

Die Kreuzritter

Hochmeister Gunther Schmidl, Eisen **fighter 2/noble 3/wanderer 1/nacht sorcerer 1/unabwendbar commander 5**: CR 12;SZ M(humanoid);HD 4d8+8d10-26;hp 50; Init +1 (Dex); Spd 30ft; AC 19 (+1 Dex, +7 unarmored defence proficiency, +1 panzerhand); Base Atk +9; Grapple +9; Atk +15 mw pistol ranged (d12 x3) or +10 mw rapier melee (d6 18-20/x2); Full Atk +10/+5 mw rapier melee (d6 18-20/x2) or +15 mw pistol ranged (d12 x3); SA Seduction, Sneak attack +1d6; SQ Concentration, Friends in High Places, Lead by Example, The Dark Paths, Schooled in Command, Take and Give Orders; SV Fort +9, Ref +5; Will +12; Str 10, Dex 12, Con 8, Int 20, Wis 16, Cha 13; AL LN;
Skills: Bluff +7, Diplomacy +14, Gather Information +16, Hide +18, Knowledge (Economics) +18, Knowledge (History) +15, Knowledge (Local) +10, Knowledge (Mathematics) +10, Knowledge (Nobility and royalty) +11, Knowledge (Philosophy) +15, Knowledge (Religion) +9, Knowledge (War) +13, Listen +8, Move Silently +18, Perform (Dance) +5, Perform (Oratory) +10, Profession (Spy) +7, Ride +10, Search +6, Sense Motive +11, Speak Language (Eisen, High Eisen, Montaigne, Théan), Spot +8;
Feats: comforting, exotic shield proficiency (panzerhand), expertise, improved unarmed strike, informant, leadership (score 20), membership (die kreuzritter), orders, parry, skill focus (knowledge (economics), knowledge (history), knowledge (philosophy)), stealthy, unarmored defence proficiency (beginner), weapon focus (pistol), weapon expert (pistol); Reputation 6

Grand master Kazi, Kanu **fighter 4/ranger 3/wanderer 4/opahkung 4**: CR 15;SZ M(humanoid);HD 11d8+4d10;hp 71; Init +3 (Dex); Spd 30ft; AC 21 (+3 Dex, +8 unarmored defence proficiency); Base Atk +13; Grapple +13; Atk +17 mw longbow (d8 x3) ranged or +14 lan imbued quarterstaff (d6+1 and magic nullification for 50 rounds) melee; Full Atk +15/+15/+10/+5 mw longbow (d8 x3) ranged or +12/+7/+2 lan imbued quarterstaff (d6+1 and magic nullification for 50 rounds) and +12 lan imbued quarterstaff (d6+1 and magic nullification for 50 rounds) melee; SA Favored Enemy: Outsiders (Thalusai) +2; SQ Evasion, Invest Weapon (2), Reduce/Increase Lan/Nal (1), Tradesman, Transfer Lan/Nal (1), Uncanny Dodge, Ward of the Albatross; SV Fort +12, Ref +12; Will +10; Str 10, Dex 16, Con 10, Int 16, Wis 16, Cha 12; AL NG;
Skills: Climb +6, Craft (Arrowmaking) +15, Craft (Painting) +16, Craft (Traps) +12, Heal +16, Hide +20 (+23 against considerably higher opponents), Jump +11, Listen +17, Move Silently +21, Profession (Skinning) +8, Speak Language (Kanu, Montaigne, Théan), Spot +17, Survival +20, Swim +14, Tumble +15 (+17 against considerably higher opponents);
Feats: combat reflexes, endurance, exemplary, expertise, faith, membership (die kreuzritter), parry, rapid shot, run, side step, small, stealthy, track, two-weapon fighting, unarmored defence proficiency (beginner); Reputation 4

Tana Garricks, Vesten **Ranger 4/Fighter 3/Nacht Sorceress* 5**: CR 12;SZ M(humanoid);HD 4d8+8d10;hp 60; Init +1 (Dex); Spd 30ft; AC 21 (+1 Dex, +10 unarmored defence proficiency); Base Atk +12; Grapple +15; Atk +16 mw greataxe (d12+4 x3); Full Atk +16/+11/+6 mw greataxe melee (d12+4 x3); SA Attacking through the shadows, Favored Enemy (Outsider (thalusai)), Sneak attack +3d6; SQ Animal Companion (Grey), Extended Resistance, The Dark Paths, Wild Empathy +5; SV Fort +11, Ref +7; Will +7; Str 16, Dex 12, Con 11, Int 14, Wis 12, Cha 14;AL NG;
Skills: Climb +7, Craft (Cooking) +8, Craft (Traps) +8, Diplomacy +3, Escape Artiste +3 (+5 with ropes), Gather Information +8, Handle Animal +6, Hide +15, Intimidate +4, Listen +5, Move Silently +15,

Profession (Merchant) +5, Sense Motive +7, Speak Language (Montaigne, Thean, Vendel), Spot +5, Survival +15, Tumble +5, Use Rope +6;
Feats: brawny, endurance, expertise, large, parry, run, membership (die kreuzritter), power attack, track, two weapon fighting (only when not in heavy armor), unarmored defence proficiency (beginner, intermediate);

Josephine Hearne, Ussuran Assassin 4/Pyeryem Shapeshifter 4/Spy 6: CR 15;SZ M(humanoid);HD 4d10+10d6+14;hp 71; Init +1 (Dex); Spd 30ft; AC 19 (+1 Dex, +7 unarmored defence proficiency, +1 natural armor); Base Atk +10; Grapple +16; Atk +16 mw rapier melee (d6+6 18-20/x2); Full Atk +16/+11 mw rapier melee (d6+6 18-20/x2); SA Death Attack DC 16, Inconspicuous, Sneak attack +5d6, Spells; SQ Alias DC 40, Brilliant Getaway, Conceal the Evidence, Contacts, Face in the crowd (up to level 3 characters), Forms: 3 (fish, parrot, wolf), Speak with Animals, Poison Use, Transformation 1/day; SV Fort +8, Ref +14, Will +6; Str 22, Dex 12, Con 12, Int 16, Wis 14, Cha 12; AL N;
Skills: Bluff +14, Climb +15, Craft Disguise +10, Hide +17, Jump +15, Listen +12, Move Silently +17, Speak Language (Montaigne, Thean, Ussuran), Spot +12, Survival +9, Swim +10, Tumble +14;
Feats: dangerous beauty, expertise, half-blooded (pyeryem), run, membership (die kreuzritter), unarmored defence proficiency (beginner), track; Reputation: 4
Spells (2/3/2 DC 12 + spell level): 0-level: calm animals, detect snares and pits; 1-level: animal messenger, barkskin; 2-level: cat's grace, Summon Nature's Ally II;

Judith, Eisen Fighter 4/Rogue 7/Mortis Assassin 3/Nacht Sorceress* 4: CR 18;SZ M(undead);HD 18d12;hp 117; Init +3 (Dex);Spd 30ft;AC 13(+3 Dex); Base Atk +15; Grapple +17; Atk nightblade +19 melee or ranged (d4+3 18-20/x3) or nightblade +17/+17 melee (d4+3 18-20/x3) or nightblade +17/+17/+17 melee against flat-footed opponents (d4+3 18-20/x3 or d4+5+6d6 15-20/x6 for sneak attack); Full Atk +17/+12/+7 nightblade melee(d4+3 18-20/x3) and +17 nightblade melee(d4+2 18-20 x3) or +15/+15/+10/+5 nightblade melee(d4+3 18-20/x3) and +15 nightblade melee(d4+2 18-20 x3) or nightblade +15/+15/+15/+10/+5 melee (d4+3 18-20/x3 or d4+5+6d6 15-20/x6 for sneak attack) and +15 nightblade melee(d4+2 18-20/x3 or d4+3+6d6 15-20/x6 for sneak attack) against flat-footed opponents; SA aim for the vitals, ambush attack +3, fast blade - slow opponent, sneak attack +6d6; SQ Evasion, Extended Resistance, Master Night, Shadow Armor (DR 10/magic), Summon Nightblades, Trapfinding, Trap Sense +2, Uncanny Dodge, Undead Qualities (as in *Monster Manual*); SV Fort +11, Ref +8; Will +10; Str 12, Dex 16, Con -, Int 12, Wis 13, Cha 14;AL CE; Skills: Bluff +19, Diplomacy +12, Escape Artist +9, Hide +8, Intimidate +10, Knowledge (Arcana) +10, Knowledge (History) +11, Knowledge (Law) +10, Knowledge (Mathematics) +10, Knowledge (Nobility and royalty) +14, Knowledge (Religion) +15, Knowledge (Science) +8, Move Silently +8, Perform (dance)+11, Search +4, Speak Language (Eisen, Montaigne, Thean), Survival +6;
Feats: Appearance (Above Average), Dangerous Beauty, Exotic Weapon Proficiency (stiletto), Expertise, Nightblade, Parry**, Quick Draw, Scholar (History, Mathematics, Religion), Scholar (Arcana, Law, Nobility and royalty), Track, Two Weapon Fighting (only for small blades), Weapon Finesse, Weapon Focus (stiletto), Weapon Specialization (stiletto); Reputation: 8
**Judith has lost the ability to use her nacht special abilities.*
***Night blades cannot be used to parry.*

Invisible College

Alvaro Arciniega, Castillian Wanderer 4/Swashbuckler 1/Blood Scientist 5/Soldano Swordsman 5/Valroux Swordsman 3: CR 18;SZ M(humanoid);HD 14d8+3d10+d6; hp 82; Init +6; Spd 30ft; AC 25, touch 25, flat-footed 19; Base Atk +15; Grapple +16; Atk +18 mw rapier melee (d8+3 18-20/x2) or +18 mw dagger ranged (d4+1 19-20/x2); Full Atk +16/+11/+6 mw rapier melee (d8+3 18-20/x2) and +16 mw rapier melee (d8+2 18-20/x2); SA a trail of destruction, knacks (spells), marshal the strength, raise the stakes, the unstoppable blades, whirling blades; SQ brew cordial, evasion, extracts, fast healing 2, side effects: 1-3, uncanny dodge, ward of the albatross; AL LE; SV Fort +9, Ref +14, Will +11; Str 12, Dex 14, Con 11, Int 18, Wis 14, Cha 12

Skills and Feats: Appraise +8, Bluff +7, Climb +13, Craft (Alchemy) +22, Craft (Poison) +8, Diplomacy +7, Disguise +12, Hide +21, Intimidate +10, Jump +13, Knowledge (Arcana) +15, Knowledge (Economics) +15, Knowledge (Mathematics) +22, Knowledge (Natural Sciences - includes Astronomy and Biology) +25, Knowledge (Nobility and royalty) +10, Knowledge (Philosophy) +17, Knowledge (Religion) +18, Listen +5, Move Silently +21, Profession (Housekeeping) +9, Sense Motive +7, Speak Language (Castillian, Montaigne, Thean, Vendel, Vodacce), Spot +5, Tumble +7; Castillian Education, Cleave*, Expertise, Great Cleave*, Improved Initiative, Parry, Power Attack*, Run, Secret Society Membership (Invisible College, NOM, Swordsman's Guild), Tagging, Two Weapon Fighting (with particular fighting styles), Unarmored Defence Proficiency (Beginner), University, Weapon Finesse, Weapon Focus (main gauche, rapier), Weapon Specialization (main gauche, rapier);

Reputation 11

Knacks (spells) (6/4/4/2/2 save DC 12+knack level): 0-level: *detect illness, detect poison*; 1-level: *cure light wounds, endure poison*; 2-level: *delay poison, cat's grace*; 3-level: *contagion, remove disease*; 4-level: *inflict critical wounds, ignore injury*

*: Only when fighting with a fencing blade in the off-hand

Devoren Rivinova, Ussuran Fighter 2/Ranger 3/Rogue 2/Swashbuckler 2/Soldano Swordsman 1: CR 10;SZ M(humanoid);HD 4d8+4d6+2d10-10;hp 33; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30ft; AC 14 (+3 Dex, +1 Int); Base Atk +9; Grapple +9; Atk +14 mw rapier melee (d6 18-20/x2); Full Atk +12/+7 mw rapier melee (d6 18-20/x2) and +12 mw rapier melee (d6 18-20/x2); SA Favored Enemy (humans), Sneak Attack +1d6, Whirling blades; SQ Evasion, Light Footed, Trapfinding, Trap Sense +1, Wild Empathy +5; SV Fort +5, Ref +14, Will +4; Str 11, Dex 16, Con 9, Int 16, Wis 12, Cha 15;AL LE;

Skills: Bluff +5, Climb +10, Craft (Traps) +9, Craft (Leatherworking) +10, Escape Artist +16, Hide +17, Jump +11, Move Silently +17, Open Lock +12, Speak Language (Montaigne, Vodacce), Survival +14, Swim +9; *Feats:* endurance, expertise, improved initiative, iron will, parry, run, secret society membership (Invisible college, NOM, Swordsman's Guild), track, two weapon fighting, weapon finesse, weapon focus (rapier);

Reputation 8

I couldn't translate her arcana from french (It may be honourable or misled or self-controlled. It says entière which means integer -like integrity.)

SOPHIA'S DAUGHTERS

Rhyanna ferch Hywel, Avalon Scrying Sorceress 10/Théan Bard 5: CR 15;SZ M(humanoid);HD 10d4+5d8+15;hp 62; Init +2 (Dex); Spd 30ft; AC 20(+2 Dex +8 unarmored defence proficiency); Base Atk +10; Grapple +11; Atk mw dagger +12 (d4+1 19-20/x2) melee; Full Atk mw dagger +12/+7 (d4+1 19-20/x2) melee; SA spells; SA countersong, fascinate, spells; SQ Adept scying, bardic knowledge +6, breathe water, brew scrying potions, Bryn Bresail portal, false potion, inspire competence, inspire courage +1, scrying checks +6, sense alignment;SV Fort+5, Ref+9, Will +14;Str 12, Dex 14, Con 12, Int 12, Wis 15, Cha 14;AL NG; Skills: Bluff +9, Climb +6, Craft(Alchemy) +10, Diplomacy +13, Disguise +11, Gather Information +4, Hide +8, Intimidate +6, Knowledge (nobility and royalty)+10, Knowledge (Sidhe) +2, Move Silently +8,Perform (acting)+8,Perform (dance)+17, Perform (oratory) +8, Perform (singing)+8, Ride +10, Speak Language (Avalon, Montaigne),Survival +7, Swim +7; Feats: Appearance (Above Average), Dangerous Beauty, Full Blooded (Scry), Half Blooded (Scry), Leadership, Membership (Sophia's Daughters), Passionate, Track, Unarmored Defence Proficiency (Beginner); Hubris: Loyal; Reputation: 9

Scrying potions: 15, among them oil of sloth, philter of grace, healing balm

Spells:(5/6/5/3/2/1)detect magic, bryn bresail and 8 more from the scrying spell list

Ysabelle (Isabelle) du Montaigne, Montaigne captain 2/rogers

swordsman 2/pirate 4/scrying sorceress 6: CR 14; SZ M(humanoid);HD 2d6+2d8+4d10+6d4 -14; hp 41; Init +2 (Dex); Spd 30ft; AC 16 (+2 Dex +4 Int); Base Atk +11; Grapple +11; Atk mw rapier +12 (d6 18-20/x2) melee or mw pistol +14 (d10 x3) ranged; Full Atk mw pistol +14/+9/+4 (d10 x3) ranged or mw rapier +10/+5/+0 and mw sailor's knife +10 (d4 17-20/x3) melee; SA Spells; SQ Apprentice Scry, breathe water, brew scrying potions, Cunning Plans, false potion, Motivational Speech, roguish style, scrying checks +4, sense alignment; SV Fort+8, Ref+11, Will+12; Str 10, Dex 14, Con 9, Int 18, Wis 13, Cha 16; AL NG;

Skills: Bluff +10, Climb +13, Craft (alchemy)+9, Craft (maps) +8, Craft (Strategy) + 10, Diplomacy +11, Forgery +8, Gather information +5, Hide +7, Jump +5, Knowledge (nobility and royalty) +8, Listen +7, Move Silently +7,Perform (Dance)+7, Profession (gunner)+6, Profession (sailor) +10, Profession (Tactician)+9, Sense Motive +6, Survival +9, Speak Language(Avalon, Castillan, Montaigne, Théan), Spot +6, Swim +5 Tumble +7;

Feats: Appearance (Above Average), Half Blooded (Scry), Improved Disarm, Iron Will, Leadership (Score 17), Membership (Sophia's Daughters - gained through role-playing), Pirate Trick (Quick Draw), Pirate Trick (Over the Side!), Skill Focus (Profession (Sailor)), Skill Focus (Profession(Tactician)), Track, Two weapon fighting; Reputation: 19

Scrying Potions: 9, among them philter of invisibility and healing balm

Spells (3/4/2/1): 7 of DM's choice from the scrying spell list

Jazhani binte Noura, Crescent spy 4/Théan Bard 6:

CR 10;SZ M(humanoid);HD 4d6 + 6d8;hp 41; Init +3 (Dex); Spd 30ft; AC 13(+3 Dex); Base Atk +7; Grapple +7; Atk mw dagger (d4 19-20/x2) melee; Full Atk mw dagger +12/+7 (d4 19-20/x2) melee;SA countersong, fascinate, sneak attack +2d6, suggestion; SQ alias (DC 34), bardic knowledge +7, brilliant getaway, inspire competence, inspire courage +1;SV Fort+3, Ref+12, Will +7;Str 10, Dex 16, Con 10, Int 14, Wis 13, Cha 14;AL NG; Skills: Bluff +17, Diplomacy +6, Disguise +7, Gather

Information +8, Hide +15, Knowledge (arcana)+9, Knowledge (astronomy) +9, Knowledge (history) +6, Knowledge (mathematics)+8, Knowledge (nobility and royalty)+3, Lock picking +9, Move Silently +15, Perform (acting)+7, Perform (dance)+14, Perform (oratory) +15, Perform (singing)+9, Sleight of hand +7, Speak Language (Crescent, Théan); Feats: Appearance (Above Average), Dangerous Beauty, Insightful, Membership (Sophia's Daughters), Small, Weapon finesse; Reputation: 6

Tamara Breslau Fyodnova v'Riasanova, Ussuran pyeryem shapeshifter 19/Fighter 1/Captain 1: CR 21; SZ M(humanoid); HD 20d10 + d6; hp 113; Init +3 (Dex); Spd 40ft or 40 ft fly (average maneuverability); AC 22 (+3 Dex +9 unarmored defence proficiency (beginner)); Base Atk +15; Grapple +16; Atk mw rapier +19 (d6+1 18-20/x2) melee or mw dagger +19 (d4+1 19-20/x2) melee; Full atk mw dagger +19/+14/+9 (d4+1 19-20/x2) melee or mw rapier +19/+14/+9 (d6+1 18-20/x2) melee; SA spells; SQ Cunning Plans, Forms:10, Heart of the Beast, leopard's spots, mystical forms, soul of the beast, Speak with animals, Transformation 6/day, wings of the falcon; SV Fort+11, Ref+14, Will +12; Str 12, Dex 17, Con 10, Int 14, Wis 19, Cha 10; AL LG; Skills: Craft(strategy) +8, Diplomacy +6, Gather Information +11, Hide +14, Intimidate +5, Knowledge (nobility and royalty)+3, Move Silently +15, Perform (dance)+6, Perform (oratory) +6, Profession (tactician) +12, Sense Motive +9, Speak Language (Ussuran, Théan), Survival +9; Feats: Exemplary, Expertise, Full Blooded (Pyeryem), Half Blooded (Pyeryem), Iron Will, Leadership (Score 20), Membership (Sophia's Daughters), Parry, Skill focus (profession (tactician)), Unarmored defence proficiency (beginner), Weapon finesse; Reputation: 11 Forms: 10, including firebird, goshawk, bird (diminutive) Spells (10/10/9/8/7/5/4/3/2/1):16, chosen from the pyeryem spell list

Valentina Villanova, Vodacce Sorte mage 18/Courtier 2: CR 20; SZ M(humanoid); HD 20d6 -10;hp 50; Init +2 (Dex); Spd 30ft; AC 14 (+2 Dex, +2 preternatural dodge); Base Atk +10; Grapple +10; Atk mw dagger +13 (d4 19-20/x2) melee or ranged; Full Atk mw dagger +13/+9 (d4 19-20/x2) melee or ranged; SA spells, blessings and curses, tugging/stretching/destroying strands; SQ Black Strand, Cups /Coins /Sword /Staves /Black Spread, sense strand:3, sorte checks +12, style and grace (included below), talent, The Arcana, wealth; SV Fort+5, Ref+9, Will +20; Str 10, Dex 16, Con 9, Int 16, Wis 20, Cha 12; AL NG; Skills: Bluff +16 (+12 feint in combat), Craft (clothing) +14, Craft (painting) +14, Diplomacy +12, Gather Information +13, Knowledge (economics) +12, Craft (sculpting)+19, Knowledge (History) +8, Knowledge (law) +11, Knowledge (mathematics) +19, Knowledge (nobility and royalty)+14, Knowledge (Philosophy) +11, Knowledge (religion) +8, Listen +15, Perform (dance)+12, Perform (oratory) +8, Profession (servant) +12, Profession (tactician) +11, Search +13, Sense Motive +9, Speak Language (Vodacce), Spot +15; Feats: Alertness, Full Blooded (Sorte), Half Blooded (Sorte), Iron Will, Leadership (score 21), Membership (Sophia's Daughters), Perceptive, Skill focus (Craft (sculpting))), Small, Weapon finesse; Reputation: 7
Comment: Valentina has 4 feats/arcana that can be taken only at first level. This is intentional breaking of rules (all the 4 still count as feats for purposes of the total number of feats she can have)
Spells (9/10/9/8/7/5/4/3/2/1):16, chosen from the sorte spell list
Comment: The above stats represent Vallentina before the recent events which resulted in her leaving Giovanni etc. These recent events should raise her level by 1. If you want me to update her level, we should discuss on what she's learned.

Wilma Probst, Eisen courtier 10/noble 1/(wo)man of will 3: CR 14;SZ
M(humanoid);HD 10d6 + d8+ 3d12;hp 59; Init +2 (Dex); Spd 30ft; AC
12(+2 Dex); Base Atk +8; Grapple +8; Atk mw dagger +12 (d4 19-20/x2)
melee; Full Atk mw dagger +12/+7 (d4 19-20/x2) melee; SA betray the
heart, dominate the weak 2/day; SQ clarity, commanding presence +1,
fearless, friends in high places, gossip, style and grace(included
below), talent, unstoppable, versatile(forgery, knowledge (law)),
voice +9, wealth*2; SV Fort+6, Ref+6, Will +16; Str 10, Dex 14, Con
10, Int 18, Wis 14, Cha 14;AL NG;
Skills: Bluff +16(feint in combat +12), Diplomacy +15, Forgery +16,
Gather Information +15, Hide +12, Intimidate +13, Knowledge
(cryptography) +19, Knowledge(economics) +14, Knowledge (history)
+12, Knowledge(law) +12, Knowledge (mathematics)+15, Knowledge
(nobility and royalty)+19, Listen +8, Move Silently +7, Perform
(dance)+14, Perform (oratory) +19, Profession (servant) +11,
Profession(tactician) +8, Ride +11, Search +8, Sense Motive +5, Speak
Language (Eisen, High Eisen, Montaigne, Vodacce), Spot +6;
Feats: Focused, Iron Will, Leadership (score 16), Membership
(Sophia's Daughters), Scholar(cryptography, mathematics, philosophy),
Skill Focus(Forgery), Skill Focus (Knowledge (cryptography)), Weapon
finesse, Weapon focus(dagger); Reputation: 13
*Comment: I continue to believe (and all the ppl who have read it
here) that the Man of Will prestige class THE most powerful and
unbalanced classes I've ever seen!*

Fidencia Suarez, Castillan courtier 7/wanderer 4: CR 11;SZ
M(humanoid);HD 7d6 + 3d8 + 11;hp 49; Init +1 (Dex); Spd 30ft; AC
11(+1 Dex); Base Atk +6; Grapple +6; Atk mw dagger +7 (d4 19-20 x2)
melee; Full Atk: mw dagger +7/+2 (d4 19-20/x2) melee;SQ evasion,
gossip, see the heart 10, style and grace(included below), talent,
tradesman, versatile(ride), voice +9, uncanny dodge, ward of the
albatross, wealth; SV Fort+4, Ref+7, Will +9;Str 10, Dex 13, Con 12,
Int 16, Wis 16, Cha 10; AL LG;
Skills: Appraise +9, Balance +6, Bluff +14(feint in combat +10),
Climb +3, Diplomacy +12, Gather Information +14, Heal +11, Intimidate
+2, Knowledge(arcana) +15, Knowledge (astronomy) +11,
Knowledge(cartography) +11, Knowledge (history) +20, Knowledge(law)
+11, Knowledge (mathematics) +15, Knowledge (nobility and royalty and
royalty) +11, Knowledge(philosophy) +17, Knowledge(religion) +11,
Listen +7, Perform (dance)+11, Profession(sailor) +11, Profession
(servant) +15, Profession(tactician) +9, Ride +9, Search +10, Sense
Motive +8, Speak Language (all Théan), Spot +7;
Feats: Castillan Education, Iron Will, Leadership (score 11),
Membership (Sophia's Daughters), Skill Focus(Knowledge(History)),
Skill Focus(Knowledge(Philosophy)), Weapon Finesse; Reputation: 4

Lorraine Weller, Avalon courtier 10/assassin 1: CR 11;SZ
M(humanoid);HD 11d6 + 11;hp 50; Init +1 (Dex); Spd 30ft; AC 11(+1
Dex); Base Atk +5; Grapple +5; Atk/Full Atk mw dagger +6 (d4 19-
20/x2) melee;SA dominate the weak 4/day, sneak attack +1d6, twist the
heart 1/day;SQ gossip, poison use, style and grace(included below),
talent, versatile (Knowledge (economics), versatile (Knowledge
(law)), voice +10, leadership +3, wealth;SV Fort+4, Ref+6, Will
+10;Str 10, Dex 12, Con 12, Int 14, Wis 12, Cha 18;AL N;
Skills: Appraise +6, Bluff +24(feint in combat +19), Craft(jewelry)
+10, Craft(poison) +3, Craft(wine) +7, Diplomacy +15, Gather
Information +19, Heal +10, Intimidate +9, Knowledge(economics) +12,
Knowledge (history) +15, Knowledge(law) +10, Knowledge (mathematics)
+5, Knowledge (nobility and royalty and royalty) +17,
Knowledge(philosophy) +5, Perform(acting) +16, Perform (dance)+20,

Profession(Courtesan) +15, Search +6, Sense Motive +9, Speak Language
(Avalon, Montaigne, Théan, Vendel);
Feats: Expertise, Iron Will, Leadership, Membership (Sophia's
Daughters, Jennys Guild), Parry, Passionate, Skill Focus(Bluff);
Reputation: 11

RILASCIARE

Nolan Chaucer, Vendel Expert 10: CR 9; SZ M(humanoid); HD 10d4+22; hp 47; Init +0; Spd 30ft; AC 10; Base Atk +6; Grapple +6; Atk/Full Atk mw pistol +6 (d10 x3) ranged; SQ cunning plans; SV Fort+5, Ref+3, Will +7; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 14; AL NG; Skills: Craft (calligraphy) +17, Craft (paper making) +13, Forgery +20, Gather Information +9, Knowledge (history) +12, Knowledge (logistics)+20, Knowledge (mathematics)+7, Profession (Tactician)+9, Ride+6, Survival +6, Speak Language (Catille, Eisen, Montaigne, Théan, Ussuran, Vendel, Vodacce); Feats: Focused, Leadership, Membership (Rilasciare - gained through role-playing), Skill Focus (Forgery), Skill focus (Knowledge(logistics)), University; Reputation: 5

Hans Uppmann, Eisen Commoner 4/Expert 3: CR 5; SZ M(humanoid); HD 6d4+d4; hp 17; Init +3; Spd 30ft; AC 13 (+3 Dex); Base Atk +4; Grapple +2; Atk/Full Atk unarmed strike +2 melee (d3-2=1 always); SV Fort+2, Ref+5, Will +4; Str 7, Dex 17, Con 10, Int 16, Wis 10, Cha 16; AL NG/CG; Skills: Appraise +13, Craft (clothing) +16, Diplomacy +10, Hide +11, Listen +7, Move Silently +10, Search +6, Speak Language (Eisen), Spot +7; Feats: Alertness, Creative, Keen Senses, Membership (Rilasciare - gained through role-playing), Skill focus (Craft (clothing)); Reputation: 15

Eduardo de Benedictus, Vodacce Ambrogia Swordsman 4/Rogue 4/Vipera Ex Morsi Assassin 1; CR 9; SZ M(humanoid); HD 4d10+4d6+d10+18; hp 59; Init +1(+1 Dex); Spd 30 ft; AC 17 (+1 Dex, +6 Unarmed Defence Proficiency(beginner)); Base Atk +8; Grapple +10; Atk mw rapier +14 melee (d6+4 18-20/x2); Full Atk mw rapier +10/+5 (d6+4 18-20/x2) and mw main gauche +10 (d4+3 19-20/x2) melee; SA Ambush Attack +1, Ride the Blade, Sneak Attack +2d6; SQ evasion, Pull Them In, trap sense +1, trapfinding, uncanny dodge; SV Fort +3, Ref +9, Will +7; Str 14, Dex 12, Con 14, Int 14, Wis 13, Cha 10; AL N/LN; Skills: Bluff +11, Climb +7, Diplomacy +4, Hide +9, Knowledge (history) +9, Knowledge (law) +9, Knowledge (logistics) +9, Knowledge (mathematics) +8, Knowledge (philosophy) +9, Move Silently +9, Profession (tactician) +6, Search +9, Sense Motive +6, Swim +7; Feats: Combat Reflexes, Iron Will, Judgmental (hubris), Leadership, Membership (Rilasciare-free), Parry, Scholar (history, law, philosophy), Two Weapon Fighting (when fighting with a dagger-like weapon in his off hand), Unarmed Defence Proficiency (beginner), University, Weapon Focus (main gauche), Weapon Focus (rapier), Weapon Specialization (main gauche), Weapon Specialization (rapier); Reputation 10; Equipment: Uppmann's Coat