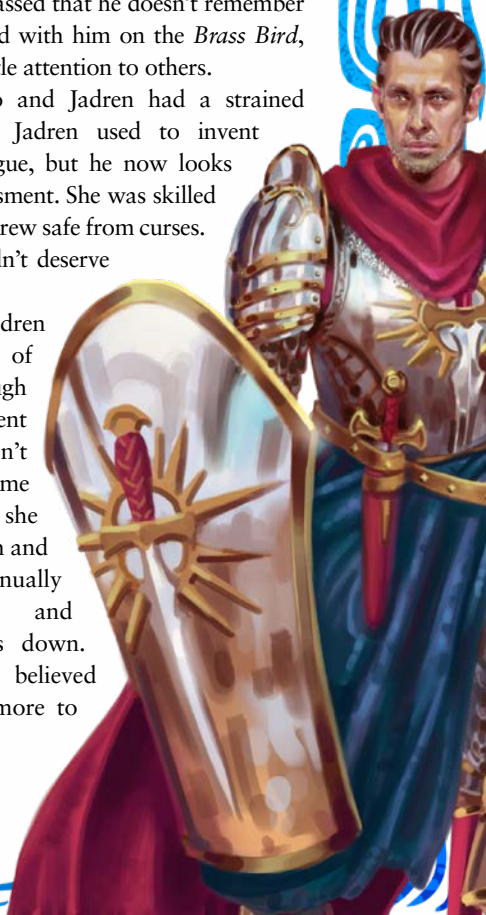
**Personality:** Jadren is warm and friendly, almost to a fault. While his demeanor was once accompanied by ribald humor and rousing toasts, it is now usually part of a sermon or parable about Iomedae. Those who know him now can't fathom the life he led before. Likewise, those from a past life would be shocked to see him today.

**Relationships:** Those of the faith deeply appreciate Jadren and his dedication to Iomedae's teachings. To outsiders, he can come off as preachy and self-righteous.

**Elsir Syniras:** Jadren remembers little about Elsir, and continues to struggle to recall the sorcerer's name. To Jadren, Elsir always had a sour demeanor and kept to himself. Jadren thinks Elsir might have used magic in the past but isn't sure. In any case, Jadren is embarrassed that he doesn't remember more about those who served with him on the *Brass Bird*, and regrets having paid so little attention to others.

**Kaako Ashfeather:** Kaako and Jadren had a strained relationship. In his youth, Jadren used to invent nicknames for the tengu rogue, but he now looks back on them with embarrassment. She was skilled at her job and often kept the crew safe from curses. He realizes now that she didn't deserve to be teased.

**Lavanna Saltspray:** Jadren regards the halfling cleric of Gozreh highly. Even though his faith has taken a different course than hers, he can't help but reflect on their time together warmly. After all, she showed him the value of faith and conviction. Lavanna continually provided encouragement and laughter whenever he was down. For a time, Jadren even believed there might be something more to their relationship.





**ANCESTRY** TALDAN HUMAN (SKILLED) **BACKGROUND** STREET URCHIN  
**SPEED** 20 FEET **PERCEPTION** +11 (EXPERT)  
**ALIGNMENT** LG **SENSES** LOW-LIGHT VISION

**LANGUAGES** COMMON

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
<b>STR</b> 19 (+4)	<b>DEX</b> 10 (+0)	<b>CON</b> 16 (+3)
<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
<b>INT</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>CHA</b> 16 (+3)

### Strikes

**MELEE** ♦ +1 striking longsword +16 (versatile P), **Damage** 2d8+4 slashing  
 ♦ shield boss +13, **Damage** 1d6+4 bludgeoning  
**RANGED** ♦ +1 dagger +9 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

### Skills

<b>ATHLETICS [E]</b>	<b>CRAFTING [T]</b>	<b>DIPLOMACY [E]</b>
+13	+7	+12
<b>INTIMIDATION [T]</b>	<b>OPPARA LORE [T]</b>	<b>MEDICINE [T]</b>
+11	+7	+9
<b>RELIGION [T]</b>	<b>SOCIETY [E]</b>	<b>THIEVERY [T]</b>
+9	+9	+7

### Feats and Abilities

**CLASS FEATURES** attack of opportunity, shield block, bravery, fighter weapon mastery  
**ANCESTRY FEATS** Natural Ambition (1st), Cooperative Nature (5th)  
**CLASS FEATS** Reactive Shield (1st), Sudden Charge (1st), Champion Dedication (2nd), Healing Touch (4th)  
**GENERAL FEATS** No Cause for Alarm (3rd; page 12)  
**SKILL FEATS** Pickpocket (background), Battle Medicine (2nd), Pilgrim's Token (4th; page 12)

### Defenses

<b>HIT POINTS</b>	<b>ARMOR CLASS</b>	<b>AC WITH SHIELD RAISED</b>
73	23	25
<b>FORTITUDE</b>	<b>REFLEX</b>	<b>WILL</b>
+12	+9	+9

### Spells

**FOCUS POINTS** +1 **SPELL DC** 20

**CHAMPION SPELL [3RD LEVEL]** lay on hands

### Equipment

**READY** +1 striking longsword, minor sturdy shield, +1 dagger  
**WORN** full plate, lesser healing potion (2), holy water (2), silver religious symbol of Iomedae  
**STOWED** adventurer's pack, tankard (from the good old days), 8 gp





# RULES REFERENCE

The pregenerated characters each use some rules from the *Pathfinder Advanced Player's Guide* and *Pathfinder Lost Omens: Ancestry Guide*. Those rules are listed alphabetically below.

## ANCESTRAL SUSPICION

FEAT 5

ELF

Long-lived elves have seen civilizations rise and fall, often at the hands of outside forces. As a result, they have developed a wariness of others who might seek to influence or control them. You've been trained to resist such manipulation, gaining a +2 circumstance bonus to saving throws against effects that would make you controlled, such as *dominate*, and to Perception checks to Sense Motive when trying to determine if a creature is under the influence of such an effect. When you roll a success on a saving throw against such an effect, you get a critical success instead.

## CRASHING WAVE

SPELL 3

EVOCATION WATER

**Traditions** arcane, primal

**Cast** ◆◆ somatic, verbal

**Area** 30-foot cone

**Saving Throw** basic Reflex

You summon a crashing wave that sweeps away from you. You deal 6d6 bludgeoning damage to creatures in the area. The water also extinguishes nonmagical fires in the area.

**Heightened (+1)** The damage increases by 2d6.

## CURSED

BACKGROUND

RARE

You are the victim of a personal or hereditary curse. Through great effort and occult study, you have learned to fend off the curse's worst effects and, by extension, you can protect yourself against other harmful magic. However, the curse still hangs over you and sometimes manifests in dangerous ways.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You are trained in Occultism and Curse Lore. You gain the Warding Sign reaction. You and the GM should determine the full effects of the curse, though you've staved most of them off for now.

**Warding Sign** ◆ (concentrate) **Frequency** once per minute;

**Trigger** You attempt a saving throw against a magical effect, but you haven't rolled yet; **Effect** You call on the power of a personal, eldritch sign of protection, which flares brightly before slowly fading. You gain a +2 circumstance bonus to the triggering saving throw, or a +3 circumstance bonus if the effect is a curse.

## EAT FORTUNE

FEAT 5

CONCENTRATE DIVINATION DIVINE TENGU

**Frequency** once per day

**Trigger** A creature within 60 feet uses a fortune or misfortune effect.

As you feel a nearby creature attempt to twist fate, you consume the interference. The triggering effect is disrupted. If it's a misfortune effect, Eat Fortune gains the fortune trait; if it's a fortune effect, Eat Fortune gains the misfortune trait. This fortune or misfortune applies to the same roll the triggering effect would have, so you couldn't negate a fortune effect with Eat Fortune and then apply another fortune effect to the same roll.

## ELVEN ALOOFNESS

FEAT 1

ELF

As much as you might care for them, you've come to terms with the ephemeral nature of non-elves, and it makes their threats feel less troublesome. If a non-elf rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (and thus it can't try to Coerce you again for 1 week). When a non-elf attempts to Demoralize you, you become temporarily immune for 1 day, instead of 10 minutes.

## Jinxed Tengu (Heritage)

Your lineage has been exposed to curse after curse, and now, they slide off your feathers like rain. If you succeed at a saving throw against a curse or misfortune effect, you get a critical success instead. When you would gain the doomed condition, attempt a DC 17 flat check. On a success, reduce the value of the doomed condition you would gain by 1.

## Genie, Marid (Sorcerer Bloodline)

Through lineage, magic, or wishes made real, the blood of a noble genie flows through your veins.

**Spell List** arcane

**Bloodline Skills** Arcana, Deception

**Granted Spells** cantrip: *detect magic*; 1st: *illusory disguise*; 2nd: *water walk*; 3rd: *enthrall*; 4th: *creation*; 5th: *control water*; 6th: *true seeing*; 7th: *energy aegis*; 8th: *horrid wilting*; 9th: *resplendent mansion*

**Bloodline Spells** initial: *genie's veil*; advanced: *heart's desire*; greater: *wish-twisted form*

**Blood Magic** Your spellcasting warps reality and distracts your foes. Either you gain a +1 status bonus to Deception checks for 1 round, or a target takes a -1 status penalty to Perception for 1 round.

## GENIE'S VEIL

FOCUS 1

UNCOMMON ABJURATION SORCERER

**Cast** ◆ somatic; **Trigger** A creature within range is attacked.

**Range** 30 feet; **Targets** 1 willing creature

With a flourish, you fulfill a creature's wish for protection, bending reality to keep them from harm. The target vanishes in a burst of brightly colored smoke and sparkles, reappearing



# RULES REFERENCE

an instant later. They become concealed against the triggering attack and until the end of the current creature's turn.

## NO CAUSE FOR ALARM ◆◆◆

FEAT 1

AUDITORY CONCENTRATE EMOTION GENERAL LINGUISTIC MENTAL SKILL

**Prerequisites** trained in Diplomacy

You attempt to reduce panic. Attempt a Diplomacy check, comparing it to the Will DC of creatures in a 10-foot emanation around you who are frightened. Each of them is temporarily immune for 1 hour.

**Critical Success** Reduce the creature's frightened value by 2.

**Success** Reduce the creature's frightened value by 1.

## PILGRIM'S TOKEN

FEAT 1

GENERAL SKILL

**Prerequisites** trained in Religion

You carry a small token of protection from a site holy to your faith, or you touched your religious symbol to a relic or altar at such a site. So long as this token is in your possession, when you tie an adversary's initiative roll, you go first.

## SQUAWK! ↻

FEAT 1

TENGU

**Trigger** You critically fail a Deception, Diplomacy, or Intimidation check against a creature that doesn't have the tengu trait.

You let out an awkward squawk, ruffle your feathers, or fake some other birdlike tic to cover up a social misstep or faux

pas. You get a failure on the triggering check, rather than a critical failure. All creatures that witnessed you Squawk are temporarily immune for 24 hours.

## STORM'S LASH

FEAT 1

TENGU

Wind and lightning have always been close friends to you. You can cast the *electric arc* cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

## TIDE-HARDENED

FEAT 1

UNDINE

You're at home in the unpredictable tides. You gain a +1 circumstance bonus to saves against cold and water effects. If you roll a success on a save against a cold or water effect, you get a critical success instead.

## Undine (Heritage)

A water elemental ancestor influences your bloodline. You gain the undine trait, in addition to the traits from your ancestry. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air. You can choose from undine feats and feats from your ancestry whenever you gain an ancestry feat.





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