

DWARF CLERIC 1

CG Strong Blooded Dwarf **Background:** Scholar (Religion)

Perception +6; Darkvision

Languages English

Skills Acrobatics -1, Athletics +3, Intimidation +4, Lore: Academia +3, Medicine +6, Religion +6, Society +3

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

AC 14, **Fort** +5, **Ref** +4, **Will** +8

HP 20

Speed 15 feet

Melee Dwarven War Axe +5 (Dwarf, Sweep, Two-Hand d12, Uncommon), **Damage** 1d8+2 (S)

Divine Prepared Spells DC 16, attack +6

Divine Font (2/day)

[Heal](#)

1st [Bless](#), [Magic Weapon](#)

Cantrips: [Divine Lance](#), [Forbidding Ward](#), [Guidance](#), [Read Aura](#), [Stabilize](#),

Focus Spells (1 points)

Focus Spells (1 points) **Hurling Stone** **Range** 60 feet; **Targets** 1 creature

You evoke a magical stone and throw it, with your god's presence guiding your aim. Make a spell attack roll against the target. The stone deals bludgeoning damage equal to 1d6 plus your Strength modifier.

Critical Success The stone deals double damage.

Success The stone deals full damage.

Heightened (+1) The stone's damage increases by 1d6.

Feats & Abilities [Assurance \(Religion\)](#), [Domain Initiate](#), [Dusk Veil Diplomat](#), [Strong-Blooded Dwarf](#),

[Divine Font \(Healing Font\)](#), [Divine Spellcasting](#), [Doctrine \(Cloistered Cleric\)](#), [Domain Initiate \(Earth\)](#)

ELF INVESTIGATOR 1

NG WHISPER ELF BACKGROUND: Detective

Perception +6; Low-Light Vision

Languages None selected

Skills Acrobatics +4, Arcana +7, Athletics -1, Computers +7, Deception +5, Diplomacy +5,

Lore: Underworld +7, Medicine +4, Occultism +7, Pilot +7, Society +7, Stealth +4, Thievery +4

Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +2

Items Studded Leather

AC 17, **Fort** +3, **Ref** +7, **Will** +6

HP 14

Clue In [reaction] **Frequency** once per 10 minutes

Trigger Another creature attempts a check to investigate a lead you're pursuing. You share information with the triggering creature. They gain a circumstance bonus to their check equal to your circumstance bonus to checks investigating your subject from Pursue a Lead. The GM can add any relevant traits to this reaction depending on the situation, such as auditory and linguistic if you're conveying information verbally.

Speed 30 feet

Melee Shortsword +5 (Agile, Finesse, Versatile S), **Damage** 1d6 (P)

Ranged Medium pistol +5 (Deadly d8), **Damage** 1d8 (P)

Battle Medicine (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Devise a Stratagem [one-action] (Concentrate, Fortune, Investigator) **Frequency** once per round

You assess a foe's weaknesses in combat and use them to formulate a plan of attack against your enemy. Choose a creature you can see and roll a d20. If you Strike the chosen creature later this round, you must use the result of the roll you made to Devise a Stratagem for your Strike's attack roll instead of rolling. You make this substitution only for the first Strike you make against the creature this round, not any subsequent attacks. When you make this substitution, you can also add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided your Strike uses an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon (which must be agile or finesse if it's a melee weapon with the thrown trait), or a sap.

If you're aware that the creature you choose is the subject of a lead you're pursuing, you can use this ability as a free action.

Additional Feats [Forensic Acumen](#), [Natural Born Leader](#), [Streetwise](#), [Underworld Investigator](#), [Whisper Elf](#)

Additional Specials [Methodology \(Forensic Medicine\)](#), [On the Case](#), [Pursue a Lead](#), [Strategic Strike](#)

ELF WIZARD 1

LN Seer Elf Background: Scholar (Arcana)

Perception +5; Low-Light Vision

Languages Arabic, Elven, English, Mandarin, Latin

Skills Acrobatics +6, Arcana +7, Athletics +0, Crafting +7, Lore: Academia +7, Lore: Dusk Veil +7, Nature +5, Occultism +7, Religion +5, Society +7

Str +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +0

AC 16, **Fort** +3, **Ref** +6, **Will** +7

HP 12

Speed 30 feet

Melee Staff +3 (Two-Hand d8), **Damage** 1d4 (B)

Reach Spell (Concentrate, Metamagic) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Drain Bonded Item (Arcane, Wizard) **Frequency** once per day **Requirements** You haven't acted yet on your turn. You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

Arcane Prepared Spells DC 17, attack +7

1st [Chilling Spray](#), [Mage Armor](#), [Magic Missile](#);

Cantrips [Dancing Lights](#), [Daze](#), [Detect Magic](#), [Mage Hand](#), [Message](#), [Telekinetic Projectile](#)

Arcane Innate Spells DC 13, attack +3 **Cantrips** [Detect Magic](#)

Focus Spells (1 points) [Force Bolt](#)

Range 30 feet; **Targets** 1 creature You fire an unerring dart of force from your fingertips. It automatically hits and deals 1d4+1 force damage to the target. **Heightened (+2)** The damage increases by 1d4+1.

Additional Feats [Assurance](#) (Religion), [Elven Aloofness](#), [Seer Elf](#)

Additional Specials [Arcane Bond](#), [Arcane School \(Evocation\)](#), [Arcane Thesis \(Metamaical Experimentation\)](#)

GNOME RANGER 1

CN Vivacious Gnome **Background:** Street Urchin

Perception +6; Low-Light Vision

Languages English

Skills Acrobatics +4, Athletics +4, Lore: Bay Area +3, Pilot +7, Nature +4, Society +3, Stealth +7, Survival +4, Thievery +7

Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Items Studded Leather

AC 18, **Fort** +7, **Ref** +9, **Will** +4

HP 20; **Resistances** negative 1

Speed 25 feet

Melee Dagger +7 (Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 1d4+1 (P)

Ranged Medium rifle +7 (Fatal d12), **Damage** 1d10 (S)

Hunted Shot (Flourish) **Frequency** once per round **Requirements** You are wielding a ranged weapon with reload 0. You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

Hunt Prey You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration. You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting. You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

Innate Cantrip Illusory Identity

[Two Actions] [Primal][Gnome]

Duration: 1 hour; sustained up to 16 hours

This spell functions like Illusory Disguise, but with the following restrictions. You only have one disguise, every time you cast this spell it is the same disguise. This spell does not drastically alter your appearance, instead, it softens some of your Gnome features to be more human. You might appear a little bit taller, or less pronounced ears, or your hair and eyes might look more human. You decide which elements the disguise changes the first time you cast this spell, but after that, they are always the same.

Additional Feats [Pickpocket](#), [Vivacious Gnome](#), [Illusory Identity](#)

Additional Specials [Hunter's Edge \(Precision\)](#)

HALFLING ROGUE 1

CN Observant Halfling Background: Scavenger

Perception +6;

Languages English, Elven, Tagalog

Skills Acrobatics +7, Athletics +3, Computers +5, Deception +4, Diplomacy +4, Lore: Bay Area +5, Nature+4, Occultism +5, Performance +4, Society +5, Stealth +7, Survival +4, Thievery +7

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +1, **Cha** +1

Items Leather

AC 18, **Fort** +4, **Ref** +9, **Will** +6

HP 15

Nimble Dodge [reaction] **Requirements** You are not encumbered. **Trigger** A creature targets you with an attack and you can see the attacker. You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee Telescoping baton +3 (Agile), **Damage** 1d6+4 (B)

Ranged Light pistol +7 (Deadly d8), **Damage** 1d6 (P)

Halfling Luck (Fortune, Halfling) **Frequency** once per day **Trigger** You fail a skill check or saving throw. Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

Sneak Attack Deals 1d6 extra precision damage to flat-footed creatures.

Additional Feats [Assurance](#), [Forager](#), [Observant Halfling](#)

Additional Specials [Assurance \(Thievery\)](#), [Rogue's Racket \(Thief Racket\)](#), [Sneak Attack](#), [Surprise Attack](#)

HUMAN FIGHTER

N Versatile Human. Background: Guard

Perception +6 (+2 initiative);

Languages English

Skills Acrobatics +6, Athletics +6, Diplomacy +3, Intimidation +3, Pilot +6, Lore: Warfare +3

Str +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items Kevlar vest

AC 19, **Fort** +7, **Ref** +8, **Will** +4

HP 20

Attack of Opportunity

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening.

Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Speed 25 feet

Melee Telescoping baton +8 (Agile), **Damage** 1d6+3 (B)

Ranged Medium pistol +8 (Deadly d8), **Damage** 1d8 (P)

Ranged Medium rifle +8 (Fatal d12), **Damage** 1d10 (P)

Point-Blank Shot (Open, Stance) **Requirements** You are wielding a ranged weapon. You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Feats

[*Cooperative Nature*](#), [*Incredible Initiative*](#), [*Quick Coercion*](#)

HUMAN SORCERER 1

N Skilled Human Background: Performer

Perception +4;

Languages English

Skills Acrobatics +6, Athletics +0, Diplomacy +7, Lore: Theatre +3, Performance +7, Pilot +6, Religion +4, Thievery +6

Str +0, **Dex** + 3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +4

AC 16, **Fort** +4, **Ref** +6, **Will** +6

HP 15

Speed 25 feet

Ranged Light pistol +6 (Deadly d8), **Damage** 1d6 (P)

Divine Known Spells DC 17, attack +7

1st [Bless](#), [Admonishing Ray](#), [Heal](#) (3 slots)

Cantrips [Detect Magic](#), [Divine Lance](#), [Light](#), [Shield](#), [Stabilize](#),

Focus Spells (1 points) [Angelic Halo](#)

Area 15-foot emanation **Duration** 1 minute You gain an angelic halo with an aura that increases allies' healing from the *heal* spell. Allies in your halo's emanation who are healed by a heal spell gain a status bonus to Hit Points regained equal to double the heal spell's level.

Additional Feats [Fascinating Performance](#), [Haughty Obstinacy](#), [Skilled Heritage](#) (Thievery)

Additional Specials [Bloodline \(Angelic\)](#)