

Avalon Solo Adventures



Volume #2

Avalon Games

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Avalon Intro to Pathfinder Solo Adventures Volume 2: The Human Rogue

Have you ever wanted to try a tabletop roleplaying game (RPG); but were too intimidated by thick rulebooks, insider jargon, and experienced players to bother? Well, now's your chance! You've come to the right place.

This Avalon Intro to Pathfinder Solo Adventure will help introduce you to one of the most popular tabletop RPGs being played today: the Pathfinder Roleplaying Game. Produced by Paizo Publishing (paizo.com), Pathfinder uses one of today's leading RPG rulesets to let you play in a fantasy world of danger and intrigue.

A typical tabletop RPG is played much like a board or card game-around a table with a group of friends, some drinks and some snacks. One of the Players acts as the Game Master (GM), who leads the game, drives the story, and adjudicates rules questions; while the other Players take on the role of Characters (also called Player Characters, or PCs) who help shape the tale with their actions. The GM also plays the role of all of the Non-Player Characters (NPCs), including creatures, townsfolk, and the like that the PCs might encounter during the Adventure.

This particular Adventure, however, is a solo affair; with the GM role taken on by the author, and you controlling a Player Character that you create (and can use later if you decide to play Pathfinder with a group). It is structured in a similar fashion to the Choose Your Own Adventure gamebooks of old, although instead of just making a decision and turning to the indicated page to see what happens, you roll dice (see below) to represent the element of chance present whenever you have your Character attempt a particular course of action.

This scenario focuses on the Rogue Character Class and is geared towards inexperienced players; that in addition to having a full-fledged Character at the end, many of the concepts and rules of the Pathfinder Roleplaying Game are explained throughout (acting as a sort of tutorial or demo of the game). You should feel more comfortable by the end when starting to play a regular game with a group, due to having been exposed to some of its ideas already.

The Rogue is the classic scoundrel antihero of countless stories; examples include Robin Hood, Zorro, Han Solo, Indiana Jones, James Bond, Rhett Butler, Captain Jack Sparrow (from the Pirates of the Caribbean films), Sawyer (from the TV show Lost), etc. Typical adjectives used to describe the Rogue include: fast, sneaky, clever, agile, or witty. A Rogue can steal your wallet or your heart with equal aplomb, can pick the lock of the sturdiest safe, and despite what George Lucas says, will ALWAYS shoot first (and preferably from a concealed location). Their strengths aren't always obvious or in your face like a Warrior's or Wizard's are, but to underestimate them can be a dangerous mistake.

Future Adventures in the series will introduce the other core Character Classes (Wizard and Cleric). A previous Adventure (Volume I) introduced the Fighter Class. This second Volume covers (while possibly delving more deeply into) many of the same Pathfinder concepts that Volume I did, including how to create a Character (Character Creation), how to engage in Combat, and how to test your Character's Abilities and Skills; while also introducing new ideas-Sneak Attacks (a Rogue Combat specialty), Cover, Flanking, Attacks of Opportunity, Alignment, Difficulty Classes (DC), Carrying Capacity (commonly known as encumbrance), Armor Check Penalties, Feats, and Saving Throws.



Be aware of the Pathfinder Roleplaying Game Reference Document (abbreviated PRD and available to peruse for free at...

<http://paizo.com/pathfinderRPG/prd/>)

as an excellent resource for further exploring the game. Of course, having a copy of the Core Rulebook might be helpful as well, and it's available fairly inexpensively (in PDF form at least) at paizo.com. Also, this Adventure includes a Glossary at the end to help further define the terms which are used throughout. Finally, Paizo has more recently released the Pathfinder Roleplaying Game Beginner Box (<http://paizo.com/beginnerBox>), which is a great introduction to Pathfinder and reinforces many of this Adventure's precepts.

This story has several different endings, depending on the choices you make throughout (and how much luck is on your side); and each time you play you might end up with a different type of Character (though always a Human Rogue, of one sort or another). Although unlikely, depending on the choices you make and the vagaries of fate (aka the dice) your Character could die (Pathfinder's fantasy world can be a dangerous place); so try to act carefully. The land is littered with the bones of would-be heroes who died early in their adventuring career; their tales untold. Think of what your Character would do when confronted with a threat, and if you do decide to fight, fight smarter (not harder). Especially as a Rogue-DON'T feel the need to be honorable, face your enemy and look him in the eye-stab him in the back instead!

Enjoy your journey. We hope that it will both educate you about the Pathfinder game as well as inspire you to find a group (or form one yourself) to play it regularly.



A Disclaimer Regarding Character Free Will

This Adventure may seem constrained, as it offers a (by necessity) limited amount of options to the Player when they're confronted with the various situations inside. But the Pathfinder Roleplaying Game (and tabletop RPGs in general), when played normally with a group, offers an almost unlimited amount of choice and freedom. If you can think it up, you can have your Character attempt it. This is what makes tabletop RPGs (in my opinion) superior even to video games-they're the ultimate open-world experience, a form of storytelling bounded only by the Players' imaginations. So playing in a group, especially one with a good GM, is the way to go-at least once you've gotten a handle on the rules, which is what these Avalon Intro to Pathfinder Solo Adventures are designed to do.

Before You Play...

You'll need a full set of polyhedral dice (a 4-sided die (d4), d6, d8, d10, d12, and d20) to play this Adventure. If you don't already have these and can't acquire them (i.e. if you don't have a local game store nearby) there are online dice roller websites that do the same thing for free (Wizards of the Coast, another game company, has one at ...

<http://www.wizards.com/dnd/dice/dice.htm>).



Your First Step on the Road to Adventure: Character Creation

To start, you'll need to fill in the Character Sheet found at the end of the adventure. Here's how to do that:

Character Name: Make up a name for your character.

Alignment: Alignment describes a Character's moral worldview. It is made up of two spectrums: the Lawful/Chaotic spectrum, and the Good/Evil spectrum. The Lawful/Chaotic spectrum is a measure of a Character's truthfulness and respect for authority/social laws/traditions vs. her penchant for free spiritedness /individualistic /anarchic actions and beliefs. The Good/Evil spectrum is obvious. Both of these spectrums have neutral as a middle point. Thus, a Character can choose one of nine Alignments: Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral Good (NG), Neutral (N), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), or Chaotic Evil (CE). NPCs may have Alignments as well (which can help the GM roleplay them), although animal NPCs usually don't, as they lack the capacity for moral judgment.

Alignment is not a straitjacket-you can play your Character anyway you want, making decisions for him as to what course of action to take in any given situation. In general, depending on your GM and a few rules restrictions, you can change your Character's Alignment during the game. The real purpose of Alignment is to help you roleplay your Character well.

Here are a few examples to help you choose your Character's Alignment.



Lawful Good: A Lawful Good Character is a Goody-Two Shoes. They rescue cats from trees, help old ladies across the street, and spend every spare minute helping out charitable organizations and worthy social causes (and not just in an effort to get laid, either). They obey the speed limit and wouldn't DREAM of drinking alcohol before their 21st birthday. Examples of historical LG individuals include George Washington and Abraham Lincoln, while fictional ones include Atticus Finch (from the novel/film To Kill a Mockingbird), Superman, and any true knight from literature (the King Arthur tales come to mind) that you can think of. Lawful Good may not be a good Alignment choice for a Rogue-it's hard to break the law when you have moral compunctions against doing so!

Chaotic Good: Chaotic Good folks will break the rules if they must, but usually to support a righteous cause. The obvious instance from folklore is stealing from the rich to give to the poor-Robin Hood. CGood is a good Alignment to choose if you want to play the "Rogue with a heart of gold".

Chaotic Neutral: The ultimate free spirit, they do whatever they want, when they want but without any kind of recognizable moral slant (such as Good or Evil) to their actions. A good example in literature is Meursault, the protagonist of Albert Camus novel The Stranger (L'Étranger). A good historical example are the hippies from the 60s-"if it feels good, do it".

Chaotic Evil: A right bastard. Not just a free spirit with no respect for the feelings or beliefs of others, but one with a diabolical slant to their actions. A vicious sociopath, or monstrous psychopath (or both). The fictional CE poster child is, of course, The Joker in the film The Dark Knight (or the original Tim Burton Batman film as well, come to think of it).

Player: This is you.

Gender: Your Character can be either male or female; there are no penalties or bonuses for either in Pathfinder. The game's default assumption is a gender-neutral, (not gender-biased like our own) fantasy world; where women can be knights or blacksmiths just as easily as a man can.

Age: You start as a young adult, just coming into your own and ready to take on the world. Pick an Age, somewhere around 15-18 or so.

Height, Weight, Hair and Eye Color: You choose.

Race: This is pre-filled in as Human. In the full Pathfinder game, you can also play other fantasy Races such as Dwarves, Elves, Gnomes, Halflings, Half-elves, and Half-orcs; but this Adventure keeps things simple and has you play as a Human (playing a Human Character should be easy for you to relate to, as you are one in real life).

Character Class: This is also pre-filled in for you-Rogue. The all-around scoundrel Class of the Pathfinder world, it encompasses such classic archetypes as the thief, the smuggler, the devious merchant, the heartbreaker, and the assassin.

Character Level: All characters start at 1st Level. Characters increase their Level by overcoming challenges and gaining adventuring experience (numerically represented in-game as Experience Points or XP). Experience Points are rewarded throughout the course of the game by the Game Master (GM). Note that in this Adventure, the GM is "played" by the author, while in a normal Pathfinder game another person would take on that role and give out the XP to Players.



Ability Scores, and How to Determine Them

Your Character's six Abilities (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) are a measure of his raw aptitude and potential in those areas of his life-and Ability Scores assign a numerical value to each one.

There are several different ways to generate your Character's Ability Scores, as detailed in the Pathfinder Roleplaying Game Core Rulebook, the Pathfinder Roleplaying Game Reference Document

(<http://paizo.com/pathfinderRPG/prd/gettingStarted.html#ability-scores>)

and/or the Pathfinder Roleplaying Game Beginner Box. The following method was detailed in the previous Volume (Volume I: The Human Fighter) and is called the Standard method:

Roll 4 six-sided dice (4d6) and discard the lowest one. Add the remaining three together. Do this six times, writing each total down on a piece of scrap paper as you go. You will be left with six numbers, each ranging from 3 to 18 (10 or 11 is considered average, with higher better and lower worse). These represent your Ability Scores, and can be assigned to your Abilities in any way you wish. Note that, since your Character is a Rogue, it may be wise to put the highest Score into your Dexterity (typically a Rogue's most important Ability), although the choice is ultimately up to you, and is partly based on your Character's concept. For example, want to play a really good-looking, suave ladies' man, who'd rather charm his prey out of her inheritance rather than pick her pockets for some coins? Put your highest Score in Charisma. And so on.

In this Volume we'll introduce an alternate way to generate Ability Scores, called the Heroic method. You can use this method or the Standard method above; it's your choice. Roll 2d6, add them together, and add 6. Do this a total of six times, and write down each total. When finished you'll have six numbers, each ranging from 8 to 18. Again, assign these Scores to your Abilities in any way you see fit.

Finally, add +2 to one Ability Score of your choosing. This is a Racial bonus for being Human.



To determine what to fill in for your Ability Modifiers (used for a variety of in-game purposes), use the following table:

Ability Score	Ability Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

That's enough for now. We'll fill in the rest as we go along.

Onward...to adventure!

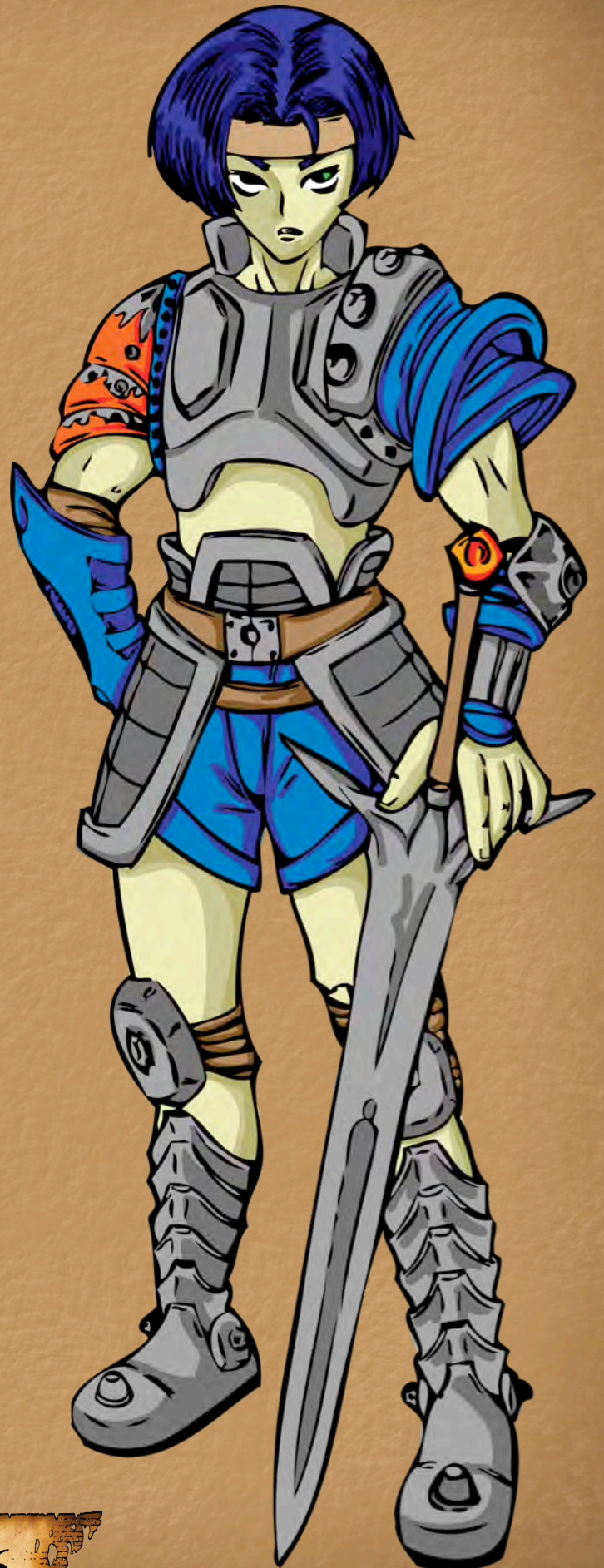
Initiative Modifier, Hit Points, and Armor Class

Fill in your Initiative Modifier (which is the same as your Dexterity Ability Modifier) on your Character Sheet. This number helps to determine how soon your Character acts in a Combat situation (it's added to your Initiative Roll: positive numbers are good, negative numbers are bad).

Write in your starting Hit Points. For a Rogue, this is equal to 8 plus your Constitution Ability Modifier. Hit Points are an abstract way to represent a Character's ability to keep standing and fighting; when they reach 0, the Character is incapacitated and may die.

Armor Class is your ability to avoid getting hit or being hurt in a fight. It includes both any armor you're wearing, as well as how nimble you are at avoiding strikes directed against you. To calculate your Armor Class, add 10 to your Dexterity Ability Modifier plus 2 for your Leather armor (under Gear on your Character Sheet, write Leather armor-all the cool kids are wearing leather these days. Not only that, but it's by far the most popular kind of Rogue armor, due to it giving decent protection while still being relatively quiet and lightweight).

That's enough for now. We'll fill in the rest as we go along.



Severan

Our tale unfolds in Severan, the City by the Sea, bordered on the east by the Nedrasi Forest and on the west by the Great Sea. Severan and the surrounding lands are ruled locally by Lord Nellis, known as a fair and just leader by some and as hard, inflexible, and lacking imagination by others. The King's Road, as well as the River Naga, both of which wind through the land, either begin or end here (depending on your perspective).

From a Player's eyes, Severan is a pretty typical medieval city. Of note are its winding, haphazard and confusing streets; emblematic of its history beginning as a small seaside settlement (from there, residents just built out as was needed wherever they could find space). Oldtown is the area surrounding the castle, and contains the oldest stone buildings in the city, including the cathedral (many of the original wooden structures having been destroyed by fires).



You have grown up on the streets of Severan, an orphan with little memory of your early past and no blood relations (as far as you know) to speak of. Your family are the other street kids, your father Pagin of the Shadows. Pagin runs the Thieves' Guild, and uses children and the rest of the underclass as his network of cutpurses and spies, stealing and selling valuables as well as information (which is sometimes worth a lot more).

Normally on a job you go out as one member of a pair; the thought being that one of you can keep an eye on the situation (the lookout) and report back to Pagin if the other (the one actually performing the deed) is captured or otherwise fails. But some in Pagin's employ, who show particular promise, graduate on to solo work. This can be more lucrative, as you don't need to split your take with a partner (after giving Pagin his share, of course). In addition, you can freelance and take on work other than that prescribed by Pagin (as long as you remember that he still gets his cut-many have learned this lesson the hard way, and show the scars to prove it, as Pagin will accept "a cut for a cut" as payment instead).

The time has come for your graduation. But any graduation comes with a test. Your test is a solo job. As Pagin lays it out: "A simple snatch-and-grab. Break into a mansion and steal a noblewoman's precious gem broach. Should be easy as pie."

Go to 2.





Pagin gives you more details on the mission.

“Lady Serange is a rich widow who inherited her husband's lands and titles upon his death. But lands and titles aren't easy to fence; while her sapphire wedding gift will be considerably easier. I've solid information that in one week she will be absent for an entire night while attending the Masquerade Ball.”

He goes on to tell you of the mansion's layout and grounds, as well as information on the Lady's guard (usually only one on the premises at any given time).

You spend the week casing the joint and plotting. Finally, the appointed day arrives. Tonight, the Masquerade Ball. And while the rich (including Lady Serange) party the night away, far removed from the cries and suffering of the majority, a few will sneak into the shadows and try to readdress the balance. You are one of them. You try to sleep during the day on your straw mat, but find it difficult; the excitement of your first solo job keeps you awake, tossing and turning. Darkness falls, and you listen to the bells ring, hour-by-hour. Finally the bell rings twice-2 a.m. has come, and you rise to begin your preparations.

Go to 3.



Dressing in your Leather armor, you throw a dark cloak over it (write cloak under Gear on your Character Sheet) and eye the Gear laid out on a piece of burlap on the stone floor in front of you. It consists of the following items: a Dagger, a Short sword, a Light crossbow with 10 crossbow Bolts (ammunition) in a case, a set of Thieves' tools (lockpicks, etc.), a Torch, a common Lamp, a hooded Lantern, a bullseye Lantern, a 2-pint flask of Oil, Flint and steel, a Climber's kit (crampons, pitons, ropes, tools, etc.), and a 50 ft. hemp Rope with Grappling hook attached.



This is a good opportunity to discuss Carrying Capacity in Pathfinder. This is a way to determine how much Gear your Character can carry (and/or how heavy a suit of armor she can wear) before being affected by it. The effects of Carrying Capacity are threefold:

- 1. Your Character's Dexterity bonus to her Armor Class might be limited if she's carrying too much weight (she can't move out of the way of a blow as fast).**
- 2. If the Character's load is too heavy, she might receive an Armor Check Penalty to Strength and Dexterity Ability Checks (as well as Strength/Dexterity-based Skill Checks).**
- 3. A Character's maximum movement speed will be limited by her burden.**

Leather armor in Pathfinder is considered to be Light armor and thus doesn't impose these limitations on a Character. For the purposes of this Adventure, instead of adding up the weight of all of your Character's Gear, instead your Character must choose 4 of the items listed above to take on the job with them (this is all of the stuff they can take without being overburdened-the calling card of the Rogue is speed, after all, and it's hard to dash about when you're dragging a heavy pack full of items down the street with you). Write these items down on your Character Sheet under Gear (unless they're Weapons, in which case write them under Weapons).

If you're taking along a Weapon (or several), go to 4.

Otherwise, if your Character is going unarmed, go to 5.





Depending on which weapon(s) you decide to arm your Character with, write the following information under Weapons on your Character Sheet:

Dagger

Attack Bonus (equal to your Strength Ability Modifier)

Damage (equal to 1d4 + your Strength Ability Modifier)

Short sword

Attack Bonus (equal to your Strength Ability Modifier)

Damage (equal to 1d6 + your Strength Ability Modifier)

Light crossbow

Attack Bonus (equal to your Dexterity Ability Modifier)

Damage = 1d8

Ammunition = 10 Bolts

Go to 5.



You're standing next to the wall surrounding Lady Serange's mansion. It's about 4 a.m.; you figure that most people (the Lady, her house staff) will be fast asleep, with maybe a guard or two patrolling the grounds (at best-more likely; they'll be playing dice, or asleep, in the guardhouse, or shtupping a serving girl in a broom closet). Your target, you remind yourself, is the Lady's sapphire brooch. Pagine is uninterested in anything else; perhaps it has some special significance somehow? Anyway, focusing on the problem at hand...

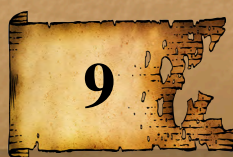
How to get over the wall? It completely surrounds the mansion's grounds, with only a single (currently barred) gate which opens to the front yard. There are two ways you can think of: climb the wall, or sneak in through a drainage culvert which cuts through the bottom in one section (it'll be a tight fit, but you think you might be able to swing it).

To try to climb the wall, go to 6.

To try to squeeze through the drainage culvert, go to 7.



If you brought along a Climber's kit, or a Rope with Grappling hook, and want to try using one of them, go to 8. Otherwise, to free climb the wall, go to 9.





You begin inching your way through the culvert. It's slow going, using your elbows and knees to push yourself forward. And it's dirty, smelly work-some of the "water" flowing under you is full of waste from the mansion. What does the Lady eat, anyway? Ahead, you hear scratching, getting closer. It's very dark in here.

Suddenly, a loud squeaking erupts right in front of you. A large (cat-sized!) rat rears up, just as surprised as you are! It attacks, furiously scratching its claws and biting at your face!

It's time to address Combat in Pathfinder. Combat takes place between combatants over a series of Rounds, and opponents take turns going back and forth until one side wins (or the battle otherwise ends). Turn order (who strikes first-which can be CRITICAL in Pathfinder, as in life) is decided by Initiative.

Make an Initiative Roll (roll a d20) and add your Initiative Modifier. Is the result > 14 (the rat's result)? Then you win Initiative, and get to make the first move. If it's < 14, the rat moves faster and gets the first shot in. If it's = 14, ties are broken by Initiative Modifiers (the rat's is +3). If you're STILL tied, re-roll your Initiative Roll.

If you win Initiative, go to 11. If the rat wins, go to 12.



Having brought along the right Gear should make this easier, you think. You ready your supplies and face the wall, sizing up the best way to go about this.

Did you bring a Climber's kit? Go to 21.

Did you bring a Rope with attached Grappling hook? Go to 22.

(If you brought both items along, pick one-you can't use both-and go to the appropriate section).



Under Skills on your Character Sheet, write down Climb. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Climb is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Disable Device (e.g. picking locks), etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Climb Skill (which makes you a REALLY good climber), write down Skill Focus [Climb] under Feats.

Next to Climb, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Climb is a Rogue Class Skill) + your Strength Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Climb above).

Finally, time to climb that wall! Climbing the mansion's surrounding wall requires a Difficulty Class (DC) 15 Skill Check. In other words, you roll a d20 and add your Climb Skill's Total Bonus-if the total is >= 15, you succeed (go to 10). Otherwise, you fail, and can't seem to climb the wall no matter how hard you try-you'll have to try squeezing through that culvert (go to 7).



You quickly scramble up the wall, effortlessly finding foot- and handholds, almost vaulting it. You land with a quiet THUMP! on the ground inside the wall. Like Pagan said, easy as pie.

Go to 17.



11

Are you armed with a Dagger or Short sword? (A crossbow isn't feasible to use in such tight, awkward quarters). Go to 13. Otherwise, to attack the rat with your bare hands, go to 14.



12

The rat is just that much faster than you are. He bites at your face, going right for your nose.

(Game play-wise, the rat makes an Attack Roll, coming up with a 12). Is this < your Armor Class? If so, it misses, its jaws snapping past your ear with a loud CLACK! If 12 is \geq your Armor Class, though, the rat's bite hits home. It doesn't take off your nose, exactly, but tears off a nice strip of flesh from your cheek, just missing your eye. Subtract 1 Hit Point for Damage.

Of course, the problem with rats isn't just their sharp little teeth-it's also that they're disease vectors. Pathfinder actually has a way of dealing with whether or not your Character can fight off the potential infection caused by the germs sown into your flesh by the rat. It's called Saving Throws.

In this case, your Character must make a Fortitude Saving Throw against the rat's disease potential. This is a DC (Difficulty Class) 11 Save. So roll a d20 and add your Fortitude (Modifier). In this case, your Fortitude = your Constitution Ability Modifier. (Write his number down on your Character Sheet for Fortitude). Did you get \geq 11? Great! Your immune system will successfully fight off the infection. Otherwise, if you failed the Fortitude Save, write down Filth fever under Notes on your Sheet. It won't take effect immediately (diseases take a few days to take hold), and how to cure/overcome it is outside the scope of this Adventure (your GM, when you join a Pathfinder Game group, will explain further) -but eventually, your Character will sicken from the little bastard's bite.

It's time for some pay back!
Go to 11 to attack the rat.



11



13

You draw your blade and furiously stab out at the rat.

Make a Melee Attack Roll (roll a 20-sided die and add your Strength Ability Modifier). If your total \geq 14 (the rat's Armor Class) then your blade hits home-go to 15. Otherwise, if you miss, go to 16.



14

Make an unarmed Melee Attack Roll (roll a 20-sided die and add your Strength Ability Modifier). The rat's AC is 14. Did your total equal or exceed 14? If so, go to 18. Otherwise, go to 16.



15

You skewer the rat on your blade.

Normally, you would roll Damage here (1d4 + your Strength Ability Modifier if you're using a Dagger, 1d6 + your Strength Ability Modifier if you're using a Short sword). But this rat wasn't such a fearsome opponent after all-it gives an interrogatory SQUEAK?, as if it can't quite believe this is the end, before dying. You shake it off your blade, cringing in disgust as you wipe its filthy innards off the metal, and crawl over/past the rat towards the culvert opening.

Go to 17.



16

Your blow misses the rat. It springs backwards, surprised by your ferocity, before turning and scurrying away from you, its tail literally tucked in between its hind legs. Carefully, you make your way to the end of the culvert, keeping a wary eye out for any more surprises.

Go to 17.



17

You've passed the first part of your test, crossing the outer border of Lady Serange's private estate. You see two ways forward-make a (quiet-as-possible) run for the mansion itself, hoping to quickly cross the yard before possibly being spotted; or else hide in some nearby bushes and observe the grounds for a while, attempting to learn guard patrol patterns and anything else useful you can glean, before your stealthy assault on the house.

To hit the house now, go to 19.

To wait and observe for a time, go to 20.



18

You grab the rat in your hands and wring its stringy neck. Its eyes bulge and tongue extends, as if to get just a lick of air as it expires. It doesn't even get to let out a final SQUEAK! You toss it aside and make your way to the end of the tunnel.

Go to 17.



19

You've decided to make a beeline for the mansion, hoping that speed and stealth combined will win the day (or, at least, a precious sapphire broach).

Under Skills on your Character Sheet, write down Stealth. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Stealth is what's known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Climb, Disguise, Disable Device (e.g. picking locks), etc.

Also, we should briefly mention Feats here.

Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Stealth Skill (which makes you REALLY sneaky), write down Skill Focus [Stealth] under Feats.

Another option is the Stealthy feat-this gives you a bonus on both Stealth AND Escape Artist (another Rogue Class Skill) Skill Checks. Keep in mind you can take up to 2 Feats (total) as a 1st Level Rogue.

Next to Stealth on your Character Sheet, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Stealth is a Rogue Class Skill) + your Dexterity Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Stealth above) and/or another 2 (IF you selected the Stealthy Feat above).

You start off toward the house, moving as quickly (but still quietly) as you can muster. Using Stealth in Pathfinder is an Opposed Skill Check against your opponent's Perception Skill. In this case, your opponents are the two guards you see patrolling the grounds as you reach the halfway point between the wall and the house. (So much for "only one guard on the premises at any given time". Thanks for the bad intel, Pagine).

One of the guards gets a Perception Skill Check of 17, the other gets an 8. So in order to go unobserved by both guards, you're trying to equal or exceed 17. Roll a Stealth Skill Check (a d20 + your Total Bonus).

Did you get ≥ 17 ? Go to 24. If you failed to be Stealthy enough, go to 23.



12



20

You spend some time observing the grounds, looking for anything out of the ordinary. The night is overcast, with the moon often hiding behind clouds, making your job a little easier. The main sources of light come from a lantern shining out of the guardhouse window and torches outside of the guardhouse and the main house entrances.

Interestingly, you spot two guards patrolling the mansion's grounds tonight-so much for Pagine's "only one guard on the premises at any given time". You time their routes, and think you can squeeze between them well enough.

Go to 24.



21

Under Skills on your Character Sheet, write down Climb. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Climb is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Disable Device (e.g. picking locks), etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Climb Skill (which makes you a REALLY good climber), write down Skill Focus [Climb] under Feats.

Next to Climb, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Climb is a Rogue Class Skill) + your Strength Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Climb above).

Finally, time to climb that wall! Climbing the mansion's surrounding wall requires a Difficulty Class (DC) 15 Skill Check. In other words, you roll a d20 and add your Climb Skill's Total Bonus PLUS 2 for your Climber's kit. If the total is ≥ 15 , you succeed (go to 17). Otherwise, you fail, and can't climb the wall even with the help of the Climber's kit-but you CAN try using the Rope with Grappling hook attached (IF you brought it) by going to 22. Or, if you didn't bring the Rope, you'll have to try squeezing through that culvert (go to 7).



13



In Pathfinder, throwing the Rope and catching the Grappling hook on top of the 11-foot high wall requires a Ranged Attack Roll with the wall considered to have an AC (Armor Class) of 5. So, roll a d20 and add your Dexterity Ability Modifier, subtracting 2 for the height of the wall (a Grappling hook has what's called a Range Increment of 10 feet, thus the wall's height of 11 feet puts it slightly out of optimal throwing range). If your total (d20 + Dexterity Ability Modifier - 2) is ≥ 5 then your Grappling hook catches, you pull yourself up the rope and over the wall, and drop softly to the ground on the other side-go to 17. If you fail, your Rope with Grappling hook is of little use here-you can try using your Climber's kit (IF you brought it, and haven't tried and failed previously with it) by going to 21. Your last remaining option is trying to squeeze through the drainage culvert-go to 7.



One of the guards spots you slinking across the yard toward the house. "Intruder!" he shouts, and sprints in a beeline straight for your position. The other guard patrolling the grounds starts jogging toward you as well. Meanwhile, the guardhouse door slams open and a drunken, sleepy guard emerges, blinking his eyes and stumbling in the general direction of all the commotion. Three guards! Was Pagine's information that poor, or was he leading you into a trap?

You've no time to puzzle it out, however. There's really only two options here-fight (29) or flight (30).



Through a mixture of Stealth, luck, and cunning, you've managed to avoid the patrolling guards and arrive unnoticed at the house.

The mansion has two entrances-the main door (well-lit by torches, 25), and a trapdoor in the ground around back that leads to the basement (26). How will you proceed?



The front entrance is locked-if you brought Thieves' tools along as part of your Gear, go to 27. Otherwise, you can try to force the door (42) or head toward the backyard trapdoor basement entrance (26).



Interestingly, the padlock on the trap door has been opened already (your discerning Rogue eyes see the telltale scoring of lockpicks having been used). Another thief, come to steal your (well, Pagine's) prize?

Not if you can help it! Go to 28.



Under Skills on your Character Sheet, write down **Disable Device**. This is a good Skill to have when you need to, for instance, pick locks. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Disable Device is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Climb, Escape Artist, etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Disable Device Skill (which makes you REALLY good at picking locks), write down Skill Focus [Disable Device] under Feats.

Next to Disable Device, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Disable Device is a Rogue Class Skill) + your Dexterity Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Disable Device above).

The DC (Difficulty Class) for the front door lock is 20. So roll a d20 and add your Disable Device Total Bonus. If the result ≥ 20 , go to 43. If you fail, go to 44.



Sneaking through the house, you observe many other valuables you would love to pilfer, but, seeing as how dawn is approaching (presumably heralding the return of the Lady), you decide to get a move on.

Arriving outside the Lady's master bedroom, and aware of the possibility of another "visitor" on the premises, you carefully scan the interior before entering...

Under Skills on your Character Sheet, write down **Perception**. This is a good all-around Skill to have, not just for Rogues but for any Adventuring Character Class. In Pathfinder, Disable Device is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Climb, Escape Artist, Disable Device (used for tasks such as picking locks), etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 total Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Perception Skill (which makes you REALLY good at noticing things), write down Skill Focus [Perception] under Feats.

Next to Perception, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Perception is a Rogue Class Skill) + your Wisdom Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Perception above).

The DC (Difficulty Class) to notice something amiss in the Lady's bedroom is 15. So roll a d20 and add your Perception Total Bonus. If the result ≥ 15 , go to 45. If not, go to 46.



29

The three guards circle around you, drawing their Longswords. One of them is barely a threat, so drunk he can barely stand, his sword swaying in his grip like a tree branch in a storm. The other two, however, look like serious fellows who know more about swordplay than just “stick the enemy with the pointy end”. This is going to be ugly...

All Combat in Pathfinder starts with an Initiative Roll. Roll for Initiative (d20 + your Initiative Modifier). Is it ≥ 12 ? If so, you get to strike first. Go to 31. If the guards win Initiative, go to 32.



30

You haul ass toward the wall, hoping to scramble over it before the guards can catch you. Reaching it, you begin desperately free climbing (no time to pull out any Gear you might have brought along).

Under Skills on your Character Sheet, write down Climb. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Climb is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Disable Device (e.g. picking locks), etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Climb Skill (which makes you a REALLY good climber), write down Skill Focus [Climb] under Feats.



Next to Climb, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Climb is a Rogue Class Skill) + your Strength Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Climb above).

Finally, time to climb that wall! Climbing the mansion's surrounding wall requires a Difficulty Class (DC) 15 Skill Check. In other words, you roll a d20 and add your Climb Skill's Total Bonus-if the total is ≥ 15 , you succeed (go to 41). Otherwise, you fail, and the guards close in on you...go to 32.



16



31



Do you have a weapon, or are you taking on the guards Unarmed?

Dagger or Short sword-go to 36.

Light crossbow-go to 37.

Unarmed-go to 38.



32

In Pathfinder, two or more Characters surrounding an opponent can Flank her in Combat. This gives them a Bonus to their Attack Roll, since it's hard to keep track of more than one enemy at a time (it's hard enough to track ONE person trying to kill you, let alone two or three!)

In this case, one of the guards is in front of you, taunting and spitting, telling you he's going to cut your privates off. The other comes up behind you and smashes you in the back of the head with the pommel of his sword, doing 4 Hit Points of Damage to you (subtract this from your Hit Points on your Character Sheet). You fall to your knees, and they quickly subdue you, strip your weapons, and tie you up; throwing you into the guardhouse.

“Search the grounds!” one of the sober guards orders the other one, and they head out together. “Hobere, keep an eye on this bastard.” The drunken guard is left to watch you. He grunts with laughter and kicks you in the ribs (subtract 2 Hit Points), then sits at the small table inside. He's asleep, snoring loudly, in less than a minute.

Fervently you work at your bonds.



17

Under Skills on your Character Sheet, write down Escape Artist. As a Rogue (and a child of the streets), you've honed this ability quite well over the years. In Pathfinder, Escape Artist is known as a Class Skill for Rogues-they (like all Character Classes) are most proficient in using Skills that relate to what they do most often during the course of their careers. For Rogues, this would also include Skills like Stealth, Disguise, Disable Device (e.g. picking locks), Climb, etc.

Also, we should briefly mention Feats here. Human Rogues start at 1st Level with 2 Feats that you can choose. Feats represent a Character's special talents that are mostly irrespective of their Race and Character Class-some people are just naturally good at certain things. If you want to take the Skill Focus Feat and apply it to your Escape Artist Skill (which makes you a REALLY good climber), write down Skill Focus [Escape Artist] under Feats. Another option is the Stealthy feat-this gives you a bonus on both Stealth AND Escape Artist (another Rogue Class Skill) Skill Checks. Keep in mind you can take up to 2 Feats (total) as a 1st Level Rogue.

Next to Escape Artist on your Character Sheet, you must write down your Total Bonus. This is calculated in the following way:

Total Bonus = 1 (we'll say you've put one Skill Rank into it) + 3 (since Escape Artist is a Rogue Class Skill) + your Dexterity Ability Modifier + another 3 (IF you selected the Skill Focus Feat for Escape Artist above) and/or another 2 (IF you selected the Stealthy Feat above).

Make an Escape Artist Skill Check to see if you can undo those ropes! Roll a 20-sided die and add your Total Bonus. If you get ≥ 14 , go to 33. If you fail, go to 34.



33

These aren't the first bindings you've escaped from, and they won't be the last—such is the life of the Rogue. It's an easy matter from here to recover your equipment (conveniently left in a corner of the guardhouse) and sneak out from under the drunken, sleeping guard's nose. You're feeling somewhat recovered from any injuries you've suffered up until this point (restore your Hit Points on your Character Sheet to what you started the Adventure with).

You head toward the house, noting that there're two ways inside—the front entrance, illuminated by torchlight (25), or a trapdoor in the backyard which leads into the mansion's cellar (26).



34

After spending a few days in one of the city's jails (which restores your Hit Points back to what you started the Adventure with), you are bailed out by Pagin, though not before being branded on the back of your hand with a large “T” (subtract 1 Hit Point—that hurt!) This will make your criminal career somewhat dicier (you're a known quantity to the Law in the land), as well as basically excluding you from any “legal” occupation (note the brand on your Character Sheet under Notes).

In addition, Pagin takes his “cut” of your failed mission—a long, deep scar with a knife on your cheek (subtract 2 Hit Points and note the scar under Notes).

Go to 35.



18



35

This is the end of your Avalon Intro to Pathfinder Solo Adventure. It's time to take your Character and join a regular gaming group. Your GM will help you finish Creating him (you'll probably need a few more Skills and/or Feats, some more starting Equipment, perhaps some starting Wealth, etc.)

Where does your Character go from here? Perhaps she flees Pagin's employ, leading to trouble down the road as she's hunted by the Thieves' Guild. Or maybe she joins up with an Adventuring group (played by the rest of your new gaming group's Players) while still doing jobs for Pagin on the side. Or she could decide to give up the Rogue's life entirely, and begin training to be a Wizard, a warrior, or even a pious Cleric! (In Pathfinder this is known as “Multiclassing”, and is far outside the scope of this Adventure).

Whatever you decide, the fun is just beginning. Welcome to Pathfinder! Be sure to keep an eye out for further Pathfinder Solo Adventures from Avalon Games.



36

You draw your blade, the whisper of steel sliding from leather filling the air.

Go to 39.



37

TWANG! goes your crossbow, a bolt flying through the air at the nearest guard. Make a Ranged Attack Roll (a 20-sided die + your Dexterity Ability Modifier). If the total ≥ 13 , go to 40. Otherwise, the bolt sticks harmlessly in a tree as the guards advance on you in a tactical, encircling formation—go to 32.



38

Hmmm...it's generally not thought to be a good idea (either in the world of Pathfinder, or in real life) for an unarmed fighter to take on an armed one, for obvious reasons. Your best shot here is to probably try a swift kick to knock one over (or knock one into another)-then run like hell.

Go to 39.



39

Make a Melee Attack Roll (roll a 20-sided die and add your Strength Ability Modifier). The guards' AC is 13. Did your total equal or exceed 13? If so, go to 40. Otherwise, your blow misses, and the guards coordinate an attack on you-go to 32.



40

Your attack knocks one of the guards back, and he (luckily) tumbles into another, giving you a spare second to run!

Go to 30.



41

You successfully climb the wall, faster than you've ever climbed a wall in your life (you're quite sure), leaving the guards sputtering and cursing. "Thief! Vagabound!" You won't nab the broach tonight, but you've escaped with your life.

Unfortunately, Pagin doesn't see your failure in quite the same light, being rather intolerant of failure in general (it's sort of his calling card). He takes his "cut" of your failed mission-a long, deep scar with a knife on your cheek (subtract 2 Hit Points and note the scar under Notes).

Go to 35.



19



42

Forcing the front door open requires a Strength Ability Check (roll a d20 and add your Strength Ability Modifier) with a DC of 13. Did your total ≥ 13 ? If so, you break the door in and head towards the Lady's bedroom and, hopefully, her broach. Go to 28. Otherwise, despite several attempts, it's simply too strong for you-you'll have to head to the back entrance and hope for the best. Go to 26.



43

The front door clicks open (always a satisfying sound), and you've breached the mansion!

Head toward Lady Serange's bedroom and hopefully the broach, going to 28.



44

Either the lock is too well-made or you're too inexperienced; either way you're not getting in by picking the front door.

You can try to kick it in (42) or go around back and check out that basement trapdoor entrance (26).





45

Your keen eyesight, honed by years of running around in the dark at night, picks out something unusual behind a curtain in Lady Serange's bedroom—two boot tips, sticking out. It appears you have company.

To enter the room, pretending not to notice the other intruder, go to 47.

To fire a crossbow bolt at the figure behind the curtain or throw a Dagger at them (assuming you brought a Light crossbow or a Dagger along on this mission), go to 48.

To call out “Hey, I see you behind there”, or something equally witty, go to 49.



46

While hunting through drawers/under the bed/in the closet of Lady Serange's bedroom, you are smacked in the back of the head (bringing your Hit Points to 0 and knocking you unconscious). You awake in one of the city jails with a large and painful lump and wounded pride.

Go to 34.



47

You make quite a show of searching the bedroom, pretending not to see the figure behind the curtain. Of course, you don't find the broach—it's probably in the mysterious intruder's possession. Time to try another tack.

To attack the hidden stranger, go to 48.

To call them out, go to 49.



48

You take your shot at the figure behind the curtain. At such close range, and with plenty of time to line up the target (the figure isn't moving), you hit center-of-mass. The figure grunts in a surprisingly high-pitched tone, then falls through the curtain to the floor, dead. You gasp in surprise—it's Scout.

Go to 50.



49

He sheepishly emerges, and you note the he is a...she. A she you know, in fact. Scout—one of your oldest friends. Another child of the street, under Pagin's wing.

“What are you doing here?” you ask, bewildered.

“Pagin sent me here. As my graduation test, for solo jobs. Why are you here?”

“Same reason,” you reply, laughing. “He must have mixed it up, and sent us both on the same job.”

Scout shows you the broach, a beautiful piece indeed. You return to Pagin together, each getting a cut (write down 5 gold pieces in the Money portion of your Character Sheet) and graduating on to more lucrative (solo) work for the Thieves' Guild.

Go to 35.



20



Scout is one of your oldest friends, a lanky tomboy under Pagin's care, finally coming into her own as a woman. You have had feelings for her, but never said anything, afraid of rejection. Why was she here? Did Pagin send her here on the same job, as a test to see which of you was the better thief?

You search her body, tears running down your cheek, and find the sapphire brooch. Returning it to Pagin, he gives you your cut-10 gold pieces (write this in the Money portion of your Character Sheet)-and you should feel elated, but are crushed by the weight of Scout's death.

Go to 35.



Glossary of Terms, Characters, and Locations

Abilities: The six core characteristics (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) that define a Character in the Pathfinder Roleplaying Game. For most Characters, these are ranked on a bell curve from 3-18, representing normal Human (or other species) variation in aptitude.

Ability Check: Roll 1d20 and add it to that Ability's Ability Modifier vs. a target number set by the GM-if you meet or exceed that number, you have succeeded in using that Ability to succeed at whatever task you were attempting.

Ability Score: A Character's "ranking" in one of her six Abilities, usually ranging from 3-18.

Ability Modifier: These numbers can be positive or negative, and are derived from a Character's Ability Scores. They are added to die rolls made during a game to determine success/failure for a Character's attempted action.

Adventure: The story told by the players and Game Master during one (or several) Pathfinder gaming sessions.

Alignment: A Character's moral compass, which helps Players determine how best to play him (decide that Character's actions and voice his dialogue) during the game.

Armor Check Penalty: Depending on how much weight your Character is carrying (and how heavy the armor she wears is), she might suffer a penalty when she wants to use her Strength or Dexterity Abilities (or Skills based on those Abilities). This is known as an Armor Check Penalty.

Armor Class (AC): A measure of how hard you are to hit in a fight. Influenced by your Dexterity, what type of armor you're wearing, etc.

Attack Bonus: The number you add to your Attack Roll when determining if you hit your opponent that Round. To calculate, use the following formula: Attack Bonus = Base Attack Bonus + Strength Ability Modifier (when in Melee Combat) OR Dexterity Ability Modifier (when in Ranged Combat).

Attack Roll: During Combat, an Attack Roll is a die roll used to determine if a Character's strike hits his opponent.

Base Attack Bonus: Defined by your Character Class and Character Level. For Rogues, this is 0 at 1st Level.

Campaign: A series of Adventures linked together, usually sharing common Characters and some sort of overarching goal or plotline.

Carrying Capacity: Rules used in Pathfinder to reasonably simulate how much stuff (Weapons, Armor, Gear, etc.) that your Character can carry on their person without suffering serious effects to Armor Class, Strength/Dexterity, Strength/Dexterity-based Skills, and movement.

Castle Severan: The dwelling of the local Lord (Nellis). Built on a cliff for natural protection.

Character: A single person or creature controlled by either the Player (a Player Character) or the Game Master (a Non-Player Character). All of the Characters have some type of story role to play in a Pathfinder game session.

Character Class: A broad description of the type of Character you are playing. In Pathfinder, these are usually archetypes/tropes found in fantasy fiction-the brave warrior (Fighter), the crafty spellcaster (Wizard), etc. Also known more generally just as Class.

Character Level: Usually just called "Level". A measure of your Character's adventuring experience and expertise in his chosen Character Class.

Character Sheet: A form used to keep track of your Character's particulars in some detail. An example is contained in this Adventure, and many other designs can be found for free on the Internet. Also called a Sheet.

Church, The: The major orthodox religion of the land. Most settlements of any size have a small building dedicated as one, led by a Cleric (called a Father). Severan has a large cathedral for worship, led by a Bishop. Followers of the Church worship God. The military order of the Church are the Templars, while the "black ops" Church troops are known as Inquisitors.

Class: See Character Class.

Class Skill: Some Character Classes are better at using certain Skills than others are, and get bonuses when selecting them during Character Creation or Advancement. These are known as Class Skills. For example, one of the Wizard's Class Skills is Spellcraft. Obviously, Wizards in general are going to be better trained in matters dealing with magic than a Fighter would.

Combat: A very structured (and important) part of playing Pathfinder during which the Players and Game Master take turns interacting with their Characters and the rules to determine the outcome of an in-game battle. In many games of Pathfinder, Combat is the most important feature, and can take some time to resolve.

Combat, Melee: Fighting at close quarters; either empty-handed or with weapons.

Combat, Ranged: Fighting at a distance, using weapons such as bows, slings, a thrown spear, etc.

Damage: A die roll or number used to see how powerful a successful Attack was. Damage is subtracted from a Character's Hit Points. Different weapons, unarmed fighting styles, and magical spells all have the potential to do different amounts of Damage.

Difficulty Class (DC): Basically, how hard it is to accomplish a task in Pathfinder. The number represents the number you must beat (by rolling a d20 and adding various modifiers) when attempting a Skill Check, an Ability Check, etc. during the game.

Experience Points: A numerical measure of a Character's achievements during his Adventures. Used to determine when a Character increases in Level.

Forest, Nedrasi: A vast forest that covers much of the land.

Game Master (GM): The player who moderates a Pathfinder Roleplaying Game session. The GM wears many hats, including interpreting game rules questions, playing the role of Non-Player Characters (NPCs), and guiding the story for the players.

God: A deity worshipped by the majority of people in the land who aren't Pagans.

Great Sea: Borders the west of the known lands. Little is known of what lies beyond its vastness.

Hit Points: A numerical representation of how long a Character can continue to fight before becoming incapacitated, falling unconscious, and/or dying.

Initiative: The beginning step of Combat, used to determine the turn order in which PCs and NPCs act during a battle. Sometimes referred to as "rolling for Initiative".

Initiative Modifier: Added to a Player's Initiative Roll at the beginning of Combat.

Initiative Roll: A d20 is rolled and added to the Character's Initiative Modifier, then compared against all of the other combatant's Initiative Rolls to determine the turn order during a fight.

Inquisitors: Do the dirty work of the Church, including: general spying, assassinations, and extracting confessions.

Lady Serange: See Serange, Lady.

Level: See Character Level.

Lord Nellis: See Nellis, Lord.

Masquerade Ball: A yearly all-night costume party for Severan's rich and influential. Often devolves into a drunken bacchanalia by dawn. A Pagan holiday leftover, the Church is officially unhappy with its continued celebration-although Church officials can sometimes be counted amongst it's masked, and occasionally naked, participants.

Melee Combat: See Combat, Melee.

Modifier: A number (positive or negative) which is added to different die rolls in a Pathfinder game-they "modify" the chances for success, and are based on a Character's natural aptitude at attempting a feat as well as situational conditions (icy terrain, darkness, the target's at extreme range, etc.)

Naga, River: A winding river which cuts through the Nedrasi Forest and empties into the Great Sea at Severan.

Natural 20: Rolling a "Natural 20" on a 20-sided die when attempting a feat in the Pathfinder Roleplaying Game denotes an exceptional level of success. It is also a definite hit in Combat (and quite possibly a hit which does massive damage, called a Critical Hit. The reverse of this is a Critical Failure, occurring when you roll a 1 on the d20, which is also an automatic miss in Combat).

Nedrasi Forest: See Forest, Nedrasi.

Nellis, Lord: Lord and ruler of the land; resides at Castle Severan. A hard man, but fair; like most leaders he has too much on his plate with not enough time and resources to deal with it all.

Non-Player Character (NPC): Any Character (a monster, a barkeeper, town guard, etc.) controlled by the Game Master and not a Player. The GM gets to control lots of these throughout the course of a Pathfinder game. They usually represent important obstacles or allies for the PCs to interact with.

Pagan: A worshipper of deities or spirits other than God.

Pagin of the Shadows: Leader of the Thieves' Guild, and the man who practically raised you from a babe and taught you how to survive on Severan's mean streets.

Player Character (PC): Each Player in a Pathfinder game controls (usually just) one of these. Players make decisions about how that Character reacts to situations that arise in the story and throughout play, and decide how that Character advances throughout her adventuring career.

Player: Anyone playing the Pathfinder Roleplaying Game, including the Game Master and the Players controlling Player Characters.

Reaping: A harvest holiday period celebrated during Fall throughout the land.

Ranged Combat: See **Combat, Ranged.**

River Naga: See Naga, River.

Round: A segment of Combat, approximately 6 seconds long (thus a minute of in-game time is equal to about 10 Rounds).

Saving Throws: A way for your Character to avoid being injured by unusual circumstances in the game. They include Fortitude Saving Throws (when attempting to avoid the effects of disease, poisons, etc.), Reflex Saving Throws (avoiding suddenly-sprung traps and the like), and Will Saving Throws (resisting mental or magical assaults).



Serange, Lady: One of Severan's nobility, a title bestowed by her (now deceased) husband.

Severan: A large city ruled by Lord Nellis, bordered on the east by the Nedrasi Forest and to the west by the Great Sea. The Church maintains a large cathedral here which serves as a popular pilgrimage destination for many of the land's believers. Another feature of note is Castle Severan, one edge to a sea-side cliff for protection and the rest surrounded by a great stone wall, a moat, and other defenses. The city itself is ringed with a tall wooden wall complete with watchtowers and patrolled by the City Guard. A Thieves' Guild, controlled by the legendary underworld figure known as Pagin of the Shadows, is the main source of organized crime. Sewers run underneath in a valiant attempt to keep the city clean, although visitors will often stumble on filth in the streets above-horses and vagrants (and even the average citizen, for that matter) tend not to clean up after themselves. Then there are the arenas-large wooden or stone circular structures with benches for crowds, used for various purposes such as plays or fights. Fighters could be anyone from criminals requesting trial by combat to organized (gladiatorial) battles to duels agreed upon by both parties in order to settle a contested issue.

Sheet: See Character Sheet.

Skill: A specific area of expertise that a Character is proficient in. Characters make Skill Checks using one of their Skills to see if they can accomplish certain tasks during the game.

Skill Check: A d20 is rolled and added to the Character's Total Bonus for the Skill being tested to see if the Character succeeds or fails while attempting a task using that Skill.

Skill Rank: During Character Creation and/or Advancement, Players select how many Skill Ranks they wish to apply to particular Skills in order for their Characters to develop their aptitudes in these areas.

Templars: The Church's official enforcers.

The Church: See Church, The.

Total Bonus: A skill Modifier, added to a d20 roll to determine the success/failure of a Skill Check.



Character Name:

Gender: Age: Height: Weight:

Player's Name:

Hair Color: Eye Color:

Class: Level:

Experience Points (XP):

	Abilities Score	Ability Modifiers
Strength (STR)		
Dexterity (DEX)		
Constitution (CON)		
Intelligence (INT)		
Wisdom (WIS)		
Charisma (CHA)		



Initiative Modifier:
Hit Points (HP):
Class (AC):

Weapons:	Attack Bonus:	Damage:
1.		
2.		
3.		

Skills:	Total Bonus:
1.	
2.	
3.	
4.	

Note:

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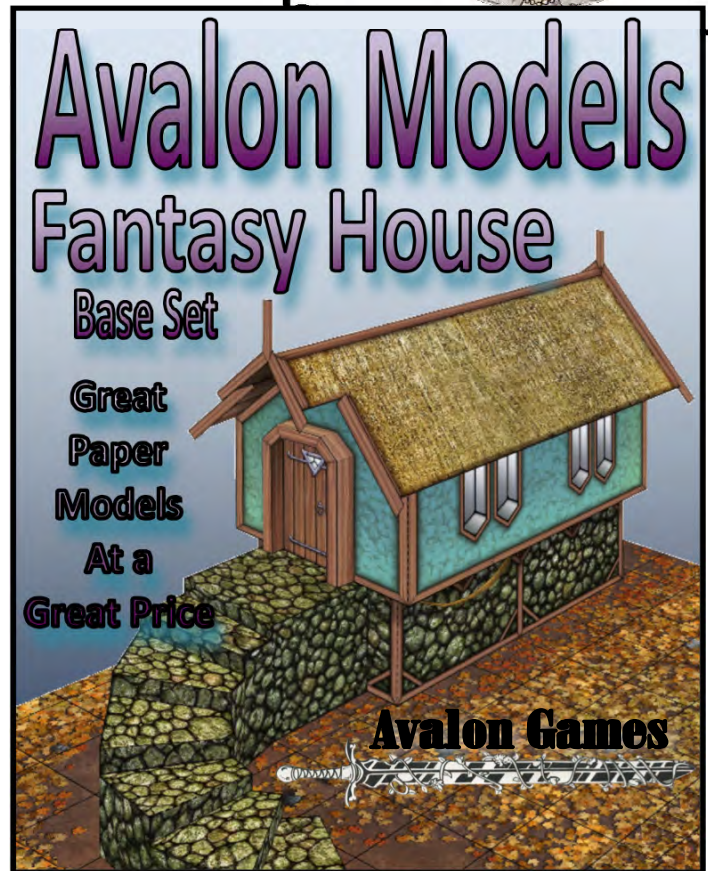
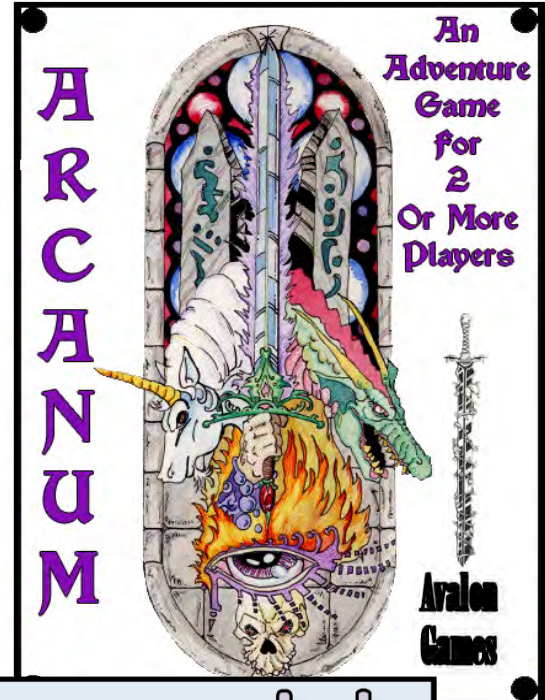
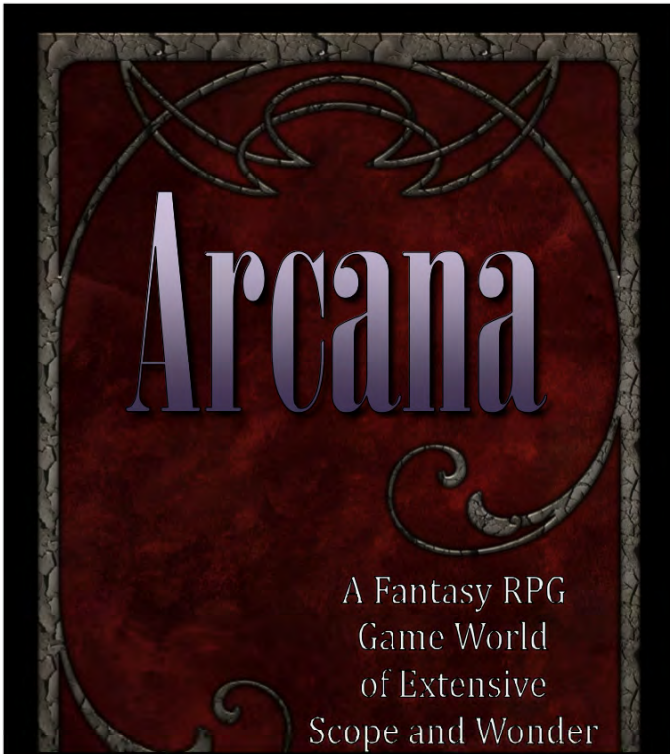
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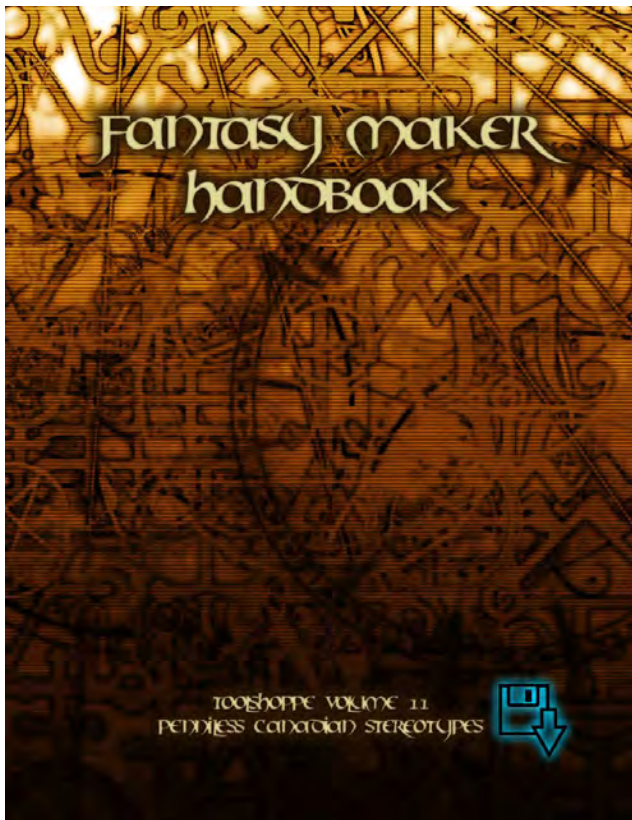
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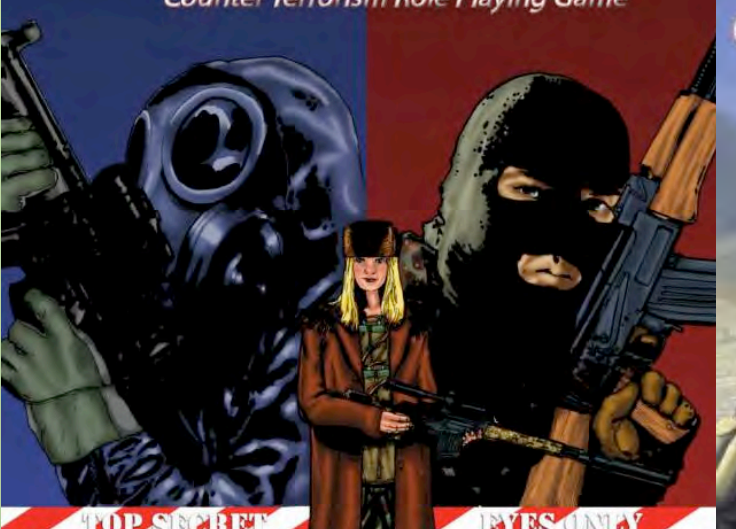
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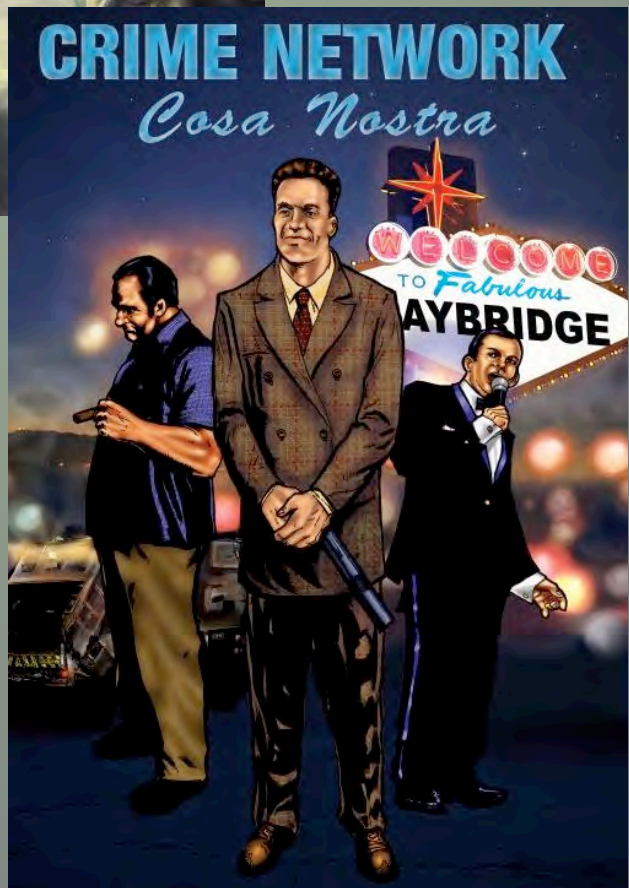
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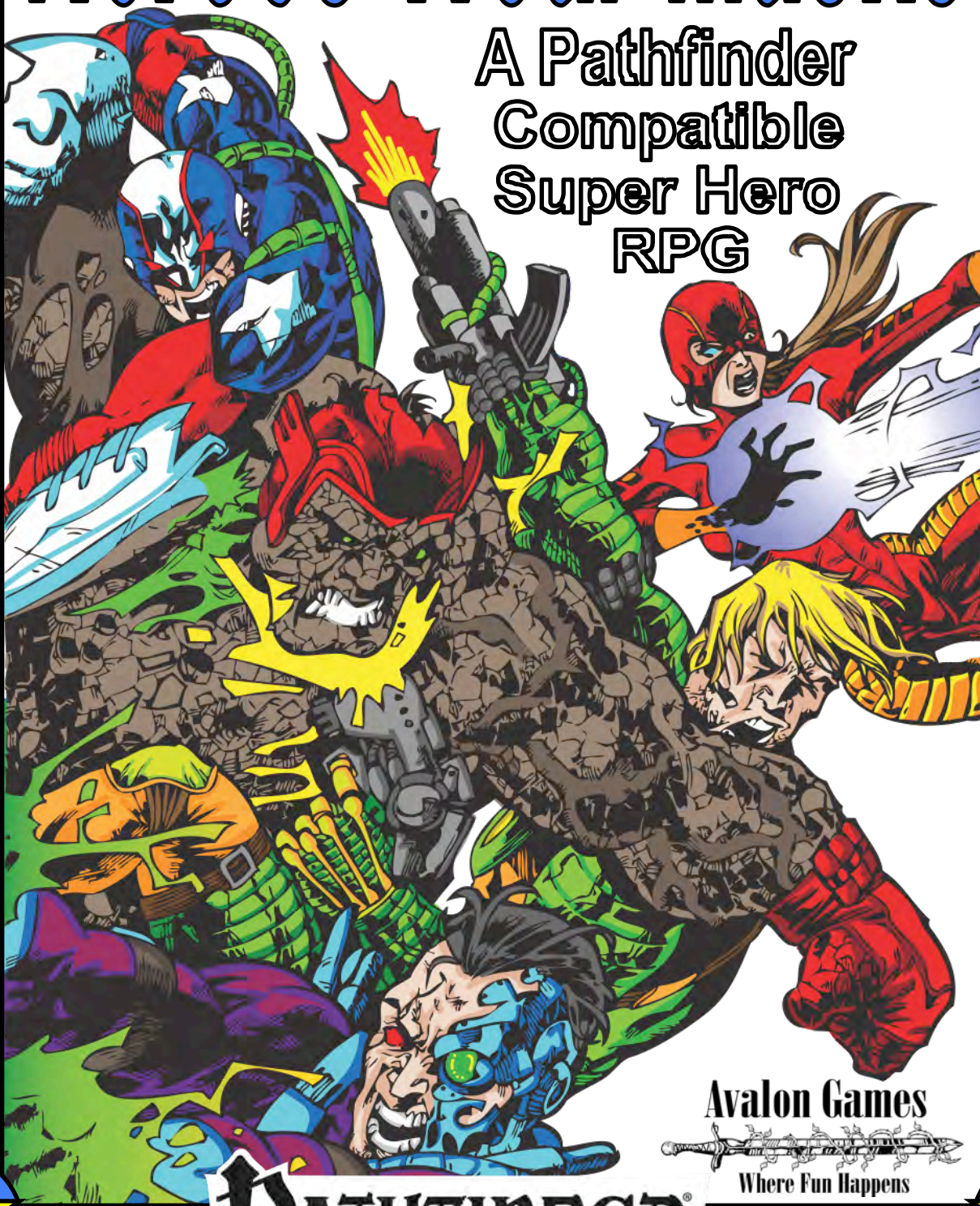
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