

# PREGENERATED CHARACTERS

---

Four 1st-level characters designed for *Retribution* using the standard fantasy (15-point build) purchase method by Creighton Broadhurst



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# KETHAITH AZATHAL

---

LG male half-elf cleric (Darlen) 1

## SENSES AND MOVEMENT

**Init** +0; **Senses** low-light vision; Perception +5, Sense Motive +3

**Speed** 20 ft.; base speed 30 ft.

**ACP** -6; Acrobatics -5 (-9 jumping)

## DEFENCE

**AC** 17, touch 10, flat-footed 17; **CMD** 11

(+5 armour [scale mail], +2 shield [heavy wooden shield])

**Immune** *sleep*

**Fort** +3, **Ref** +1, **Will** +6; +2 vs. enchantments

**hp** 12

## OFFENCE

**Space** 5 ft.; **Base Atk** +0; **CMB** +1

**Melee** longsword +1 (1d8+1/19-20) or

**Melee** short spear +1 (1d8+1/x3)

**Ranged** short spear (range 20 ft.) +0 (1d8+1/x3)

**Ranged** sling (range 50 ft.) +0 (1d4+1)

□□□□□ □□□□□

**Special Actions** channel positive energy 5/day (1d6; DC 12), resistant touch, spontaneous casting (*cure* spells)

**Channel Energy** When Kethaith channels positive energy to damage undead, they suffer 1 extra point of damage and do not apply any channel resistance bonus to their saving throw.

**Resistant Touch (Sp; 6/day)** When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

## SPELLS

**Concentration** +4

**Cleric Spells Prepared** (CL 1st; DC 13 + spell level); Domains: Protection, Sun

1st (2+1/day)—*bless*, *endure elements*<sup>D</sup>, *shield of faith*

0 (at-will)—*detect magic*, *guidance*, *stabilize*

## ABILITIES

**Abilities** Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14

**Feats** Skill Focus (Heal), Toughness

**SQ** good aura (faint), multitalented (cleric, fighter)

**Skills** Heal +10, Knowledge (religion) +4

**Languages** Common, Elven

## GEAR

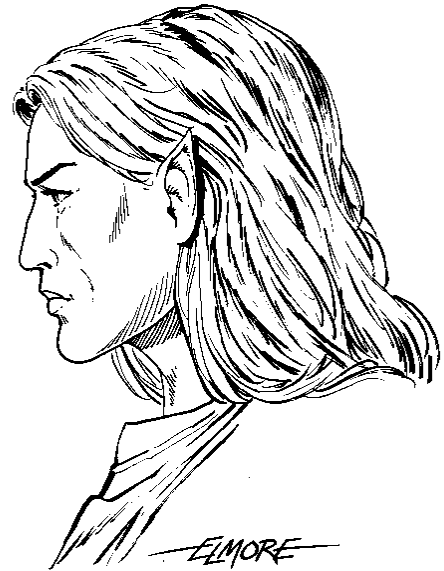
Cold weather gear, wooden holy symbol

**Backpack** (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

**Belt pouch** (flint and steel, candle, 1 tindertwig, vial of holy water)

**Spell component pouch**

**Belt pouch** (6 gp, 4 sp, 12 cp)



---

## DARLEN

LG god of Law, Order, Justice and the Sun

**Epithets:** The Justicar, the Shining Light, the Noble One

**Symbol:** The rising sun

**Domains:** Good, Law, Protection, Sun

**Favoured Weapon:** Longsword

**Raiment:** Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

**Teachings:** The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

**Holy Texts:** Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

---

## THE PRIORY OF CYMER

The Priory of Cymer is a small, backwater shrine named after a local saint. The priory was founded at the behest of Cymer (a visionary believer) who foresaw that a great evil would arise at the site. It never did and over the last few decades, the place has fallen out of favour with the populace of the nearby villages; now few worship here.

Kethaith is travelling to the priory to prepare a report for his church superiors.

# MARATRI LAEMAR

---

CG female elf ranger 1

## SENSES AND MOVEMENT

**Init** +2; **Senses** low-light vision; Perception +7 (+9 vs. goblinoids), Sense Motive +1 (+3 vs. goblinoids)

**Speed** 30 ft.

**ACP** -2; Climb +4, Stealth +4, Swim +4

## DEFENCE

**AC** 16, touch 12, flat-footed 14; **CMD** 15

(+2 Dex, +3 armour [studded leather], +1 shield [buckler])

**Immune** *sleep*

**Fort** +2, **Ref** +4, **Will** +1; +2 vs. enchantments

**hp** 11

## OFFENCE

**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** longsword +4 (1d8+2/19-20) or

**Melee** dagger +3 (1d4+2/19-20)

**Ranged** longbow (range 100 ft.) +3 (1d8/x3)

□□□□ □□□□ □□□□ □□□□

**Atk Options** favoured enemy (goblinoid) +2

## ABILITIES

**Abilities** Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10

**Feats** Weapon Focus (longsword)

**Skills** Bluff +0 (+2 vs. goblinoids), Heal +5, Knowledge (geography) +6, Knowledge (nature) +6, Survival +5 (+6 tracking, +8 tracking goblinoids)

**Languages** Common, Elven, Goblin, Sylvan

**Abilities** track +1, wild empathy +1 (-3 magical beasts)

## GEAR

Cold weather gear

**Backpack** (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, 50 ft. hemp rope)

**Belt pouch** (flint and steel, whetstone, candle, tindertwig, caltrops)

**Belt pouch** (3 gp, 14 sp, 23 cp)



---

---

## HOOK

Maratri is travelling to Cymer, at the behest of Tahllian Liaiamne. Tahllian (a powerful elven mercenary warrior) is searching for his wayward half-elven son, Malvenos. Tahllian, recently hearing stories of a half-elven warrior watching over the priests at Cymer, has despatched Maratri to investigate. Her mission is simple; to determine whether the half-elf is indeed Malvenos but not to alert him to his father's interest in the priory. Successful completion of the mission earns her 100 gp.

## PARADAN HANTER

---

NG male human wizard (illusionist) 1

### SENSES AND MOVEMENT

**Init** +1; **Senses** Perception +1, Sense Motive +1

**Speed** 30 ft.

### DEFENCE

**AC** 11, touch 11, flat-footed 10; **CMD** 10  
(+1 Dex)

**Fort** +1, **Ref** +1, **Will** +3

**hp** 7

### OFFENCE

**Space** 5 ft.; **Base Atk** +0; **CMB** -1

**Melee** dagger -1 (1d4-1/19-20)

**Blinding Ray (Sp; 7/day)** +1 ranged touch (range 30 ft.); creatures with 1 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 1 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

### SPELLS

**Concentration** +5 (+9 when casting defensively or grappled)

**Wizard Spells Prepared** (CL 1st; DC 14 + spell level; barred schools: transmutation, necromancy)

1st (3/day)—*colour spray* (DC 16), *mage armour*, *silent image* (DC 16)

0 (at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *read magic*

**Bonded Object** (ring) Paradan can use his bonded ring once per day to cast any spell in his spellbook.

**Extended Illusions (Su)** Any illusion Paradan casts with a duration of “concentration” lasts one additional round.

### ABILITIES

**Abilities** Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

**Feats** Combat Casting, Scribe Scroll, Spell Focus (illusion)

**Skills** Knowledge (arcana) +8, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

### GEAR

Cold weather gear

**Backpack** (bedroll, traveller’s gear, 3 days trail rations, 1 waterskin, spellbook)

**Belt pouch** (flint and steel, candle, 1 tindertwig, flask of alchemist’s fire)

**Spell component pouch**

**Belt pouch** (4 gp, 9 sp, 17 cp)



**Spellbook** 1st—*colour spray*, *disguise self*, *mage armour*, *magic missile*, *obscuring mist*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

---

---

### HOOK

Paradan is travelling to Cymer, at the behest of his father, Kavern Hanter. Kavern is a devotee of Darlen (LG god of Law, Order, Justice and the Sun) and in his youth was a student of Ruan, the now Curate of Cymer. Now a successful clergyman in his own right, Kavern is sending Ruan a gift – a beautifully illustrated copy of the *Scriptures of Law* (a holy text of Darlen’s faithful). He has asked Paradan to deliver it.

# URBREN GLITTERHEART

---

NG female halfling rogue 1

## SENSES AND MOVEMENT

**Init** +3; **Senses** Perception +7 (trapfinding), Sense Motive +1

**Speed** 20 ft.

**ACP** 0; Acrobatics +9 (+5 jumping), Climb +5, Escape Artist +7, Stealth +11, Swim +3

## DEFENCE

**AC** 16, touch 14, flat-footed 12; **CMD** 11  
(+1 size, +3 Dex, +2 armour [leather])

**Fort** +2, **Ref** +6, **Will** +2; +2 vs. fear

**hp** 9

## OFFENCE

**Space** 5 ft.; **Base Atk** +0; **CMB** -2

**Melee** short sword +4 (1d4-1/19-20)

**Ranged** light crossbow (range 80 ft.) +4 (1d6/19-20)

□□□□□ □□□□□

**Atk Options** sneak attack +1d6

## ABILITIES

**Abilities** Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11

**Feats** Weapon Finesse

**Skills** Appraise +6, Disable Device +7, Knowledge (dungeoneering) +6, Knowledge (local) +6, Sleight of Hand +7

**Languages** Common, Gnome, Goblin, Halfling

## GEAR

Cold weather gear

**Backpack** (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, 50 ft. hemp rope)

**Belt pouch** (flint and steel, whetstone, candle, tindertwig, caltrops)

**Belt pouch** (thieves' tools)

**Belt pouch** (9 gp, 17 sp)



---

## HOOK

The merchant Tryfena of Swallowfeld (the nearby village) has hired Urbren to recover a set of silver and jade earrings (worth 130 gp). A thief broke into Tryfena's stockade trading post several days ago, but was injured by a poison dart trap. The thief (a human female) was last seen fleeing in the direction of the Priory of Cymer. Tryfena does not care what happens to the thief, she just wants her earrings back.

**Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Artist:** Larry Elmore

**Playtesters:** Andy Lewis, Andrew Hodges, Robert Wills and Neil Wright

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his very patient wife. He is famed locally for his unending love affair with booze and pizza. His freelance credits include work with Wizards of the Coast, Paizo, and Expeditious Retreat Press. You can check out his blog at <http://raging-swan.livejournal.com>.

Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game.** ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary.** ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams.

**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

**Tomb of Horrors.** ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

**Retribution.** ©Raging Swan Press 2009; Author: Creighton Broadhurst.