

成長クラス

Ameiko Bard8->10

Koya Cleric9->11

Sandru Rogue9->11

Shalelu Ranger8->10

Spivey Cleric8->10

Ulf Ranger9->11

NPC (Scenario5-6)

■ Ameiko

Female Human

Aristocrat1/Bard10/Rogue1

CG Medium Humanoid

Init+2, Senses Perception +14

Defense: AC 21, Touch 15, Flat-footed 17

HP: 90 (12d8+36)

Fort+9, Ref+13, Will+12

Speed 30ft.

Melee: +1 Mithral Rapier +7(1d6+2/18-20)

Ranged: Dagger +6 (1d4+1/19/20)

Special Attacks: Bardic Performance, Bravado's Blade, Sneak Attack +1d6

Bard

Spells:

▼ 1st

Unseen Servant

Cure Light Wounds

Charm Person

Grease

Disguise Self

▼ 2nd

Invisibility

Alter Self

Heroism

Mirror Image

Sound Burst

▼ 3rd

Tiny Hat

Good Hope

Haste

Displacement

▼ 4th

Greater Invisibility

Freedom of Movement

STR10, DEX14, CON14, INT12, WIS8, CHA19+2

Feats: Arcane Strike, Dodge, Iron Will, Weapon Finesse, Lingering Performance, Toughness, Great Fortitude

Skills: Acrobatics+14 , Bluff+19 , Diplomacy+19 , Intimidate+19 , Knowledge(Arcana)+9 , Knowledge(Local)+15 , Knowledge(Nobility)+7 , Knowledge(Religion)+6 , Perception+14 , Perform(Sing)+19, Perform(String)+22(+3 item), Profession(Tavern Keeper)+4, Spellcraft+16, Stealth+14

Languages: Common, Tien, Varisian

SQ: Bardic Knowledge+5, Versatile Performance(String)

Gear: Mithral Rapier+1, Mithral Chainshirt+2, Ring of Protection+2, Cloak of Resistance+2, Headband of Alluring Charisma +2, Samisen+1

■ Koya

Female Human

Cleric of Desna11

CG Medium Humanoid

Init+0, Senses Perception +6

Defense: AC 14, Touch 11, Flat-footed 14

HP: 73 (11d8+22)

Fort+11, Ref+6, Will+16

Speed 30ft.

Melee: MW Starknife +5 (1d4-3/x3)

Ranged: MW Starknife +6 (1d4-3/x3)

Special Attacks: Channel Positive Energy 7/day(6d6)

Cleric Domain Spell-like Ability:

- Bit of Luck(9/day)
- Dimensional Hop(110ft./day)

Cleric Spells: Luck, Travel, CL11, Concentration+17

STR5, DEX10, CON12, INT12, WIS20+2, CHA14

Feats: Brew Potion, Extra Channel, Fortune Teller, Toughness, Quick Channel, Quicken Spell, Channel Revival

Skills: Heal+20 , Knowledge(Religion)+15 , Profession(Fortune-teller)+20 , Sense Motive+20 , Spellcraft+15

Languages: Common, Varisian

SQ:

- Good Fortune (1/day)
- Agile Feet(9/day)

Gear: Lether Armor +1, Ring of Protection +1, Cloak of Resistance +3, Headband of Inspired Wisdom +2

Spells:

1. Shield of Faith * 2, Obscuring Mist * 2, Remove Fear * 2, Longstrider(D)
2. Calm Emotions, Delay Poison, Resist Energy * 3, Aid(D)
3. Daylight, Dispel Magic, Remove Blindness, Protection from Energy * 2, Protection from Energy(D)
4. Air Walk, Neutralize Poison, Sending * 2, Dimension Door(D)
5. Flame Strike * 2, Raise Dead, Break Enchantment(D)
6. Heal, Find the Path(D)

■ Sandru

Male Human

Rogue(Swashbuckler, APG)11

NG Medium Humanoid

Init+6, Senses Perception +12

Defense: AC 23, Touch 14, Flat-footed 19

HP: 82 (9d8+19)

Fort+5, Ref+10, Will+6

Defensive Ability: Evasion, Uncanny Dodge

Speed 30ft.

Melee: Scimitar +16,11(1d6+7/18-20)

Ranged: Shortbow +11,6(1d6+4/x3)

asid sprush +11 touch 1d3

Special Attacks: Sneak Attack +6d6

STR16+2, DEX14+2, CON12, INT11, WIS10, CHA13

Feats: Improved Initiative, Iron Will, Power Attack, Touchness, Weapon Focus(Scimitar), Dodge, Mobility, Quicken Spell-Like Ability(), 追加ローグの技

Skills: Acrobatics+13, Appraise+10, Bluff+11, Craft(carpenry)+10, Diplomacy+10, Disable Device+11, Handle Animal+8, Knowledge(History)+4, Perception+10, Profession(Merchant)+10

Languages: Common, Varisian

SQ: Daring, Martial Training, Rogue Talents(Ninja trick(隠れ身の術) ,Ki Pool(1) ,Minor Magic (Acid Splash) Major Magic (Magic Missile), 解呪攻撃 * (超) ???

Gear: Chainshirt +2, Buckler +2, Scimitar +3, Composite Shortbow +1, Belt of Physical Might(STR/DEX) +2

■ Shalelu

Female Elf

Fighter2/Ranger10

CG Medium Humanoid

Init+5, Senses Low-light Vision, Perception +18

Defense: AC 26, Touch 20, Flat-footed 19

HP: 99 (12 d10 +28)

Fort+12, Ref+13, Will+5

Defensive Ability: Bravery+1

Speed 30ft.

Melee: MW Shortsword +14/+9/+4 (1d6+1/19-20)

Ranged: +3 Composite Longbow +22/+17/+12 (1d8+4/x3)

Special Attacks: Favored Enemy (Goblinoids +2, Evil Outsider +6, 未定 +2)

Ranger Spells(CL7): Delay Poison*2, Resist Energy, Barkskin*2(+3)

STR12, DEX20+2, CON14, INT12, WIS14, CHA8

Feats: Dodge, Endurance, Point-Blank Shot, Precise Shot, Improved Precise Shot, Rapid Shot, Skill Focus(Acrobatics), Weapon Focus(Longbow), Deadly Aim, Many Shot, Point-Blank Master, Clustered Shots

Skills: Acrobatics+18, Heal+5, Knowledge(Dungeoneering)+7, Knowledge(Nature)+14, Perception+18, Stealth+26, Survival+16, Swim+12

Languages: Common, Elven, Goblin

SQ: Favored Terrain(Forest +2, Plains +4), Hunter's bond(Companion), Track+2, Wild Empathy+3, Evasion

Gear: Mithral Chainshirt +2, Composite Longbow +3(sp), MW Shortsword, Amulet of Natural Armor +1, Lesser Bracers of Archery, Cloak of Elvenkind, Ring of Protection +2, Belt of Incredible Dexterity +2, 各種素材の矢 (Adamantin 除く)

攻撃メモ: 遠隔射撃時の AoO なし、Soft Cover 無視、DR 一回、Favored Enemy

■ Spivey

Female Lyrakien

Cleric of Desna6 → 8 → 10

CG Tiny outsider

Init+9, Senses Darkvision60ft., Detect Evil, Detect Magic, Low-light Vision, Perception+17

Defense: AC 21, Touch 17, Flat-footed 17, CMD 22

HP: 94 (3d10+10d8+30)

Fort+13, Ref+14, Will+19

Defensive Ability: DR5/evil, Immune electricity/petrification, Resist cold10/fire10

Speed 30ft., Fly 80ft.(Perfect)

Melee: MW Starknife +18,13 (1d2-1/x3)

Ranged: MW Starknife +18,13 (1d2-1/x3)

Special Attacks: Channel Positive Energy 8/day(5d6), Starlight Blast

Cleric Domain Spell-like Ability: Liberty's Blessing(10/day), Freedom's Call(10/turn), Dimensional Hop(10/day)

Racial Spell-like Ability:

Constant: Detect Evil, Detect Magic, Freedom of Movement

At-will: Dancing Lights, Daze, Summon Instrument, Ventriloquism

1/day Cure Light Wounds, Lesser Confusion, Silent Image

1/week: Commune

Cleric Spells: Liberation, Travel, CL10, Concentration+15

STR9, DEX20, CON15, INT15, WIS21+2, CHA20

Feats: Scribe Scroll, Two-Weapon Fighting, Weapon Finesse, Selective Channelling, Improved Initiative,
Quick Channel, Spell Penetration

Skills: Fly+30, Heal+15, Perception+20, Spellcraft+16, Stealth+25, knowledge(Religion)+13

Languages: Common, Celestial, Draconic (Truespeech)

SQ: Agile Feet(10/day), Traveler's Friend

Gear: Mithral Chainshirt +1, MW Starknife, Headband of Inspired Wisdom +2, Cloak of Resistance +3

戦闘時 Spell List

0lv(4)

1lv(4+2+1)

Remove Fear

Shield of Faith

Shield of Faith

Divine Favor

Bless

Command

(D)RemoveFear

2lv(4+1+1)

Silence

Resist Energy

Resist Energy

Align Weapon

Calm Emotions

Remove Paralysis

(D)Remove Paralysis

3lv(3+1+1)

Dispel Magic

Protection from Energy

Meld into Stone

Bestow Curse

(D)Remove Curse

4lv(3+1+1)

Freedom of Movement

Death Ward
Death Ward
Dimensional Anchor

(D)Dimension Door

5lv(2+1+1)
Wall of Stone
Breath of Life
Plane Shift

(D)Break Enchantment

■ Ulf

Male Human
Ranger(Guide, APG)11
CG Medium Humanoid
Init+2(+4 in cold), Senses Perception +10(+12)

Defense: AC 26, Touch 13, Flat-footed 22, CMD 22
HP: 101 (7d10+36)
Fort+9, Ref+9, Will+4

Speed 30ft.
Melee: Longsword +17(1d8+6/19-20) or Dagger +14(1d4+3/19-20)
Ranged: MW Cold Iron Throwing Axe +14(1d6+3)
Special Attacks: Ranger's Focus 3/day (+4), Weapon and Shield Combat Style
Ranger Spells: None

STR16, DEX15, CON14, INT12, WIS10+2, CHA8
Feats: Diehard, Endurance, Power Attack, Shield Focus, Skill Focus(Survival), Toughness, Saving Shield, Missile Shield
Skills: Climb+13, Handle Animal+9, Knowledge(Geography)+11(+13), Knowledge(nature)+9, Linguistics+2, Perception+10(+12), Ride+7, Stealth+10(+12), Survival+13(+15)
Languages: Common, Skald, Tien, Varki
SQ: Favored Terrain(Cold +2), Terrain Bond, Track+2, Wild Empathy+4
Gear: Chainshirt +2, Longsword +3, Darkwood Heavy Shield +3, Ring of Protection +1, Headband of Inspired Wisdom +2, MW Cold Iron Throwing Axe