

Aeroean Level 1

Male pony (pegasus) druid 1 - CR 1/2

Neutral Good Fey (Ponykind); Age: **17**; Height: **4' 4"**;
Weight: **309lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+3	=		+3			
WILL (WISDOM)	+5	=	+2	+3			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+4		+3				

Touch AC	13	Flat-Footed AC	14	
		BAB	Strength	Size
				Misc

CM Bonus +0	=	-	+0	-	-
---------------------------	---	----------	-----------	----------	----------

CM Defense	13	=	10	BAB	Strength	Dexterity	Size
				-	+0	+3	-

17 vs. Trip

Base Attack	+0	HP	9
--------------------	-----------	-----------	----------

Initiative	+5	Damage / Current HP
-------------------	-----------	---------------------

Speed	40 ft
--------------	--------------

Shortspear

Main hand: **+0, 1d6**

Both hands: **+0, 1d6**

Ranged: **+3, 1d6**

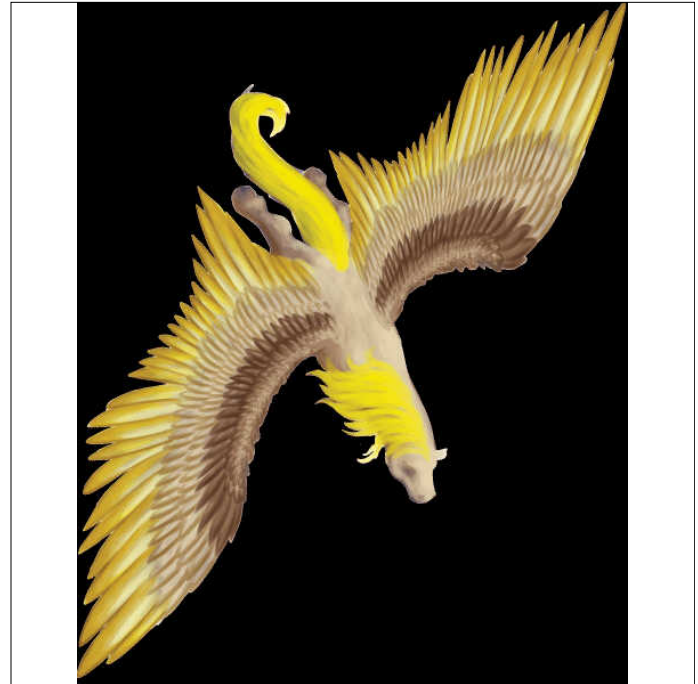
Ranged, both hands: **+3, 1d6**

Crit: x2
Rng: 20'
1-hand, P

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	-2	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
Fly	-3	DEX (3)	1	
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+7	INT (1)	1	
Perception	+7	WIS (3)	1	
Ride	+1	DEX (3)	-	
Sense Motive	+4	WIS (3)	1	
Spellcraft	+5	INT (1)	1	
Stealth	+1	DEX (3)	-	
Survival	+5	WIS (3)	-	
Swim	-2	STR (0)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Cloud Kicker (Su)
Druid Weapon Proficiencies
Shield Proficiency
Weather Pony

Traits

Magical Talent (Acid Splash, 1/day) (Sp)

Traits

Reactionary

Gear

Total Weight Carried: 46/150 lbs, Light Load
(Light: 49.5 lbs, Medium: 99 lbs, Heavy: 150 lbs)

Acid x3	1 lb
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
	1 lb
Flint and steel	-
Holly and mistletoe	-
Lamellar (leather) armor	25 lbs
Mess kit	1 lb
Shortspear	3 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

Special Abilities

Brand of Destiny
 Cloud Walker (Su)
 Druid Domain (Weather)
 Fingerless
 Flight (30 feet, Clumsy)
 Low-Light Vision
 Spontaneous Casting
 Unique Destiny
 Wild Empathy +1 (Ex)
 Winged Flight (Ex)

Spell-Like Abilities

Magical Talent (Acid Splash, 1/day) (Sp)	☐
Storm Burst 1d6 nonlethal (6/day) (Sp)	☐ ☐ ☐ ☐ ☐ ☐

Tracked Resources

Acid	☐ ☐ ☐
Shortspear	☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Auran	Druidic
Common	Sylvan

Spells & Powers

Druid spells memorized (CL 1st; concentration +4)
Melee Touch +0 Ranged Touch +3
1st—*cure light wounds*, *obscuring mist*^D, *produce flame*
0th (at will)—*create water*, *detect magic*, *light*
[D] Domain spell; **Domain** Weather

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **4 gp, 4 sp, 6 cp**

Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Talent (trait)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)

Aeroean Level 5

Male pony (pegasus) druid 5 - CR 4

Neutral Good Fey (Ponykind); Age: **17**; Height: **4' 4"**;
Weight: **309lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18/20	+4/+5	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
REFLEX (DEXTERITY)	+4	=	+1	+3			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
WILL (WISDOM)	+9	=	+4	+5			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+6		+3				
Touch AC 13								
CM Bonus +3	=	+3	+0	-	-			

CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+3	+0	+3	-

Base Attack	+3	HP	37
Initiative	+5	Damage / Current HP	
Speed	40 ft		

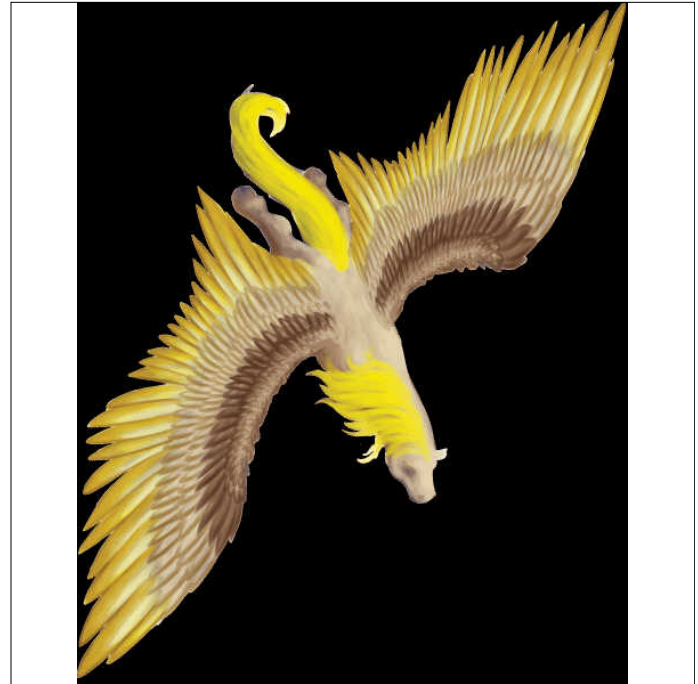
Masterwork shortspear

Main hand: **+4, 1d6** Crit: **x2**
Both hands: **+4, 1d6** Rng: **20'**
Ranged: **+7, 1d6** 1-hand, P
Ranged, both hands: **+7, 1d6**

+2 lamellar (leather) armor

+6

Max Dex: +3, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+9	DEX (3)	4	
Heal	+13	WIS (5)	5	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+10	INT (1)	4	
Perception	+13	WIS (5)	5	
Ride	+2	DEX (3)	-	
Sense Motive	+10	WIS (5)	5	
Spellcraft	+7	INT (1)	3	
Stealth	+2	DEX (3)	-	
Survival	+7	WIS (5)	-	
Swim	-1	STR (0)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Cloud Kicker (Su)
Dashing Flyer
Dashing Flyer
Druid Weapon Proficiencies
Shield Proficiency
Weather Pony

Traits

Magical Talent (Acid Splash, 1/day) (Sp)
Reactionary

Gear

**Total Weight Carried: 51/450 lbs, Light Load
(Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)**

+2 lamellar (leather) armor	25 lbs
Acid x3	1 lb
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
	1 lb
Flint and steel	-
Headband of inspired wisdom +2	1 lb
Holly and mistletoe	-
Masterwork shortspear	3 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Pot	4 lbs
Potion of bull's strength	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

Special Abilities

Brand of Destiny
Cloud Walker (Su)
Druid Domain (Weather)
Fingerless
Flight (50 feet, Average)
Low-Light Vision
Resist Nature's Lure (Ex)
Spontaneous Casting
Trackless Step (Ex)
Unique Destiny
Wild Empathy +5 (Ex)
Wild Shape (5 hours, 1/day) (Su)
Wild Shape (Beast Shape I: Small - Medium animal)
Winged Flight (Ex)
Woodland Stride (Ex)

Spell-Like Abilities

Magical Talent (Acid Splash, 1/day) (Sp) ☐
Storm Burst 1d6+2 nonlethal (8/day) (Sp) ☐☐☐☐☐☐☐☐

Tracked Resources

Acid ☐☐☐
Masterwork shortspear ☐
Potion of bull's strength ☐
Trail rations ☐☐☐☐☐
Wild Shape (5 hours, 1/day) (Su) ☐

Languages

Auran	Druidic
Common	Sylvan

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **484 gp, 4 sp, 6 cp**

Spells & Powers

Druid spells memorized (CL 5th; concentration +10)
Melee Touch +3 Ranged Touch +6
3rd—*call lightning*^D (DC 18), *jolt* (DC 18), *protection from energy*
2nd—*barkskin*, *fog cloud*^D, *rainbow wings*, *lesser restoration*
1st—*cure light wounds*, *cure light wounds*, *hydraulic push*^{APG}, *obscuring mist*^D, *produce flame*, *produce flame*
0th (at will)—*create water*, *detect magic*, *light*, *stabilize*
[D] Domain spell; **Domain** Weather

Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

Sourcebooks Used

- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Talent (trait)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Dashing Flyer (feat); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Rainbow Wings (spell); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)

Aeroean Level 9

Male pony (pegasus) druid 9 - CR 8

Neutral Good Fey (Ponykind); Age: **17**; Height: **4' 4"**;
Weight: **309lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18/20	+4/+5	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+6	+2			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
REFLEX (DEXTERITY)	+6	=	+3	+3			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
WILL (WISDOM)	+11	=	+6	+5			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+6		+3				
Touch AC	13								
CM Bonus	+6	=	+6		+0		-		-
CM Defense	19	=	10	+6	+0	+3		-	
23 vs. Trip									
Base Attack			+6						
Initiative			+5						
Speed			40 ft						

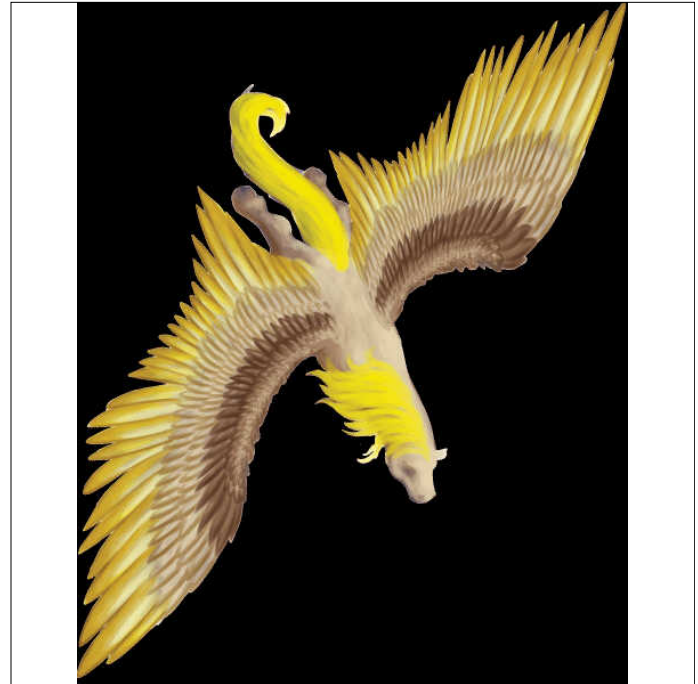
Masterwork shortspear

Main hand: **+7/+2, 1d6** Crit: **x2**
Both hands: **+7/+2, 1d6** Rng: **20'**
Ranged: **+10/+5, 1d6** 1-hand, P
Ranged, both hands: **+10/+5, 1d6**

+2 lamellar (leather) armor

+6

Max Dex: +3, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+11	DEX (3)	6	
Heal	+17	WIS (5)	9	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+10	INT (1)	4	
Perception	+19	WIS (5)	9	
Ride	+2	DEX (3)	-	
Sense Motive	+14	WIS (5)	9	
Spellcraft	+18	INT (1)	9	
Stealth	+2	DEX (3)	-	
Survival	+7	WIS (5)	-	
Swim	-1	STR (0)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Cloud Kicker (Su)
Dashing Flyer
Dashing Flyer
Druid Weapon Proficiencies
Natural Spell
Shield Proficiency
Storm Stallion

Feats

Weather Pony

Traits

Magical Talent (Acid Splash, 1/day) (Sp)
Reactionary

Gear

Total Weight Carried: 53/450 lbs, Light Load
(Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)

+2 lamellar (leather) armor	25 lbs
Acid x3	1 lb
Backpack (empty)	2 lbs
Belt pouch (empty)	0.5 lbs
	1 lb
Brooch of amber sparks	1 lb
Eyes of keen sight	-
Flint and steel	-
Gloves of elvenkind	-
Headband of inspired wisdom +2	1 lb
Holly and mistletoe	-
Masterwork shortspear	3 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Polymorphic pouch (empty)	1 lb
Pot	4 lbs
Potion of blur	-
Potion of bull's strength	-
Potion of delay poison	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

Special Abilities

Brand of Destiny
Cloud Walker (Su)
Druid Domain (Weather)
Fingerless
Flight (50 feet, Average)
Low-Light Vision
Resist Nature's Lure (Ex)
Spontaneous Casting
Trackless Step (Ex)
Unique Destiny
Wild Empathy +9 (Ex)
Wild Shape (9 hours, 3/day) (Su)
Wild Shape (Beast Shape III: Diminutive - Huge animal)
Wild Shape (Elemental Body II: Small - Medium elemental)
Wild Shape (Plant Shape I: Small - Medium plant creature)
Winged Flight (Ex)
Woodland Stride (Ex)

Spell-Like Abilities

Lightning Lord (9/day) (Sp) ☐☐☐☐☐☐☐☐☐☐
Magical Talent (Acid Splash, 1/day) (Sp) ☐
Storm Burst 1d6+4 nonlethal (8/day) (Sp) ☐☐☐☐☐☐☐☐☐☐

Experience & Wealth

Experience Points: **75000**/105000
Current Cash: **84 gp, 4 sp, 6 cp**

Tracked Resources

Acid	☐ ☐ ☐
Masterwork shortspear	☐
Potion of blur	☐
Potion of bull's strength	☐
Potion of delay poison	☐
Trail rations	☐ ☐ ☐ ☐ ☐
Wild Shape (9 hours, 3/day) (Su)	☐ ☐ ☐

Languages

Auran	Druidic
Common	Sylvan

Spells & Powers

Druid spells memorized (CL 9th; concentration +14)
Melee Touch +6/+1 **Ranged Touch** +9/+4
5th—*call lightning storm* (DC 20), *ice storm*^D, *wall of fire*
4th—*cure serious wounds*, *freedom of movement*, *communal protection from energy*^{UC}, *sleet storm*^D
3rd—*greater animal aspect*^{UC}, *call lightning*^D (DC 18), *jolt* (DC 18), *protection from energy*, *remove disease*
2nd—*barkskin*, *bull's strength*, *fog cloud*^D, *rainbow wings*, *resist energy*, *lesser restoration*
1st—*cure light wounds*, *cure light wounds*, *hydraulic push*^{APG}, *obscuring mist*^D, *obscuring mist*, *produce flame*, *produce flame*
0th (at will)—*create water*, *detect magic*, *light*, *stabilize*
[D] Domain spell; **Domain** Weather

Background

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.

Sourcebooks Used

- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Magical Talent (trait)
- **Advanced Race Guide** - Gloves of elvenkind (equipment)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Cloud Kicker (feat); Cloud Walker (equipment); Dashing Flyer (feat); Earth-Bound (equipment); Fingerless (equipment); Pegasus (alternate racial trait); Pony (race); Rainbow Wings (spell); Storm Stallion (feat); Unique Destiny (equipment); Weather Pony (feat); Winged Flight (equipment)
- **Ultimate Combat** - Animal Aspect, Greater (spell); Protection from Energy, Communal (spell)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Brooch of amber sparks (equipment); Eyes of keen sight (equipment); Mess kit (equipment); Polymorphic pouch (equipment)

Brie Brightwing Level 1

Female griffon barbarian (unchained) 1 - CR 1/2

Chaotic Neutral Fey (Griffon); Deity: **The Sun King**; Age: **22**; Height: **3' 8"**; Weight: **253lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+1	=		+1			
WILL (WISDOM)	+1	=		+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				

Touch AC	11	Flat-Footed AC	14	
		BAB	Strength	Size
				Misc

CM Bonus +5	=	+1	+4	-	-
---------------------------	---	-----------	-----------	---	---

CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+1	+4	+1	-

20 vs. Trip

Base Attack	+1	HP	14
--------------------	-----------	-----------	-----------

Initiative	+1	Damage / Current HP
-------------------	-----------	---------------------

Speed	40 ft
--------------	--------------

Bite (Griffon)

Main hand: **+5, 1d6+6** Crit: $\times 2$
Light, B/P/S

Greataxe

Both hands: **+5, 1d12+6** Crit: $\times 3$
2-hand, S

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	1	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+3	STR (4)	-	
Diplomacy	+0	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	1	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (-1)	1	
Knowledge (nature)	+5	INT (1)	1	
Perception	+5	WIS (1)	1	
Ride	+0	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+0	DEX (1)	-	
Survival	+5	WIS (1)	1	
Swim	+3	STR (4)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Intimidating Prowess
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Armor Expert
Day Greeter (Diplomacy)

Gear

Total Weight Carried: 75/450 lbs, Light Load
(Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)

Alchemist's fire	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Greataxe	12 lbs
Lamellar (leather) armor	25 lbs
Mess kit	1 lb
Pot	4 lbs
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Cloud Walker (Su)
 Fast Movement +10 (Ex)
 Flight (40 feet, Poor)
 Low-Light Vision
 Predator Aspect
 Rage (Unchained, 6 rounds/day) (Ex)
 Winged Flight (Ex)

Tracked Resources

Alchemist's fire	☐
Rage (Unchained, 6 rounds/day) (Ex)	☐ ☐ ☐ ☐ ☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Auran

Common

Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Armor Expert (trait)
- **Ponyfinder Campaign Setting** - Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Winged Flight (equipment)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)
- **Unchained Classes** - Barbarian (Unchained) (class)

Experience & Wealth

Experience Points: 0/2000
 Current Cash: 14 gp, 4 sp, 6 cp

Brie Brightwing Level 5

Female griffon barbarian (unchained) 5 - CR 4

Chaotic Neutral Fey (Griffon); Deity: **The Sun King**; Age: **22**; Height: **3' 8"**; Weight: **253lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+2	=	+1	+1			
	Danger Sense : +1 bonus vs. traps						
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				

Touch AC	11	Flat-Footed AC	14
-----------------	-----------	-----------------------	-----------

Danger Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+9	=	+5	+4	-

CM Defense	BAB	Strength	Dexterity	Size
20	=	10	+5	+4

24 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+5	HP	54
Initiative	+1	Damage / Current HP	
Speed	40 ft		

+1 furious greataxe

Both hands: **+10, 1d12+7** Crit: $\times 3$
2-hand, S

Bite (Griffon)

Main hand: **+4, 1d6+2** Crit: $\times 2$
Light, B/P/S

Masterwork lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	1	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+4	STR (4)	-	
Diplomacy	+0	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+5	DEX (1)	5	
Heal	+1	WIS (1)	-	
Intimidate	+12	CHA (-1)	5	
Knowledge (nature)	+9	INT (1)	5	
Perception	+9	WIS (1)	5	
Danger Sense : +1 bonus to avoid being surprised by a foe				
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+1	DEX (1)	-	
Survival	+9	WIS (1)	5	
Swim	+4	STR (4)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Sudden Save

Traits

Armor Expert
Day Greeter (Diplomacy)

Gear

Total Weight Carried: 75/525 lbs, Light Load (Light: 174 lbs, Medium: 349.5 lbs, Heavy: 525 lbs)

+1 furious greataxe	12 lbs
Alchemist's fire	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Masterwork lamellar (leather) armor	25 lbs
Mess kit	1 lb
Pot	4 lbs
Potion of bear's endurance	-
Potion of blur	-
Potion of cure serious wounds	-
Potion of delay poison	-
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Cloud Walker (Su)
Danger Sense +1 (Ex)
Fast Movement +10 (Ex)
Flight (40 feet, Poor)
Improved Uncanny Dodge (Lv >=9) (Ex)
Low-Light Vision
No Escape (Ex)
Predator Aspect
Rage (Unchained, 14 rounds/day) (Ex)
Strength Stance +2 (Ex)
Winged Flight (Ex)

Tracked Resources

Alchemist's fire	☐
Potion of bear's endurance	☐
Potion of blur	☐
Potion of cure serious wounds	☐
Potion of delay poison	☐
Rage (Unchained, 14 rounds/day) (Ex)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐ ☐

Languages

Auran

Common

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **184 gp, 4 sp, 6 cp**

Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Furious (item power)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Armor Expert (trait)
- **Ponyfinder Campaign Setting** - Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Winged Flight (equipment)
- **Ponyfinder Griffons of Everglow** - Sudden Save (feat)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)
- **Unchained Classes** - Barbarian (Unchained) (class); No Escape (special ability); Strength Stance (special ability)

Brie Brightwing Level 9

Female griffon barbarian (unchained) 9 - CR 8

Chaotic Neutral Fey (Griffon); Deity: **The Sun King**; Age: 22; Height: 3' 8"; Weight: 253lb.; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+6	+3			
REFLEX (DEXTERITY)	+4	=	+3	+1			
	Danger Sense : +3 bonus vs. traps						
WILL (WISDOM)	+4	=	+3	+1			

Damage Reduction (1/-)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+5		+1				
Touch AC	11								
Flat-Footed AC	15								

Danger Sense : +3 bonus vs. traps

Dungeon Crawl: 7th Edition vs. traps		BAB	Strength	Size	Misc
CM Bonus	+14 =	+9	+5	-	-

			BAB	Strength	Dexterity	Size
CM Defense	25	= 10	+9	+5	+1	-

29 vs. Trip
See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+9	HP	103
Initiative	+1	Damage / Current HP	
Speed	40 ft		

+1 furious greataxe

Both hands: **+15/+10, 1d12+8** Crit: x3
2-hand, S

Bite (Griffon)

Main hand: **+9, 1d6+2** Crit: x2
Light, B/P/S

+1 lamellar (leather) armor

+5

Max Dex: +3, Armor Check: -
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (1)	5	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+5	STR (5)	-	
Diplomacy	+0	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+13	DEX (1)	9	
Heal	+1	WIS (1)	-	
Intimidate	+17	CHA (-1)	9	
Knowledge (nature)	+13	INT (1)	9	
Perception	+13	WIS (1)	9	
Danger Sense : +3 bonus to avoid being surprised by a foe				
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+1	DEX (1)	-	
Survival	+9	WIS (1)	5	
Swim	+5	STR (5)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -3/+6
Powerful Flight
Shield Proficiency
Simple Weapon Proficiency - All
Sudden Save
Vital Strike

Traits

Armor Expert
Day Greeter (Diplomacy)

Gear

**Total Weight Carried: 81/600 lbs, Light Load
(Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600
lbs)**

+1 furious greataxe	12 lbs
+1 lamellar (leather) armor	25 lbs
Alchemist's fire	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Cloak of displacement, minor	1 lb
Elixir of tumbling	-
Elixir of vision	-
Explorer's outfit (Free)	-
Flint and steel	-
Handy haversack (empty)	5 lbs
Iron stone (pink rhomboid)	-
Mess kit	1 lb
Pot	4 lbs
Potion of bear's endurance	-
Potion of blur	-
Potion of cure light wounds x2	-
Potion of cure moderate wounds	-
Potion of cure serious wounds	-
Potion of darkvision	-
Potion of delay poison	-
Potion of eagle's splendor	-
Potion of enlarge person	-
Potion of protection from evil	-
Potion of remove fear	-
Silk rope	5 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

- Clear Mind (Ex)
- Cloud Walker (Su)
- Danger Sense +3 (Ex)
- Fast Movement +10 (Ex)
- Flight (50 feet, Average)
- Ghost Rager +4 (Su)
- Improved Uncanny Dodge (Lv >=13) (Ex)
- Low-Light Vision
- No Escape (Ex)
- Predator Aspect
- Rage (Unchained, 23 rounds/day) (Ex)
- Strength Stance +3 (Ex)
- Winged Flight (Ex)

Tracked Resources

Alchemist's fire	☐
Elixir of tumbling	☐
Elixir of vision	☐
Potion of bear's endurance	☐

Experience & Wealth

Experience Points: **75000**/105000
Current Cash: **34 gp, 4 sp, 6 cp**

Tracked Resources

Potion of blur		
Potion of cure light wounds		
Potion of cure moderate wounds		
Potion of cure serious wounds		
Potion of darkvision		
Potion of delay poison		
Potion of eagle's splendor		
Potion of enlarge person		
Potion of protection from evil		
Potion of remove fear		
Rage (Unchained, 23 rounds/day) (Ex)		
Torch		
Trail rations		

Languages

Auran Common

Background

Born into a large family of competitive chicks, Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Furious (item power)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Armor Expert (trait)
- **Ponyfinder Campaign Setting** - Cloud Walker (equipment); Day Greeter (trait); Griffon (race); Powerful Flight (feat); Winged Flight (equipment)
- **Ponyfinder Griffons of Everglow** - Sudden Save (feat)
- **Ultimate Combat** - Ghost Rager (special ability)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)
- **Unchained Classes** - Barbarian (Unchained) (class); Clear Mind (special ability); No Escape (special ability); Strength Stance (special ability)

Dawn Event Level 1

Male pony cleric of Pony Pantheon 1 - CR 1/2

Lawful Neutral Fey (Ponykind); Deity: **Pony Pantheon**;
Age: **25**; Height: **3' 11"**; Weight: **274lb.**; Eyes: **Blue**; Hair:
Brown; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	17	+3	
CHA CHARISMA	14	+2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX	Total	Base	Ability	Resist	Misc	Temp	Notes
(DEXTERITY)	-1	=		-1			

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL	Total	Base	Ability	Resist	Misc	Temp	Notes
(WISDOM)	+6	=	+2	+3		+1	

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
14	=	+5		-1					

Touch AC	9	Flat-Footed AC	14
----------	---	----------------	----

CM Bonus	+2	=	-	+2	-	-
----------	----	---	---	----	---	---

CM Defense	11	=	10	BAB	Strength	Dexterity	Size
15 vs. Trip				-	+2	-1	-

Base Attack	+0	HP	14
-------------	----	----	----

Initiative	-1	Damage / Current HP
------------	----	---------------------

Speed	40 / 30 ft
-------	------------

Scimitar

Main hand: **+2, 1d6+2** Crit: 18-20/x2
Both hands: **+2, 1d6+3** 1-hand, S

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (-1)	-	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-2	STR (2)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (-1)	-	
Fly	-5	DEX (-1)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+3	WIS (3)	-	
Ride	-5	DEX (-1)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-5	DEX (-1)	-	
Survival	+3	WIS (3)	-	
Swim	-2	STR (2)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Toughness

Traits

Focused Mind

Traits

Indomitable Faith

Gear

Total Weight Carried: 94/262.5 lbs, Medium Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)

Bedroll <In: Pony Saddle Bags (32 @ 39.5 lbs)>	5 lbs
Belt pouch (4 @ 2 lbs)	0.5 lbs
Candle x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Cleric's vestments (Free)	-
Flint and steel <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Holy symbol, wooden (Sun and Moon) <In: Belt pouch (4 @ 2 lbs)>	-
Holy text (Pony Gods of Everglow) <In: Belt pouch (4 @ 2 lbs)>	-
Mess kit <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Pony Saddle Bags (32 @ 39.5 lbs)	15 lbs
Pot <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs
Rope <In: Pony Saddle Bags (32 @ 39.5 lbs)>	10 lbs
Scale mail	30 lbs
Scimitar	4 lbs
Soap <In: Pony Saddle Bags (32 @ 39.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Sunrod x2 <In: Belt pouch (4 @ 2 lbs)>	1 lb
Torch x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Trail rations x5 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Waterskin <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs

Special Abilities

Aura (Ex)
 Brand of Destiny
 Cleric Channel Positive Energy 1d6 (5/day, DC 12) (Su)
 Cleric Domain (Friendship)
 Cleric Domain (Healing)
 Earth-Bound +2
 Fingerless
 Low-Light Vision
 Powerful Bond (6/day) (Su)
 Spontaneous Casting
 Unique Destiny

Spell-Like Abilities

Rebuke Death (6/day) (Sp) ☐☐☐☐☐☐

Tracked Resources

Cleric Channel Positive Energy 1d6 (5/day, DC 12) (Su) ☐☐☐☐☐

Powerful Bond (6/day) (Su) ☐☐☐☐☐☐

Sunrod ☐☐

Torch ☐☐☐☐☐☐☐☐☐☐

Trail rations ☐☐☐☐☐☐

Languages

Common

Sylvan

Spells & Powers

Cleric spells memorized (CL 1st; concentration +6)

Melee Touch +2 Ranged Touch -1

1st—*bleed*, *cure light wounds*^D, *shield of faith*

0th (at will)—*detect magic*, *light*, *stabilize*

[D] Domain spell; **Domains** Friendship, Good, Healing

Experience & Wealth

Experience Points: 0/2000

Current Cash: 11 gp

Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically pantheist, Dawn has learned a wide array of religious ceremonies and practices.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- **Blood of Angels / Inner Sea Gods** - Friendship (special ability)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Unique Destiny (equipment)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Dawn Event Level 5

Male pony cleric of Pony Pantheon 5 - CR 4

Lawful Neutral Fey (Ponykind); Deity: **Pony Pantheon**;
Age: **25**; Height: **3' 11"**; Weight: **274lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+1	=	+1	-1	+1		
------------------------------	-----------	----------	-----------	-----------	-----------	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+9	=	+4	+3	+1	+1	
-------------------------	-----------	----------	-----------	-----------	-----------	-----------	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+7	+3	-1		+1		

Touch AC	9	Flat-Footed AC	20
-----------------	----------	-----------------------	-----------

CM Bonus	+5	=	+3	+2	-	-
----------	----	---	----	----	---	---

CM Defense	14	=	10	BAB	Strength	Dexterity	Size
				+3	+2	-1	-

18 vs. Trip

Base Attack	+3	HP	48
--------------------	-----------	-----------	-----------

Initiative	-1	Damage / Current HP	
-------------------	-----------	----------------------------	--

Speed	40 / 30 ft		
--------------	-------------------	--	--

Scimitar

Main hand: **+5, 1d6+2**

Crit: 18-20/x2

Both hands: **+5, 1d6+3**

1-hand, S

+1 chainmail

+7

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Appraise	+1	INT (1)	-	
Bluff	+2	CHA (2)	-	
Climb	-3	STR (2)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+9	INT (1)	5	
Perception	+3	WIS (3)	-	
Ride	-6	DEX (-1)	-	
Sense Motive	+11	WIS (3)	5	
Stealth	-6	DEX (-1)	-	
Survival	+3	WIS (3)	-	
Swim	-3	STR (2)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Deep Healing
Deep Rooted
Endurance
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Toughness

Traits

Focused Mind
Indomitable Faith

+1 heavy wooden shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 120/262.5 lbs, Medium Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)

+1 chainmail	40 lbs
+1 heavy wooden shield	10 lbs
Amulet of natural armor +1	-
Bedroll <In: Pony Saddle Bags (32 @ 39.5 lbs)>	5 lbs
Belt pouch (4 @ 2 lbs)	0.5 lbs
Candle x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Cleric's vestments (Free)	-
Cloak of resistance +1	1 lb
Flint and steel <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Heavy shield bash	-
Holy symbol, wooden (Sun and Moon) <In: Belt pouch (4 @ 2 lbs)>	-
Holy text (Pony Gods of Everglow) <In: Belt pouch (4 @ 2 lbs)>	-
Mess kit <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Pearl of power (1st level, 1/day)	-
Pony Saddle Bags (32 @ 39.5 lbs)	15 lbs
Pot <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs
Potion of fly x2	-
Ring of feather falling	-
Rope <In: Pony Saddle Bags (32 @ 39.5 lbs)>	10 lbs
Saddle Rack (Scimitar)	5 lbs
Scimitar	4 lbs
Soap <In: Pony Saddle Bags (32 @ 39.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Sunrod x2 <In: Belt pouch (4 @ 2 lbs)>	1 lb
Torch x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Trail rations x5 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Waterskin <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs

Special Abilities

Aura (Ex)
Brand of Destiny
Cleric Channel Positive Energy 3d6 (5/day, DC 14) (Su)
Cleric Domain (Friendship)
Cleric Domain (Healing)
Earth-Bound +2
Fingerless
Low-Light Vision
Powerful Bond (6/day) (Su)
Spontaneous Casting
Unique Destiny

Spell-Like Abilities

Rebuke Death (6/day) (Sp) ☐☐☐☐☐

Tracked Resources

Cleric Channel Positive Energy 3d6 (5/day, DC 14) (Su) ☐☐☐☐☐

Pearl of power (1st level, 1/day) ☐

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **97 gp**

Tracked Resources

Potion of fly ☐☐
Powerful Bond (6/day) (Su) ☐☐☐☐☐
Sunrod ☐☐
Torch ☐☐☐☐☐☐☐☐
Trail rations ☐☐☐☐☐

Languages

Common
Dwarven
Sylvan

Spells & Powers

Cleric spells memorized (CL 5th; concentration +10)
Melee Touch +5 **Ranged Touch** +2
3rd—cure serious wounds^D, dispel magic, prayer
2nd—bull's strength, cure moderate wounds^D, resist energy, spiritual weapon
1st—bless, cure light wounds^D, liberating command^{UC}, protection from evil, shield of faith
0th (at will)—create water, detect magic, light, stabilize
[D] Domain spell; **Domains** Friendship, Good, Healing

Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically pantheist, Dawn has learned a wide array of religious ceremonies and practices.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Blood of Angels / Inner Sea Gods** - Friendship (special ability)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Saddle Rack (equipment); Unique Destiny (equipment)
- **Ponyfinder Down to Earth** - Deep Healing (feat); Deep Rooted (feat)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Dawn Event Level 9

Male pony cleric of Pony Pantheon 9 - CR 8

Lawful Neutral Fey (Ponykind); Deity: **Pony Pantheon**;
Age: **25**; Height: **3' 11"**; Weight: **274lb.**; Eyes: **Blue**; Hair:
Brown; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	14	+2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Circlet of persuasion: +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+6	+2	+3		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+5	=	+3	-1	+3		
------------------------------	-----------	----------	-----------	-----------	-----------	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+14	=	+6	+4	+3	+1	
-------------------------	------------	----------	-----------	-----------	-----------	-----------	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+7	+3	-1		+2		+1

Touch AC	10	Flat-Footed AC	22		
		BAB	Strength	Size	Misc

CM Bonus	+8	=	+6	+2	-	-
-----------------	-----------	----------	-----------	-----------	----------	----------

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				+6	+2	-1	-

22 vs. Trip

Base Attack	+6	HP	84
--------------------	-----------	-----------	-----------

Initiative	-1	Damage / Current HP
-------------------	-----------	----------------------------

Speed	40 / 30 ft
--------------	-------------------

Scimitar

Main hand: **+8/+3, 1d6+2** Crit: 18-20/x2
Both hands: **+8/+3, 1d6+3** 1-hand, S

+1 chainmail

+7

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (2)	-	
Climb	-3	STR (2)	-	
Diplomacy	+17	CHA (2)	9	
Disguise	+5	CHA (2)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+4	WIS (4)	-	
Intimidate	+5	CHA (2)	-	
Knowledge (religion)	+13	INT (1)	9	
Perception	+4	WIS (4)	-	
Ride	-6	DEX (-1)	-	
Sense Motive	+16	WIS (4)	9	
Stealth	-6	DEX (-1)	-	
Survival	+4	WIS (4)	-	
Swim	-3	STR (2)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Deep Healing
Deep Rooted
Endurance
Extra Channel (2/day)
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Spontaneous Counter

Feats

Toughness

Traits

Focused Mind
Indomitable Faith

+1 heavy wooden shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

**Total Weight Carried: 120/262.5 lbs, Medium Load
(Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)**

+1 chainmail	40 lbs
+1 heavy wooden shield	10 lbs
Amulet of natural armor +2	-
Bedroll <In: Pony Saddle Bags (32 @ 39.5 lbs)>	5 lbs
Belt pouch (4 @ 2 lbs)	0.5 lbs
Candle x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Circlet of persuasion	-
Cleric's vestments (Free)	-
Cloak of resistance +3	1 lb
Flint and steel <In: Pony Saddle Bags (32 @ 39.5 lbs)>	-
Heavy shield bash	-
Holy symbol, wooden (Sun and Moon) <In: Belt pouch (4 @ 2 lbs)>	-
Holy text (Pony Gods of Everglow) <In: Belt pouch (4 @ 2 lbs)>	-
Ioun stone (dusty rose prism)	-
Mess kit <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Pearl of power (1st level, 2/day) x2	-
Phylactery of positive channeling	-
Pony Saddle Bags (32 @ 39.5 lbs)	15 lbs
Pot <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs
Potion of fly x2	-
Ring of feather falling	-
Rope <In: Pony Saddle Bags (32 @ 39.5 lbs)>	10 lbs
Saddle Rack (Scimitar)	5 lbs
Scimitar	4 lbs
Soap <In: Pony Saddle Bags (32 @ 39.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Sunrod x2 <In: Belt pouch (4 @ 2 lbs)>	1 lb
Torch x10 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Trail rations x5 <In: Pony Saddle Bags (32 @ 39.5 lbs)>	1 lb
Waterskin <In: Pony Saddle Bags (32 @ 39.5 lbs)>	4 lbs

Special Abilities

Aura (Ex)
Brand of Destiny
Cleric Channel Positive Energy 7d6 (5/day, DC 16) (Su)
Cleric Domain (Friendship)
Cleric Domain (Healing)
Earth-Bound +2
Fingerless
Healer's Blessing (Su)
Holy Lance (4 rounds, 1/day) (Su)
Low-Light Vision
Powerful Bond (7/day) (Su)
Spontaneous Casting
Unique Destiny

Experience & Wealth

Experience Points: **75000/105000**
Current Cash: **97 gp**

Spell-Like Abilities

Rebuke Death (7/day) (Sp) ☐☐☐☐☐☐

Tracked Resources

Cleric Channel Positive Energy 7d6 (5/day, DC 16) (Su)	☐ ☐ ☐ ☐ ☐ ☐
Extra Channel (2/day)	☐ ☐
Holy Lance (4 rounds, 1/day) (Su)	☐
Pearl of power (1st level, 2/day)	☐ ☐
Potion of fly	☐ ☐
Powerful Bond (7/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐
Sunrod	☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Common	Sylvan
Dwarven	

Spells & Powers

Cleric spells memorized (CL 9th; concentration +15)
Melee Touch +8/+3 **Ranged Touch** +5/+0
5th—*breath of life*^D (DC 19), *flame strike* (DC 19)
4th—*air walk*, *cure critical wounds*^D, *freedom of movement*, *tongues*
3rd—*create food and water*, *cure serious wounds*^D, *dispel magic* (2), *prayer*
2nd—*bull's strength*, *cure moderate wounds*^D, *resist energy* (2), *sacred space*^{ARG}, *spiritual weapon*
1st—*bless*, *cure light wounds*^D, *liberating command*^{UC} (2), *protection from evil*, *shield of faith*
0th (at will)—*create water*, *detect magic*, *light*, *stabilize*
[D] Domain spell; **Domains** Friendship, Good, Healing

Background

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically pantheist, Dawn has learned a wide array of religious ceremonies and practices.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- **Advanced Race Guide** - Sacred Space (spell)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Blood of Angels / Inner Sea Gods** - Friendship (special ability)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Pony Saddle Bags (equipment); Saddle Rack (equipment); Unique Destiny (equipment)
- **Ponyfinder Down to Earth** - Deep Healing (feat); Deep Rooted (feat)
- **Ponyfinder Earning Your Stripes** - Spontaneous Counter (feat)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Fast Shadow Level 1

Female pony fighter 1 - CR 1/2

Neutral Good Fey (Ponykind); Deity: **The Sun Queen** ; Age: **19**; Height: **4' 2"**; Weight: **299lb.**; Eyes: **Blue**; Hair: **Blonde-pink**; Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

REFLEX	Total	Base	Ability	Resist	Misc	Temp	Notes
(DEXTERITY)	+0	=					

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

WILL	Total	Base	Ability	Resist	Misc	Temp	Notes
(WISDOM)	+1	=	+1				

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
15	=	+5							

Touch AC	Total	Flat-Footed AC
10		15

CM Bonus	Total	Base	Strength	Size	Misc
+4	=	+1	+3	-	-

CM Defense	Total	Base	Strength	Dexterity	Size
14	= 10	+1	+3	+0	-

18 vs. Trip

Base Attack	Total	HP
+1		16

Initiative	Total	Damage / Current HP
+6		

Speed	Total	Damage / Current HP
40 / 30 ft		

Lance

Both hands: **+4, 1d8+3**

Crit: x3
2-hand, P,

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+3	STR (3)	1	
Diplomacy	+2	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (1)	1	
Perception	+1	WIS (1)	-	
Ride	-4	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-4	DEX (0)	-	
Survival	+5	WIS (1)	1	
Swim	-1	STR (3)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Improved Initiative
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency

Traits

Day Greeter (Diplomacy)
Reactionary

Experience & Wealth

Experience Points: 0/2000
Current Cash: 4 sp, 6 cp

Gear

**Total Weight Carried: 75/345 lbs, Light Load
(Light: 114 lbs, Medium: 229.5 lbs, Heavy: 345
lbs)**

Acid <In: Backpack (14 @ 23 lbs)>	1 lb
Alchemist's fire <In: Backpack (14 @ 23 lbs)>	1 lb
Backpack (14 @ 23 lbs)	2 lbs
Caltrops x2 <In: Backpack (14 @ 23 lbs)>	2 lbs
Explorer's outfit (Free)	-
Lance	10 lbs
Saddle Rack (Lance)	5 lbs
Scale mail	30 lbs
Shovel <In: Backpack (14 @ 23 lbs)>	8 lbs
Torch x4 <In: Backpack (14 @ 23 lbs)>	1 lb
Trail rations x5 <In: Backpack (14 @ 23 lbs)>	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Brand of Destiny
Earth-Bound +2
Fingerless
Low-Light Vision
Unique Destiny

Tracked Resources

Acid	☐
Alchemist's fire	☐
Torch	☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Common	Terran
Sylvan	

Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes.

The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Saddle Rack (equipment); Unique Destiny (equipment)

Fast Shadow Level 5

Female pony fighter 5 - CR 4

Neutral Good Fey (Ponykind); Deity: **The Sun Queen** ; Age: **19**; Height: **4' 2"**; Weight: **299lb.**; Eyes: **Blue**; Hair: **Blonde-pink**; Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+4	+3	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

REFLEX	Total	Base	Ability	Resist	Misc	Temp	Notes
(DEXTERITY)	+2	=	+1		+1		

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

WILL	Total	Base	Ability	Resist	Misc	Temp	Notes
(WISDOM)	+5	=	+1	+1	+1	+2	

Bravery: +1 vs. fear, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
22	=	+7	+3			+1	+1		

Touch AC	BAB	Strength	Size	Misc
11				

CM Bonus	BAB	Strength	Dexterity	Size
+6		+5	+3	-

CM Defense	BAB	Strength	Dexterity	Size
19	= 10	+5	+3	+0

23 vs. Trip

Base Attack	HP
+5	59

Initiative	Damage / Current HP
+6	

Speed	40 ft
-------	-------

+1 lance

Main hand: **+9, 1d8+11**

Crit: **x3**
1-hand, P,

Both hands: **+9, 1d8+12**

+1 heavy wooden shield

+3

Max Dex: -, Armor Check: **-1**
Spell Fail: 15%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (0)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	+8	STR (3)	5	
Diplomacy	+6	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (0)	-	
Fly	-3	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+10	CHA (1)	5	
Perception	+1	WIS (1)	-	
Ride	-3	DEX (0)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-3	DEX (0)	-	
Survival	+8	WIS (1)	4	
Swim	+0	STR (3)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Tough as Rocks

Feats

Toughness
Tower Shield Proficiency
Weapon Focus (Lance)
Weapon Specialization (Lance)

Traits

Day Greeter (Diplomacy)
Reactionary

+1 mountain pattern armor

+7

Max Dex: +4, Armor Check: -2
Spell Fail: 30%, Medium

Gear

**Total Weight Carried: 96/345 lbs, Light Load
(Light: 114 lbs, Medium: 229.5 lbs, Heavy: 345
lbs)**

+1 heavy wooden shield	10 lbs
+1 lance	10 lbs
+1 mountain pattern armor	40 lbs
Acid <In: Backpack (14 @ 23 lbs)>	1 lb
Alchemist's fire <In: Backpack (14 @ 23 lbs)>	1 lb
Backpack (14 @ 23 lbs)	2 lbs
Caltrops x2 <In: Backpack (14 @ 23 lbs)>	2 lbs
Cloak of resistance +1	1 lb
Explorer's outfit (Free)	-
Heavy shield bash	-
Potion of cure serious wounds	-
Potion of fly x2	-
Ring of protection +1	-
Saddle Rack (- Custom / magic weapon -)	5 lbs
Shovel <In: Backpack (14 @ 23 lbs)>	8 lbs
Torch x4 <In: Backpack (14 @ 23 lbs)>	1 lb
Trail rations x5 <In: Backpack (14 @ 23 lbs)>	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Brand of Destiny
Bravery +1 (Ex)
Earth-Bound +2
Fingerless
Low-Light Vision
Unique Destiny
Weapon Training (Spears) +1 (Ex)

Tracked Resources

Acid	☐
Alchemist's fire	☐
Potion of cure serious wounds	☐
Potion of fly	☐ ☐
Torch	☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Common

Terran

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **21 gp, 4 sp, 6 cp**

Languages

Sylvan

Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes.

The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Saddle Rack (equipment); Tough as Rocks (feat); Unique Destiny (equipment)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor)

Fast Shadow Level 9

Female pony fighter 9 - CR 8

Neutral Good Fey (Ponykind); Deity: **The Sun Queen** ; Age: **19**; Height: **4' 2"**; Weight: **299lb.**; Eyes: **Blue**; Hair: **Blonde-pink**; Skin: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+6	+3	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

REFLEX	Total	Base	Ability	Resist	Misc	Temp	Notes
(DEXTERITY)	+4	=	+3		+1		

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

WILL	Total	Base	Ability	Resist	Misc	Temp	Notes
(WISDOM)	+7	=	+3	+1	+1	+2	

Bravery: +2 vs. fear, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities, **Deific Obedience**: +4 sacred bonus vs. fire

Damage Reduction (1/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26	=	+7	+4			+3	+2	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	26				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp	Notes
+10	=	+9	+4				

CM Defense	Total	Base	Strength	Dexterity	Size
25	= 10	+9	+4	+0	

28 vs. Disarm; 28 vs. Sunder; 29 vs. Trip

Base Attack	HP
+9	100

Initiative	Speed	Damage / Current HP
+6	40 ft	

+2 adamantite lance

Main hand: **+15/+10, 1d8+16** Crit: **x3**

Both hands: **+15/+10, 1d8+18** 1-hand, P,

Hooves x2 (Iron Hooves)

Main hand: **+12, 1d4+11** Crit: **x2**
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (0)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (1)	-	
Climb	+11	STR (4)	6	
Diplomacy	+7	CHA (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	-2	DEX (0)	-	
Fly	-2	DEX (0)	-	
Handle Animal	+6	CHA (1)	2	
Heal	+1	WIS (1)	-	
Intimidate	+14	CHA (1)	9	
Knowledge (dungeoneering)	+14	INT (2)	9	
Perception	+1	WIS (1)	-	
Ride	+3	DEX (0)	2	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (0)	-	
Survival	+8	WIS (1)	4	
Swim	+7	STR (4)	2	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Blade-turning Pelt
Endurance
Improved Initiative
Iron Hooves
Iron Hooves

Feats

Iron Will
 Martial Weapon Proficiency - All
 Power Attack -3/+6
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tough as Rocks
 Toughness
 Tower Shield Proficiency
 Weapon Focus (Hooves)
 Weapon Focus (Lance)
 Weapon Specialization (Lance)

Traits

Day Greeter (Diplomacy)
 Reactionary

+1 mountain pattern armor

+7

Max Dex: +5, Armor Check: -1
 Spell Fail: 30%, Medium

+2 heavy wooden shield

+4

Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Gear

**Total Weight Carried: 102/450 lbs, Light Load
 (Light: 150 lbs, Medium: 300 lbs, Heavy: 450 lbs)**

+1 mountain pattern armor	40 lbs
+2 adamantite lance	10 lbs
+2 heavy wooden shield	10 lbs
Acid <In: Backpack (14 @ 23 lbs)>	1 lb
Alchemist's fire <In: Backpack (14 @ 23 lbs)>	1 lb
Amulet of natural armor +2	-
Backpack (14 @ 23 lbs)	2 lbs
Bandages of rapid recovery x4	1 lb
Belt of giant strength +2	1 lb
Caltrops x2 <In: Backpack (14 @ 23 lbs)>	2 lbs
Cloak of resistance +1	1 lb
Explorer's outfit (Free)	-
Heavy shield bash	-
Oil of invisibility	-
Potion of cure serious wounds	-
Potion of fly x2	-
Potion of gaseous form	-
Potion of restoration, lesser x3	-
Ring of protection +2	-
Saddle Rack (- Custom / magic weapon -)	5 lbs
Shovel <In: Backpack (14 @ 23 lbs)>	8 lbs
Swarmbane clasp	0.5 lbs
Torch x4 <In: Backpack (14 @ 23 lbs)>	1 lb
Trail rations x5 <In: Backpack (14 @ 23 lbs)>	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
 Brand of Destiny
 Bravery +2 (Ex)
 Earth-Bound +2

Experience & Wealth

Experience Points: **75000/105000**
 Current Cash: **71 gp, 4 sp, 6 cp**

Special Abilities

Fingerless
 Low-Light Vision
 Unique Destiny
 Weapon Training (Natural) +1 (Ex)
 Weapon Training (Spears) +2 (Ex)

Tracked Resources

Acid	☐
Alchemist's fire	☐
Bandages of rapid recovery	☐ ☐ ☐ ☐
Oil of invisibility	☐
Potion of cure serious wounds	☐
Potion of fly	☐ ☐
Potion of gaseous form	☐
Potion of restoration, lesser	☐ ☐ ☐
Torch	☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Common	Sylvan
Elven	Terran

Background

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes. The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Bandages of rapid recovery (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Blade-turning Pelt (feat); Brand of Destiny (equipment); Day Greeter (trait); Earth-Bound (equipment); Fingerless (equipment); Iron Hooves (feat); Iron Hooves (feat); Pony (race); Saddle Rack (equipment); Tough as Rocks (feat); Unique Destiny (equipment)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor)
- **Ultimate Equipment** - Swarmbane clasp (equipment)

Sonja the Tinkerer Level 1

Female pony (zebra) gunslinger (mobile cannon) 1 - CR 1/2

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen** ;
Age: **20**; Height: **4' 5"**; Weight: **320lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) **+3** = **+2** **+1**
Deific Obedience: +4 sacred bonus vs. fire

REFLEX
(DEXTERITY) **+5** = **+2** **+2** **+1**
Deific Obedience: +4 sacred bonus vs. fire

WILL
(WISDOM) **+1** = **+1**
Deific Obedience: +4 sacred bonus vs. fire

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC 16 = **+4** **+2**

Touch AC 12 **Flat-Footed AC 14**

BAB Strength Size Misc
CM Bonus +2 = **+1** **+1**

BAB Strength Dexterity Size
CM Defense 14 = **10** **+1** **+1** **+2**
18 vs. Trip

Base Attack **+1** **HP** **12**

Initiative **+2** Damage / Current HP

Speed **40 / 30 ft**

Musket

Ranged: **-1, 1d12**

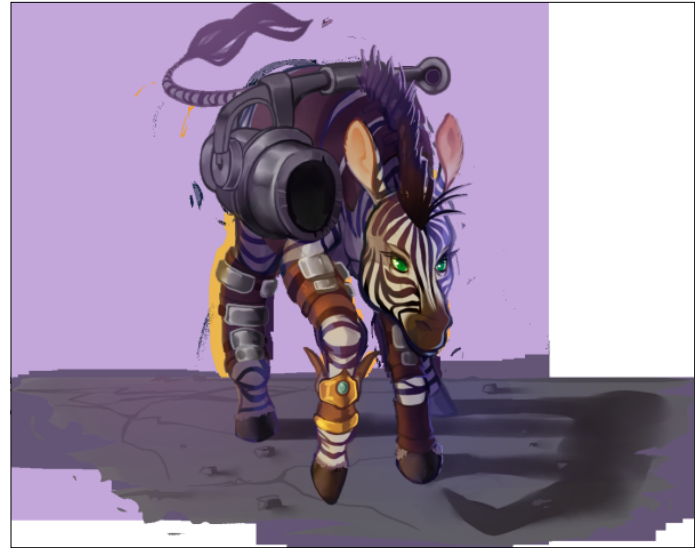
Ranged, both hands: **+3, 1d12**

Crit: $\times 4$
Rng: 40'
2-hand, B/P

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+2	STR (1)	1	
Craft (clockwork)	+7	INT (3)	1	
Craft (firearms)	+7	INT (3)	1	
Diplomacy	+2	CHA (2)	-	
Disable Device	+4	DEX (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+7	INT (3)	1	
Knowledge (local)	+7	INT (3)	1	
Perception	+5	WIS (1)	1	
Ride	-1	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (1)	-	

Feats

Armor Proficiency (Light)
Exotic Weapon Proficiency (Firearms)
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Simple Weapon Proficiency - All

Traits

Deft Dodger
Vagabond Child (urban, Disable Device)

Gear

Total Weight Carried: 90/195 lbs, Medium Load
(Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195 lbs)

Artisan's tools (Craft [firearms])	5 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Black powder x11	<In: Powder horn (11 @ 0 lbs)> -
Firearm bullet x30	0.0167 lbs
Flint and steel	-
Gunsmith's kit	2 lbs
Lamellar (leather) armor	25 lbs
Mess kit	1 lb
Musket	9 lbs
Pot	4 lbs
Potion of cure light wounds	-
Powder horn (11 @ 0 lbs)	1 lb
Rope	10 lbs
Saddle Rack (Musket)	5 lbs
Scholar's outfit (Free)	-
Thieves' tools	1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
 Brand of Destiny
 Deed: Deadeye (Ex)
 Deed: Gunslinger's Dodge (+2 AC) (Ex)
 Deed: Quick Clear (Ex)
 Fingerless
 Grit (Ex)
 Low-Light Vision
 Natural Linguist
 Poison Use (Ex)
 Quadrupedal Reload (Ex)
 Unique Destiny

Tracked Resources

Black powder	□□□□□ □□□□□ □
Firearm bullet	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Grit Pool (1/day)	□
Potion of cure light wounds	□
Torch	□□□□□ □□□□□
Trail rations	□□□□□

Languages

Auran
 Common
 Dwarven

Elven
 Sylvan

Experience & Wealth

Experience Points: 0/2000
 Current Cash: **You have no money!**

Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural, While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony. She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Deft Dodger (trait)
- **Advanced Player's Guide Traits / Talador, Echoes of Glory / Ultimate Campaign** - Vagabond Child (urban) (trait)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Black powder (weapon); Firearm bullet (weapon); Musket (weapon); Powder horn (equipment)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Unique Destiny (equipment); Zebra (alternate racial trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)

Sonja the Tinkerer Level 5

Female pony (zebra) gunslinger (mobile cannon) 5 - CR 4

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen** ;
Age: **20**; Height: **4' 5"**; Weight: **320lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	15/17	+2/+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) **+5** = **+4** **+1**
Deific Obedience: +4 sacred bonus vs. fire

REFLEX
(DEXTERITY) **+8** = **+4** **+3** **+1**
Deific Obedience: +4 sacred bonus vs. fire

WILL
(WISDOM) **+2** = **+1** **+1**
Deific Obedience: +4 sacred bonus vs. fire

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC **16** = **+3** **+3**

Touch AC **13** **Flat-Footed AC** **13**

BAB Strength Size Misc
CM Bonus **+6** = **+5** **+1**

BAB Strength Dexterity Size
CM Defense **19** = **10** **+5** **+1** **+3**
23 vs. Trip

Base Attack **+5** **HP** **44**

Damage / Current HP

Initiative **+5**

Speed **40 ft**

+1 musket ↗

Ranged: **+1, 3d6+4** Crit: ×4

Ranged, both hands: **+5, 3d6+4** Rng: 40'

2-hand, B/P

Striking Horseshoes

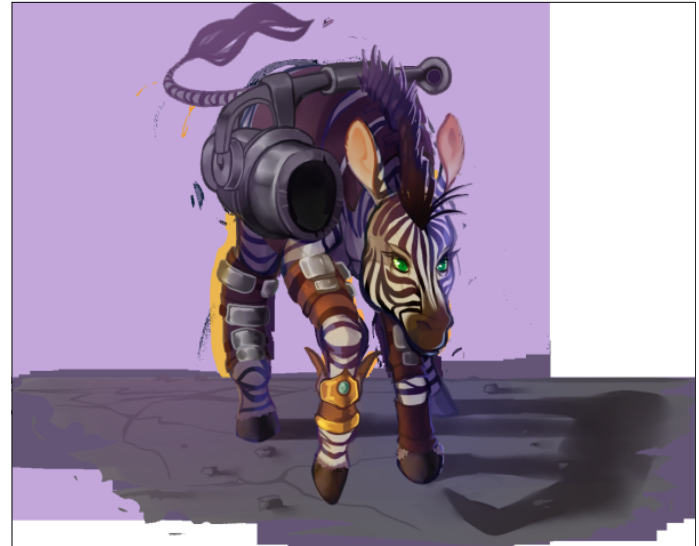
Main hand: **+6, 1d4+1** Crit: ×2

Light, P

+1 lamellar cuirass

+3 Max Dex: +4, Armor Check: -

Spell Fail: 5%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	2	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+5	STR (1)	1	
Craft (alchemy)	+7	INT (3)	1	
Craft (clockwork)	+11	INT (3)	5	
Craft (firearms)	+11	INT (3)	5	
Diplomacy	+2	CHA (2)	-	
Disable Device	+12	DEX (3)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+11	INT (3)	5	
Knowledge (local)	+11	INT (3)	5	
Perception	+9	WIS (1)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+3	DEX (3)	-	
Survival	+1	WIS (1)	-	
Swim	+5	STR (1)	1	

Feats

Armor Proficiency (Light)
Exotic Weapon Proficiency (Firearms)
Extra Grit
Gunsmithing
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Rapid Reload (Musket)
Simple Weapon Proficiency - All

Feats

Weapon Focus (Musket)

Traits

Deft Dodger

Vagabond Child (urban, Disable Device)

Gear

**Total Weight Carried: 83/600 lbs, Light Load
(Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600 lbs)**

+1 lamellar cuirass	8 lbs
+1 musket	18 lbs
Alchemical cartridge (paper) x80	-
Artisan's tools (Craft [firearms])	5 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Gunsmith's kit	2 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Pot	4 lbs
Potion of cure moderate wounds	-
Potion of darkvision	-
Potion of invisibility	-
Potion of restoration, lesser	-
Rope	10 lbs
Saddle Rack (- Custom / magic weapon -)	5 lbs
Scholar's outfit (Free)	-
Striking Horseshoes	1 lb
Thieves' tools	1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
 Brand of Destiny
 Deed: Deadeye (Ex)
 Deed: Gunslinger Initiative (Ex)
 Deed: Gunslinger's Dodge (+2 AC) (Ex)
 Deed: Pistol-Whip (Ex)
 Deed: Quick Clear (Ex)
 Deed: Utility Shot (Ex)
 Fingerless
 Grit (Ex)
 Gun Training +3 (Musket) (Ex)
 Heavy Calibre (Ex)
 Low-Light Vision
 Natural Linguist
 Poison Use (Ex)
 Quadrupedal Reload (Ex)
 Unique Destiny

Experience & Wealth

Experience Points: **15000/23000**

Current Cash: **482 gp**

Tracked Resources

Alchemical cartridge (paper)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Grit Pool (3/day)	☐ ☐ ☐
Potion of cure moderate wounds	☐
Potion of darkvision	☐
Potion of invisibility	☐
Potion of restoration, lesser	☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Auran	Elven
Common	Sylvan
Dwarven	

Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural. While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony. She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Deft Dodger (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Vagabond Child (urban) (trait)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Musket (weapon)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Striking Horseshoes (weapon); Unique Destiny (equipment); Zebra (alternate racial trait)
- **Ultimate Combat** - Extra Grit (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Lamellar cuirass (armor); Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Mess kit (equipment)

Sonja the Tinkerer Level 9

Female pony (zebra) gunslinger (mobile cannon) 9 - CR 8

Lawful Neutral Fey (Ponykind); Deity: **The Sun Queen** ;
Age: **20**; Height: **4' 5"**; Weight: **320lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16/20	+3/+5	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) **+7** = **+6** **+1**
Deific Obedience: +4 sacred bonus vs. fire

REFLEX
(DEXTERITY) **+12** = **+6** **+5** **+1**
Deific Obedience: +4 sacred bonus vs. fire

WILL
(WISDOM) **+4** = **+3** **+1**
Deific Obedience: +4 sacred bonus vs. fire

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC **17** = **+3** **+4**

Touch AC **14** **Flat-Footed AC** **13**

BAB Strength Size Misc
CM Bonus **+10** = **+9** **+1**

BAB Strength Dexterity Size
CM Defense **25** = **10** **+9** **+1** **+5**
29 vs. Trip

Base Attack **+9** **HP** **76**

Initiative **+11** Damage / Current HP

Speed **40 ft**

+1 blunderbuss

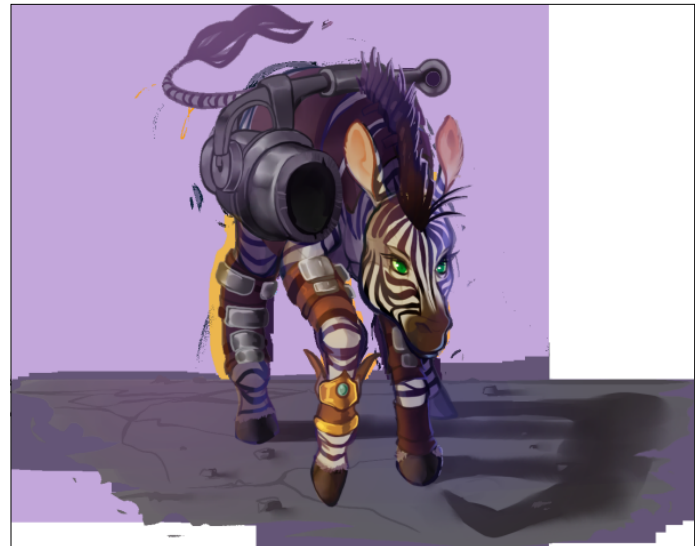
Ranged: **+6/+1, 2d6+1** Crit: $\times 2$
Ranged, both hands: **+10/+5, 2d6+1** 2-hand, B/P,

+1 corrosive distance musket

Ranged: **+7/+2, 3d6+6 plus 1d6 acid** Crit: $\times 4$
Ranged, both hands: **+11/+6, 3d6+6 plus 1d6 acid** Rng: 80'
2-hand, B/P

Striking Horseshoes

Main hand: **+10/+5, 1d4+1** Crit: $\times 2$
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (5)	3	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+5	STR (1)	1	
Craft (alchemy)	+7	INT (3)	1	
Craft (clockwork)	+15	INT (3)	9	
Craft (firearms)	+15	INT (3)	9	
Diplomacy	+2	CHA (2)	-	
Disable Device	+18	DEX (5)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+13	INT (3)	7	
Knowledge (local)	+13	INT (3)	7	
Linguistics	+8	INT (3)	1	
Perception	+13	WIS (1)	9	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+5	DEX (5)	-	
Survival	+10	WIS (1)	6	
Swim	+5	STR (1)	1	

Feats

Armor Proficiency (Light)
Exotic Weapon Proficiency (Firearms)
Extra Grit
Far Shot
Gunsmithing
Improved Initiative
Martial Weapon Proficiency - All

Feats

Point-Blank Shot
Precise Shot
Rapid Reload (Musket)
Simple Weapon Proficiency - All
Weapon Focus (Musket)

Traits

Deft Dodger
Vagabond Child (urban, Disable Device)

+1 lamellar cuirass

+3

Max Dex: +4, Armor Check: -
Spell Fail: 5%, Light

Gear

**Total Weight Carried: 101/600 lbs, Light Load
(Light: 199.5 lbs, Medium: 399 lbs, Heavy: 600 lbs)**

+1 blunderbuss	16 lbs
+1 corrosive distance musket	18 lbs
+1 lamellar cuirass	8 lbs
Alchemical cartridge (paper) x100	-
Artisan's tools (Craft [firearms])	5 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt of incredible dexterity +4	1 lb
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Gunsmith's kit	2 lbs
Jaunt boots (3/day)	2 lbs
Mess kit	1 lb
Muleback cords	0.25 lbs
Pot	4 lbs
Potion of cure serious wounds	-
Potion of darkvision	-
Potion of invisibility	-
Potion of restoration, lesser	-
Ring of feather falling	-
Rope	10 lbs
Saddle Rack (- Custom / magic weapon -, - Custom /	5 lbs
Scholar's outfit (Free)	-
Striking Horseshoes	1 lb
Swarmbane clasp	0.5 lbs
Thieves' tools	1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Brand of Destiny
Deed: Dead Shot (Ex)
Deed: Deadeye (Ex)
Deed: Gunslinger Initiative (Ex)
Deed: Gunslinger's Dodge (+2 AC) (Ex)
Deed: Pistol-Whip (Ex)
Deed: Quick Clear (Ex)
Deed: Startling Shot (Ex)
Deed: Targeting (Ex)

Experience & Wealth

Experience Points: **75000/105000**
Current Cash: **578 gp, 6 sp, 7 cp**

Special Abilities

Deed: Utility Shot (Ex)
Double Cannon (Ex)
Fingerless
Grit (Ex)
Gun Training +5 (Musket) (Ex)
Heavy Calibre (Ex)
Low-Light Vision
Natural Linguist
Poison Use (Ex)
Quadrupedal Reload (Ex)
Unique Destiny

Tracked Resources

Alchemical cartridge (paper)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Grit Pool (3/day)	☐ ☐ ☐
Jaunt boots (3/day)	☐ ☐ ☐
Potion of cure serious wounds	☐
Potion of darkvision	☐
Potion of invisibility	☐
Potion of restoration, lesser	☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Auran	Elven
Common	Gnome
Draconic	Sylvan
Dwarven	

Background

Sonja is a zebra whose fascinations lean more towards the mechanical than the natural, While her father was a traditional healer, Sonja early on managed to learn magics to move things around her, and then found a calling once she was asked to help tend to an injured clockwork pony.

She spent time building and seeking out mechanical creations. This eventually led her to discover firearms when those were used against some of her friends. Sonja preferred large guns, using what some would call full cannons on her back and her creations to protect those in need, as well as to search out other pieces of technology left behind, both to study how they work herself, and to prevent them from being used against those she cares for. In her travels, she is often accompanied by clockwork ponies, often those whose lives she has saved. Some of the parts of her armour are gifts from this race over the years.

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Deft Dodger (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Vagabond Child (urban) (trait)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Deed: Manic Reload (equipment); Double Cannon (equipment); Earth-Bound (equipment); Fingerless (equipment); Heavy Calibre (equipment); Mobile Cannon (archetype); Natural Linguist (equipment); Pony (race); Quadrupedal Reload (equipment); Saddle Rack (equipment); Striking Horseshoes (weapon); Unique Destiny (equipment); Zebra (alternate racial trait)
- **Ultimate Combat** - Extra Grit (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Blunderbuss (weapon); Lamellar cuirass (armor); Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Jaunt boots (equipment); Mess kit (equipment); Swarmbane clasp (equipment)

Steel Prism Level 1

Pony (unicorn) paladin (sacred servant) 1 - CR 1/2

Lawful Good Fey (Ponykind); Deity: **The Sun Queen**; Age: **17**; Height: **4' 2"**; Weight: **299lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
	Deific Obedience: +4 sacred bonus vs. fire						
REFLEX (DEXTERITY)	+0	=					
	Deific Obedience: +4 sacred bonus vs. fire						
WILL (WISDOM)	+2	=	+2				
	Deific Obedience: +4 sacred bonus vs. fire						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+6						
Touch AC 10								
	Flat-Footed AC 16							
		BAB	Strength	Size	Misc			
CM Bonus +1	=	+1	+1	-	-			

CM Defense	12	=	10	BAB	Strength	Dexterity	Size
				+1	+1	+0	-

16 vs. Trip

Base Attack	+1	HP	13
--------------------	-----------	-----------	-----------

Initiative	+2	Damage / Current HP
-------------------	-----------	---------------------

Speed	40 / 30 ft
--------------	-------------------

Longsword

Main hand: +4, 1d8+6	Crit: 19-20×2
-----------------------------	----------------------

Both hands: +4, 1d8+8	1-hand, S
------------------------------	------------------

Four-mirror armor

+6	Max Dex: +2, Armor Check: -5
-----------	-------------------------------------

	Spell Fail: 30%, Medium, Slows
--	---------------------------------------



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	-	
Appraise	+4	INT (4)	-	
Bluff	+1	CHA (1)	-	
Climb	-4	STR (1)	-	
Diplomacy	+5	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-5	DEX (0)	-	
Fly	-5	DEX (0)	-	
Heal	+4	WIS (0)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+8	INT (4)	1	
Perception	+0	WIS (0)	-	
Ride	-5	DEX (0)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+8	INT (4)	1	
Stealth	-5	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	-4	STR (1)	-	
Use Magic Device	+6	CHA (1)	1	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Martial Weapon Proficiency - All
 Power Attack -1/+2
 Practiced Horn Magic (Su)
 Shield Proficiency
 Simple Weapon Proficiency - All

Traits

Dangerously Curious
Reactionary

Gear

Total Weight Carried: 92/225 lbs, Medium Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Four-mirror armor	45 lbs
Holy symbol, wooden (Sun Queen)	-
Holy text (????)	-
Longsword	4 lbs
Mess kit	1 lb
Pot	4 lbs
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Aura of Good (Ex)
Brand of Destiny
Fingerless
Graceful Caster
Horn Magic (Sp)
Low-Light Vision
Smite Evil (1/day) (Su)
Unique Destiny

Spell-Like Abilities

Detect Evil (At will) (Sp)	
Light (3/day)	□□□
Unseen Servant (2/day)	□□

Tracked Resources

Smite Evil (1/day) (Su)	□
Torch	□□□□□ □□□□□
Trail rations	□□□□□

Languages

Common	Infernal
Elven	Sylvan
Ignan	Undercommon

Spells & Powers

Paladin (Sacred Servant) spells memorized (CL 0th; concentration +1)

Melee Touch +1 Ranged Touch +1

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **You have no money!**

Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

Sourcebooks Used

- **Advanced Player's Guide** - Sacred Servant (archetype)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Dangerously Curious (trait)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Pony (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- **Ultimate Combat / Ultimate Equipment** - Four-mirror (armor)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Steel Prism Level 5

Pony (unicorn) paladin (sacred servant) 5 - CR 4

Lawful Good Fey (Ponykind); Deity: **The Sun Queen**; Age: **17**; Height: **4' 2"**; Weight: **299lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+4	+2		+2	
	Deific Obedience: +4 sacred bonus vs. fire						
REFLEX (DEXTERITY)	+3	=	+1			+2	
	Deific Obedience: +4 sacred bonus vs. fire						
WILL (WISDOM)	+6	=	+4			+2	
	Deific Obedience: +4 sacred bonus vs. fire						

Immunity to Disease		Immunity to Fear (Ex)							
	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	=	+10	+3					
Touch AC	10								
CM Bonus	+4	=	+5	+1					
CM Defense	16	=	10	+5	+1	+0			
20 vs. Trip									
Base Attack				+5					
HP								49	
Initiative				+2					
Speed									

+1 longsword		
Main hand:	+8, 1d8+9	Crit: 19-20/x2
Both hands:	+8, 1d8+11	1-hand, S
Cold iron longsword		
Main hand:	+4, 1d8+5	Crit: 19-20/x2
Both hands:	+4, 1d8+5	1-hand, S
Silver longsword		
Main hand:	+4, 1d8+4	Crit: 19-20/x2
Both hands:	+4, 1d8+4	1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Appraise	+4	INT (4)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (1)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+8	WIS (0)	5	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+12	INT (4)	5	
Perception	+0	WIS (0)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+8	WIS (0)	5	
Spellcraft	+12	INT (4)	5	
Stealth	-6	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	-5	STR (1)	-	
Use Magic Device	+11	CHA (2)	5	

Feats	
Advanced Horn Magic (Su)	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Keen Evasion	
Martial Weapon Proficiency - All	
Power Attack -2/+4	
Practiced Horn Magic (Su)	

Feats

Shield Proficiency
Simple Weapon Proficiency - All

Traits

Dangerously Curious
Reactionary

+1 full plate

+10

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

+1 heavy steel shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

**Total Weight Carried: 120/225 lbs, Medium Load
(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)**

+1 full plate	50 lbs
+1 heavy steel shield	15 lbs
+1 longsword	4 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Cold iron longsword	4 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Heavy shield bash	-
Holy symbol, wooden (Sun Queen)	-
Holy text (????)	-
Mess kit	1 lb
Pearl of power (1st level, 1/day)	-
Pot	4 lbs
Potion of barkskin +2	-
Potion of fly	-
Potion of protection from evil	-
Potion of resist fire 10	-
Potion of shield of faith +2	-
Rope	10 lbs
Silver longsword	4 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Brand of Destiny
Divine Symbol +1 (5 minutes, 1/day) (Su)
Fingerless
Graceful Caster
Horn Magic (Sp)
Lay on Hands (2d6 hit points, 4/day) (Su)
Low-Light Vision
Mercy (Fatigued) (Su)
Paladin (Sacred Servant) Domain (Sun)

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **250 gp**

Special Abilities

Paladin Channel Positive Energy 3d6 (2/day, DC 14)
Smite Evil (1/day) (Su)
Sun's Blessing (Su)
Unique Destiny

Spell-Like Abilities

Detect Evil (At will) (Sp) ☐☐☐
Light (3/day) ☐☐☐
Unseen Servant (2/day) ☐☐

Tracked Resources

Divine Symbol +1 (5 minutes, 1/day) (Su) ☐
Lay on Hands (2d6 hit points, 4/day) (Su) ☐☐☐☐
Paladin Channel Positive Energy 3d6 (2/day, DC 14) (Su) ☐☐
Pearl of power (1st level, 1/day) ☐
Potion of barkskin +2 ☐
Potion of fly ☐
Potion of protection from evil ☐
Potion of resist fire 10 ☐
Potion of shield of faith +2 ☐
Smite Evil (1/day) (Su) ☐
Torch ☐☐☐☐☐☐☐☐☐☐
Trail rations ☐☐☐☐☐☐

Languages

Common	Infernal
Elven	Sylvan
Ignan	Undercommon

Spells & Powers

Paladin (Sacred Servant) spells memorized (CL 2nd; concentration +4)

Melee Touch +4 Ranged Touch +5
1st—*bless weapon*, *endure elements*^D, *veil of positive energy*^{APG}

[D] Domain spell; **Domain** Sun

Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

Sourcebooks Used

- **Advanced Player's Guide** - Divine Symbol (special ability); Sacred Servant (archetype); Veil of Positive Energy (spell)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Dangerously Curious (trait)
- **Ponyfinder Born to Magic** - Keen Evasion (feat)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Advanced Horn Magic (feat); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Pony (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Steel Prism Level 9

Pony (unicorn) paladin (sacred servant) 9 - CR 8

Lawful Good Fey (Ponykind); Deity: **The Sun Queen**; Age: **17**; Height: **4' 2"**; Weight: **299lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+6	+2		+2		Deific Obedience: +4 sacred bonus vs. fire
REFLEX (DEXTERITY)	+5 =	+3			+2		Deific Obedience: +4 sacred bonus vs. fire
WILL (WISDOM)	+8 =	+6			+2		Deific Obedience: +4 sacred bonus vs. fire

Immunity to Disease				Immunity to Fear (Ex)						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25	=	+11	+3			+1			
Touch AC	10		Flat-Footed AC				25			
			BAB		Strength		Size		Misc	
CM Bonus	+8	=	+9	+2			-		-	
			BAB		Strength		Dexterity		Size	
CM Defense	21	= 10	+9	+2	+0					-
25 vs. Trip										
Base Attack		+9				HP		85		
Initiative		+2				Damage / Current HP				
Speed		40 / 30 ft								

+3 longsword

Main hand: **+13/+8, 1d8+13** Crit: 19-20/x2
Both hands: **+13/+8, 1d8+15** 1-hand, S

+1 heavy steel shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

+2 full plate

+11

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Appraise	+4	INT (4)	-	
Bluff	+2	CHA (2)	-	
Climb	-4	STR (2)	-	
Diplomacy	+14	CHA (2)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+12	WIS (0)	9	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+16	INT (4)	9	
Perception	+0	WIS (0)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+12	WIS (0)	9	
Spellcraft	+16	INT (4)	9	
Stealth	-6	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	-4	STR (2)	-	
Use Magic Device	+15	CHA (2)	9	

Feats

Advanced Horn Magic (Su)
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Lay on Hands
Keen Evasion
Martial Weapon Proficiency - All
Power Attack -3/+6

Feats

Practiced Horn Magic (Su)
Shield Proficiency
Simple Weapon Proficiency - All
Sudden Warning

Traits

Dangerously Curious
Reactionary

Gear

Total Weight Carried: 115/262.5 lbs, Medium Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)

+1 heavy steel shield	15 lbs
+2 full plate	50 lbs
+3 longsword	4 lbs
Amulet of natural armor +1	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Broom of flying (9 hours/day)	3 lbs
Explorer's outfit (Free)	-
Flint and steel	-
Heavy shield bash	-
Holy symbol, wooden (Sun Queen)	-
Holy text (????)	-
Mess kit	1 lb
Pot	4 lbs
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

+4 to saves vs. Fire
Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Brand of Destiny
Divine Symbol +2 (9 minutes, 2/day) (Su)
Fingerless
Graceful Caster
Horn Magic (Sp)
Lay on Hands (4d6 hit points, 8/day) (Su)
Low-Light Vision
Mercy (Diseased) (Su)
Mercy (Fatigued) (Su)
Mercy (Shaken) (Su)
Paladin (Sacred Servant) Domain (Sun)
Paladin Channel Positive Energy 5d6 (4/day, DC 16) (Su)
Smite Evil (2/day) (Su)
Sun's Blessing (Su)
Unique Destiny

Spell-Like Abilities

Call Lesser Celestial Ally (1/week) (Sp)	☐
Detect Evil (At will) (Sp)	
Light (3/day)	☐ ☐ ☐
Unseen Servant (2/day)	☐ ☐

Experience & Wealth

Experience Points: **75000**/105000
Current Cash: **195 gp**

Tracked Resources

Broom of flying (9 hours/day)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Divine Symbol +2 (9 minutes, 2/day) (Su)	☐ ☐
Lay on Hands (4d6 hit points, 8/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Paladin Channel Positive Energy 5d6 (4/day, DC 16) (Su)	☐ ☐ ☐ ☐
Smite Evil (2/day) (Su)	☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages

Common	Infernal
Elven	Sylvan
Ignan	Undercommon

Spells & Powers

Paladin (Sacred Servant) spells memorized (CL 6th; concentration +8)

Melee Touch +8/+3 **Ranged Touch** +9/+4

2nd—*heat metal*^D (DC 14), *litany of righteousness*^{UC} (DC 14), *resist energy*

1st—*endure elements*^D, *grace*^{APG}, *hero's defiance*^{APG}, *hero's defiance*^{APG}

[D] Domain spell; **Domain** Sun

Background

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

Sourcebooks Used

- **Advanced Player's Guide** - Divine Symbol (special ability); Grace (spell); Hero's Defiance (spell); Sacred Servant (archetype)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Dangerously Curious (trait)
- **Ponyfinder Born to Magic** - Keen Evasion (feat); Sudden Warning (feat)
- **Ponyfinder Campaign Setting** - +4 to saves vs. Fire (equipment); Advanced Horn Magic (feat); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Graceful Caster (equipment); Horn Magic (equipment); Pony (race); Practiced Horn Magic (feat); Unicorn (alternate racial trait); Unique Destiny (equipment)
- **Ultimate Combat** - Litany of Righteousness (spell)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Under Score Level 1

Male pony wizard 1 - CR 1/2

Neutral Good Fey (Ponykind); Deity: **Princess Luminace**;
Age: **45**; Height: **4'**; Weight: **281lb.**; Eyes: **Blue**; Hair:
Brown; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
Endurance : +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	16	+3	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+1	=	+1				
------------------------------	-----------	---	-----------	--	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+3	=	+2	+1			
-------------------------	-----------	---	-----------	-----------	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC	11	Flat-Footed AC	10	
		BAB	Strength	Size
				Misc

CM Bonus +1	=	-	+1	-	-
---------------------------	---	---	-----------	---	---

CM Defense	12	=	10	BAB	Strength	Dexterity	Size
16 vs. Trip				-	+1	+1	-

Base Attack	+0	HP	9
--------------------	-----------	-----------	----------

Initiative	+3	Damage / Current HP
Speed	40 ft	

Masterwork club

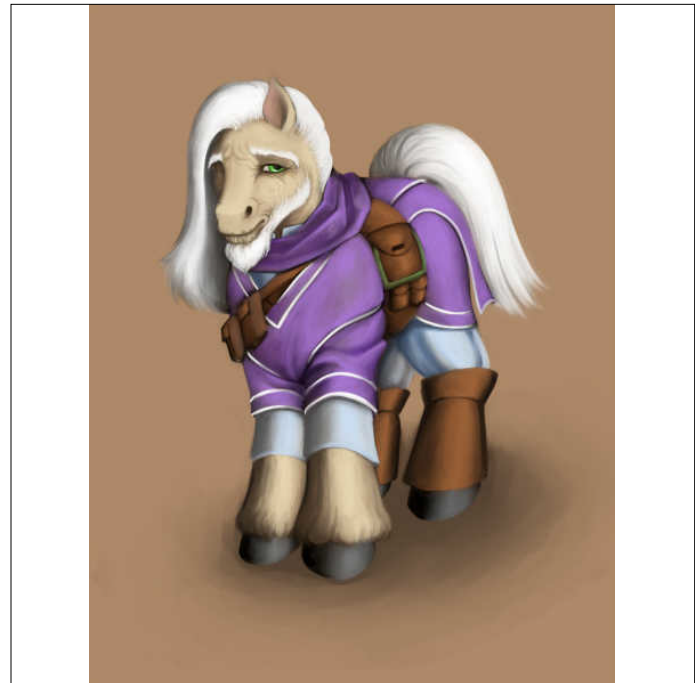
Main hand: **+2, 1d6+1**

Both hands: **+2, 1d6+1**

Ranged: **+2, 1d6+1**

Ranged, both hands: **+2, 1d6+1**

Crit: x2
Rng: 10'
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Linguistics	+7	INT (3)	1	
Perception	+2	WIS (1)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+7	INT (3)	1	
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Endurance
Point-Blank Shot
Scribe Scroll
Spell Focus (Evocation)
Wizard Weapon Proficiencies

Traits

Focused Mind
Reactionary

Gear

**Total Weight Carried: 37/195 lbs, Light Load
(Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195 lbs)**

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Ink, black	-
Inkpen	-
Masterwork club	3 lbs
Mess kit	1 lb
Pot	4 lbs
Scholar's outfit (Free)	-
Scroll of burning hands	-
Scroll of protection from evil	-
Scroll of shield	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Admixture
Arcane Bond (Masterwork club) (1/day) (Sp)
Brand of Destiny
Earth-Bound +2
Fingerless
Illusion
Intense Spells (+1 damage) (Su)
Low-Light Vision
Necromancy
Unique Destiny
Versatile Evocation (6/day) (Su)

Tracked Resources

Arcane Bond (Masterwork club) (1/day) (Sp)	☐
Masterwork club	☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐
Versatile Evocation (6/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐

Languages

Celestial	Elven
Common	Sylvan
Dwarven	Terran

Spells & Powers

Wizard spells memorized (CL 1st; concentration +6)

Melee Touch +1 Ranged Touch +1

1st—*burning hands* (DC 15), *magic missile*, *shocking grasp*

0th (at will)—*detect magic*, *light*, *ray of frost*

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **36 gp, 9 sp, 6 cp**

Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

Sourcebooks Used

- **Advanced Player's Guide** - Admixture (special ability)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait);
Reactionary (trait)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Pony (race); Unique Destiny (equipment)
- **Ponyfinder Cave Fliers** - Moment of Darkness (spell)
- **Ultimate Equipment** - Mess kit (equipment)

Under Score Level 5

Male pony wizard 5 - CR 4

Neutral Good Fey (Ponykind); Deity: **Princess Luminace**;
Age: **45**; Height: **4'**; Weight: **281lb.**; Eyes: **Blue**; Hair:
Brown; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
Endurance : +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	17	+3	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+2	=	+1	+1			
------------------------------	-----------	---	-----------	-----------	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+5	=	+4	+1			
-------------------------	-----------	---	-----------	-----------	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC 11	Flat-Footed AC 10
---------------------------	---------------------------------

		BAB		Strength		Size		Misc	
CM Bonus		+3	=	+2	+1	-	-		

			BAB	Strength	Dexterity	Size
CM Defense	14	= 10	+2	+1	+1	-

18 vs. Trip

18 vs. Trip

Base Attack	+2	HP 37
--------------------	-----------	---------------------

Initiative	Speed	Damage / Current HP
+3	40 ft	

Masterwork club

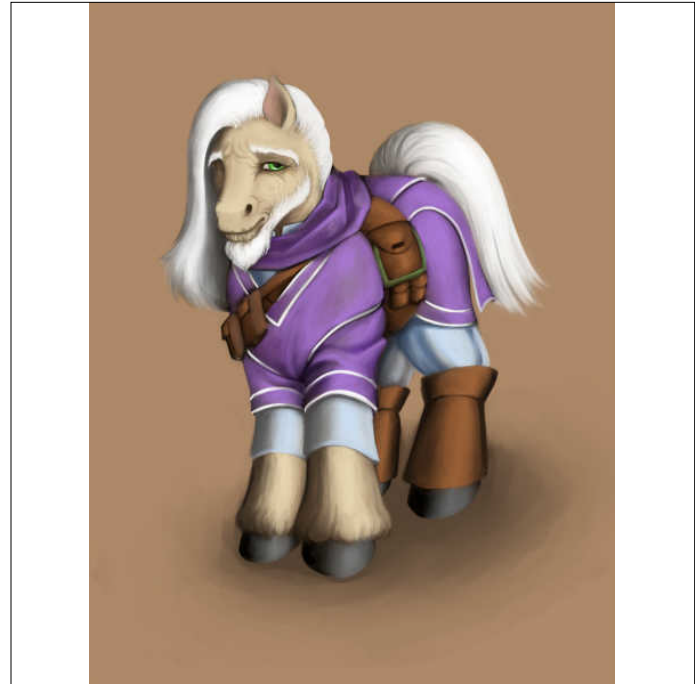
Main hand: **+4, 1d6+1**

Both hands: **+4, 1d6+1**

Ranged: **+4, 1d6+1**

Ranged, both hands: **+4, 1d6+1**

Crit: x2
Rng: 10'
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+14	INT (3)	5	
Knowledge (planes)	+11	INT (3)	5	
Linguistics	+11	INT (3)	5	
Perception	+6	WIS (1)	5	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+11	INT (3)	5	
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Endurance
Merciful Spell
Point-Blank Shot
Scribe Scroll
Skill Focus (Knowledge [arcana])
Spell Focus (Evocation)

Feats

Spell Penetration
Wizard Weapon Proficiencies

Traits

Focused Mind
Reactionary

Gear

Total Weight Carried: 47/195 lbs, Light Load
(Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195 lbs)

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Ink, black	-
Inkpen	-
Masterwork club	3 lbs
Mess kit	1 lb
Pot	4 lbs
Saddle Rack (- Custom / magic weapon -)	5 lbs
Scholar's outfit (Free)	-
Scroll of burning hands	-
Scroll of protection from evil	-
Scroll of shield	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Staff of fire	5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Admixture
Arcane Bond (Staff of fire) (1/day) (Sp)
Brand of Destiny
Earth-Bound +2
Fingerless
Illusion
Intense Spells (+2 damage) (Su)
Low-Light Vision
Necromancy
Unique Destiny
Versatile Evocation (6/day) (Su)

Tracked Resources

Arcane Bond (Staff of fire) (1/day) (Sp)	☐
Burning Hands	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Fireball	☐ ☐ ☐ ☐ ☐
Masterwork club	☐
Staff of fire	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐ ☐
Versatile Evocation (6/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐
Wall of Fire	☐ ☐ ☐

Languages

Aquan

Elven

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **445 gp, 2 sp, 9 cp**

Languages

Auran	Gnome
Celestial	Ignan
Common	Sylvan
Dwarven	Terran

Spells & Powers

Wizard spells memorized (CL 5th; concentration +10)
Melee Touch +3 Ranged Touch +3
3rd—*fireball* (DC 17), *fireball* (DC 17), *jolt* (DC 17)
2nd—*flaming sphere* (DC 16), *flaming sphere* (2, DC 16), *levitate*
1st—*burning hands* (DC 15), *burning hands* (DC 15), *feather fall*, *magic missile*, *shocking grasp*
0th (at will)—*detect magic*, *light*, *ray of frost*, *read magic*

Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

Sourcebooks Used

- **Advanced Player's Guide** - Admixture (special ability); Merciful Spell (feat)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait); Reactionary (trait)
- **Ponyfinder Campaign Setting** - Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Human Way (spell); Pony (race); Saddle Rack (equipment); Sticky Hoof (spell); Unique Destiny (equipment)
- **Ponyfinder Cave Fliers** - Moment of Darkness (spell)
- **Ultimate Combat** - Darkvision, Communal (spell)
- **Ultimate Equipment** - Mess kit (equipment)

Under Score Level 9

Male pony loremaster 2/wizard 7 - CL9 - CR 8

Neutral Good Fey (Ponykind); Deity: **Princess Luminace**;

Age: **45**; Height: **4'**; Weight: **281lb.**; Eyes: **Blue**; Hair:

Brown; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
Endurance : +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	18/20	+4/+5	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Earth-Bound +2**: +2 vs. poison, spells, and spell-like abilities

REFLEX (DEXTERITY)	+4	=	+3	+1			
------------------------------	-----------	----------	-----------	-----------	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

WILL (WISDOM)	+7	=	+6	+1			
-------------------------	-----------	----------	-----------	-----------	--	--	--

Earth-Bound +2: +2 vs. poison, spells, and spell-like abilities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC	11	Flat-Footed AC	10	
		BAB	Strength	Size
				Misc

CM Bonus +5	=	+4	+1	-	-
---------------------------	----------	-----------	-----------	---	---

CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+4	+1	+1	-

20 vs. Trip

Base Attack	+4	HP	72
--------------------	-----------	-----------	-----------

Initiative	+3	Damage / Current HP
-------------------	-----------	---------------------

Speed	40 ft
--------------	--------------

Masterwork club

Main hand: **+6, 1d6+1**

Both hands: **+6, 1d6+1**

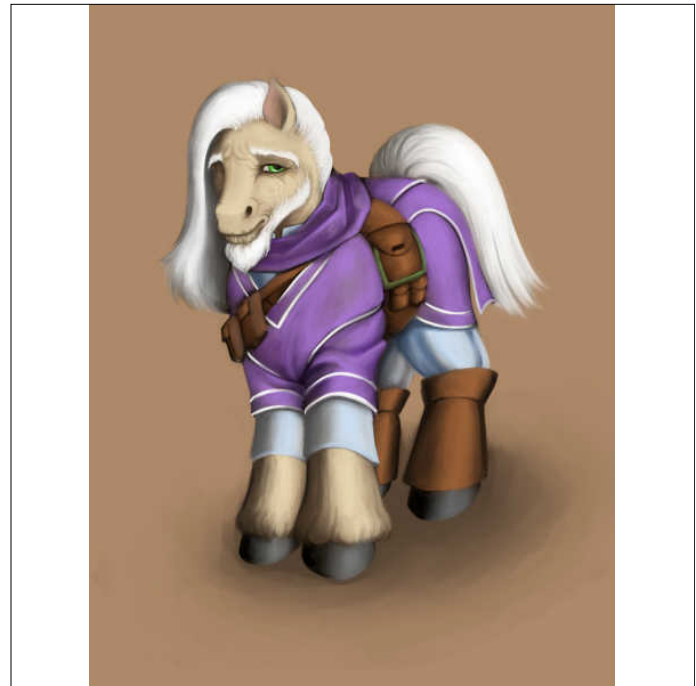
Ranged: **+6, 1d6+1**

Ranged, both hands: **+6, 1d6+1**

Crit: x2

Rng: 10'

1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+5	INT (5)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (1)	9	
Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+21	INT (5)	9	
Knowledge (dungeoneering)	+10	INT (5)	1	
Knowledge (engineering)	+10	INT (5)	1	
Knowledge (geography)	+10	INT (5)	1	
Knowledge (history)	+13	INT (5)	4	
Knowledge (local)	+10	INT (5)	1	
Knowledge (nature)	+10	INT (5)	1	
Knowledge (planes)	+18	INT (5)	9	
Knowledge (religion)	+13	INT (5)	4	
Linguistics	+17	INT (5)	9	
Perception	+10	WIS (1)	9	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+17	INT (5)	9	
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Swim	+1	STR (1)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats				
Endurance				
Heighten Spell				
Merciful Spell				
Point-Blank Shot				
Scribe Scroll				
Skill Focus (Knowledge [arcana])				
Solid Magic +1				
Spell Focus (Evocation)				
Spell Penetration				
Toughness				
Wizard Weapon Proficiencies				

Traits				
Focused Mind				
Reactionary				

Gear				
Total Weight Carried: 49/195 lbs, Light Load (Light: 64.5 lbs, Medium: 129 lbs, Heavy: 195 lbs)				
Backpack (empty)	2 lbs			
Bedroll	5 lbs			
Belt pouch (empty)	0.5 lbs			
Cloak of displacement, minor	1 lb			
Flint and steel	-			
Headband of vast intelligence +2 (Escape Artist)	1 lb			
Ink, black	-			
Inkpen	-			
Masterwork club	3 lbs			
Mess kit	1 lb			
Pearl of power (1st level, 3/day) x3	-			
Pot	4 lbs			
Ring of feather falling	-			
Saddle Rack (- Custom / magic weapon -)	5 lbs			
Scholar's outfit (Free)	-			
Scroll of burning hands	-			
Scroll of protection from evil	-			
Scroll of shield	-			
Soap	0.5 lbs			
Spell component pouch	2 lbs			
Staff of fire	5 lbs			
Torch x10	1 lb			
Trail rations x5	1 lb			
Waterskin	4 lbs			

Special Abilities				
Admixture				
Arcane Bond (Staff of fire) (1/day) (Sp)				
Brand of Destiny				
Earth-Bound +2				
Fingerless				
Illusion				
Intense Spells (+3 damage) (Su)				
Lore +1 (Ex)				
Low-Light Vision				
Necromancy				
Unique Destiny				

Experience & Wealth	
Experience Points:	75000/105000
Current Cash:	745 gp, 2 sp, 9 cp

Special Abilities	
Versatile Evocation (8/day) (Su)	

Tracked Resources	
Arcane Bond (Staff of fire) (1/day) (Sp)	☐
Burning Hands	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Fireball	☐ ☐ ☐ ☐ ☐
Masterwork club	☐
Pearl of power (1st level, 3/day)	☐ ☐ ☐
Staff of fire	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Trail rations	☐ ☐ ☐ ☐ ☐ ☐
Versatile Evocation (8/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Wall of Fire	☐ ☐ ☐

Languages		
Aquan		Elven
Auran		Giant
Celestial		Gnome
Common		Ignan
Daemonic		Infernal
Draconic		Orc
Dwarven		Sylvan
Elder Thing		Terran

Spells & Powers	
Wizard spells memorized (CL 9th; concentration +16)	
Melee Touch +5 Ranged Touch +5	
5th — <i>cone of cold</i> (DC 21), <i>cone of cold</i> (DC 21), <i>wall of force</i>	
4th — <i>black tentacles</i> , <i>dimension door</i> , <i>dragon's breath</i> ^{APG} (DC 20), <i>dragon's breath</i> ^{APG} (DC 20)	
3rd — <i>arcane sight</i> , <i>fireball</i> (DC 19), <i>fireball</i> (DC 19), <i>fly</i> , <i>jolt</i> (DC 19)	
2nd — <i>flaming sphere</i> (DC 18), <i>flaming sphere</i> (3, DC 18), <i>human way</i> (DC 17), <i>levitate</i>	
1st — <i>burning hands</i> (DC 17), <i>burning hands</i> (DC 17), <i>feather fall</i> , <i>magic missile</i> , <i>shield</i> , <i>shocking grasp</i> , <i>sticky hoof</i>	
0th (at will) — <i>detect magic</i> , <i>light</i> , <i>ray of frost</i> , <i>read magic</i>	

Background

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

Sourcebooks Used

- **Advanced Player's Guide** - Admixture (special ability); Dragon's Breath (spell); Hydraulic Torrent (spell); Merciful Spell (feat)
- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait); Reactionary (trait)
- **Ponyfinder Campaign Setting** - Blast of Harmony (spell); Brand of Destiny (equipment); Earth-Bound (equipment); Fingerless (equipment); Human Way (spell); Pony (race); Saddle Rack (equipment); Sticky Hoof (spell); Unique Destiny (equipment)
- **Ponyfinder Cave Fliers** - Moment of Darkness (spell)
- **Ponyfinder Down to Earth** - Earth's Pull (spell); Restful Pause (spell); Rocky Shards (spell); Solid Magic (feat)
- **Ultimate Combat** - Darkvision, Communal (spell)
- **Ultimate Equipment** - Mess kit (equipment)

Wandering Note Level 1

Male cloven bard 1 - CR 1/2

Lawful Neutral Fey (Cloven); Age: **18**; Height: **4' 4"**;
Weight: **284lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
	Cloven Resilience: +1 vs. poison						
REFLEX (DEXTERITY)	+3	=	+2	+1			
	Cloven Resilience: +1 vs. poison						
WILL (WISDOM)	+4	=	+2	+1		+1	
	Cloven Resilience: +1 vs. poison						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				
Touch AC 11								
CM Bonus +1	=	-	+1		-			

CM Defense	12	=	10	BAB	Strength	Dexterity	Size
				-	+1	+1	-

16 vs. Trip

Base Attack	+0	HP	10
--------------------	-----------	-----------	-----------

Initiative	+1	Damage / Current HP
Speed	40 ft	

Gore (Cloven)

Main hand: **+1, 1d4+1** Crit: $\times 2$
Light, P

Rapier

Main hand: **+1, 1d6+1** Crit: 18-20/ $\times 2$
Both hands: **+1, 1d6+1** 1-hand, P

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+5	INT (3)	-	
Bluff	+6	CHA (2)	1	
Climb	-1	STR (1)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+4	INT (3)	-	
Knowledge (dungeoneering)	+4	INT (3)	-	
Knowledge (engineering)	+4	INT (3)	-	
Knowledge (geography)	+8	INT (3)	1	
Knowledge (history)	+4	INT (3)	-	
Knowledge (local)	+8	INT (3)	1	
Knowledge (nature)	+4	INT (3)	-	
Knowledge (nobility)	+4	INT (3)	-	
Knowledge (planes)	+4	INT (3)	-	
Knowledge (religion)	+4	INT (3)	-	
Linguistics	+7	INT (3)	1	
Perception	+5	WIS (1)	1	
Cloven Watchfulness: +2 to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste				
Perform (wind instruments)	+6	CHA (2)	1	
Ride	-1	DEX (1)	-	
Sense Motive	+5	WIS (1)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Spellcraft	+7	INT (3)	1	
Stealth	-1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (1)	-	

Feats				
Armor Proficiency (Light)				
Bard Weapon Proficiencies				
Combat Expertise +/-1				
Shield Proficiency				
Simple Weapon Proficiency - All				

Traits				
Focused Mind				
Indomitable Faith				

Gear				
Total Weight Carried: 73/225 lbs, Light Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)				
Bedroll <In: Pony Saddle Bags (21 @ 25.5 lbs)>	5 lbs			
Belt pouch (empty)	0.5 lbs			
Candle x10 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Entertainer's outfit (Free)	-			
Flint and steel <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Lamellar (leather) armor	25 lbs			
Mess kit <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Musical instrument: Flute	3 lbs			
Pony Saddle Bags (21 @ 25.5 lbs)	15 lbs			
Rapier	2 lbs			
Rope <In: Pony Saddle Bags (21 @ 25.5 lbs)>	10 lbs			
Soap <In: Pony Saddle Bags (21 @ 25.5 lbs)>	0.5 lbs			
Spell component pouch	2 lbs			
Trail rations x5 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Waterskin <In: Pony Saddle Bags (21 @ 25.5 lbs)>	4 lbs			

Special Abilities				
Bardic Knowledge +1 (Ex)				
Bardic Performance (standard action, 6 rounds/day)				
Bardic Performance: Countersong (Su)				
Bardic Performance: Distraction (Su)				
Bardic Performance: Fascinate (1 targets, DC 12) (Su)				
Bardic Performance: Inspire Courage +1 (Su)				
Cloven Resilience				
Cloven Watchfulness				
Fingerless				
Low-Light Vision				
Mountain Footed				

Tracked Resources				
Bardic Performance (standard action, 6 rounds/day)	☐	☐	☐	☐
Trail rations	☐	☐	☐	☐

Languages				
Common		Sylvan		
Elven		Terran		
Gnome				

Experience & Wealth				
Experience Points: 0/2000				
Current Cash: 43 gp, 4 sp, 5 cp				

Spells & Powers				
Bard spells known (CL 1st; concentration +5)				
Melee Touch +1 Ranged Touch +1				
1st (2/day) — <i>cure light wounds</i> , <i>hideous laughter</i> (DC 13)				
0th (at will) — <i>detect magic</i> , <i>ghost sound</i> (DC 12), <i>light</i> , <i>read magic</i>				

Background				
Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.				

Sourcebooks Used				
• Advanced Player's Guide Traits / Character Traits - Web Enhancement - Focused Mind (trait) • Advanced Player's Guide Traits / Character Traits - Web Enhancement / Ultimate Campaign - Indomitable Faith (trait) • Ponyfinder Campaign Setting - Cloven (race); Cloven Resilience (equipment); Cloven Watchfulness (equipment); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment) • Ultimate Combat / Ultimate Equipment - Lamellar (leather) armor (armor) • Ultimate Equipment - Mess kit (equipment)				

Wandering Note Level 5

Male cloven bard 5 - CR 4

Lawful Neutral Fey (Cloven); Age: **18**; Height: **4' 4"**;
Weight: **284lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+1	+1		
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +5 vs. poison							
REFLEX (DEXTERITY)	+6	=	+4	+1	+1		
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +5 vs. poison							
WILL (WISDOM)	+7	=	+4	+1	+1	+1	
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +5 vs. poison							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5		+1			+1	

Touch AC	12	Flat-Footed AC	16
BAB	Strength	Size	Misc

CM Bonus +5	=	+3	+2	-	-
+7 Disarming; +7 Tripping					

CM Defense	17	=	10	BAB	Strength	Dexterity	Size
19 vs. Disarm; 23 vs. Trip							

Base Attack	+3	HP	34
--------------------	-----------	-----------	-----------

Initiative	+1	Damage / Current HP
Speed	40 ft	

Gore (Cloven)

Main hand: **+6, 1d4+4** Crit: $\times 2$
Light, P

Rapier

Main hand: **+5, 1d6+2** Crit: 18-20/ $\times 2$
Both hands: **+5, 1d6+2** 1-hand, P

+1 lamellar (leather) armor

+5

Max Dex: +3, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	2	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+5	INT (3)	-	
Bluff	+10	CHA (2)	5	
Climb	+7	STR (2)	3	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+5	INT (3)	-	
Knowledge (dungeoneering)	+5	INT (3)	-	
Knowledge (engineering)	+5	INT (3)	-	
Knowledge (geography)	+13	INT (3)	5	
Knowledge (history)	+5	INT (3)	-	
Knowledge (local)	+13	INT (3)	5	
Knowledge (nature)	+5	INT (3)	-	
Knowledge (nobility)	+5	INT (3)	-	
Knowledge (planes)	+5	INT (3)	-	
Knowledge (religion)	+5	INT (3)	-	
Linguistics	+11	INT (3)	5	
Perception	+9	WIS (1)	5	
Cloven Watchfulness : +2 to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste				
Perform (oratory)	+9	CHA (2)	4	
Perform (wind instruments)	+10	CHA (2)	5	
Ride	+0	DEX (1)	-	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Sense Motive	+9	WIS (1)	-	
Spellcraft	+11	INT (3)	5	
Stealth	+0	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+1	STR (2)	-	

Feats				
Armor Proficiency (Light)				
Bard Weapon Proficiencies				
Combat Expertise +/-1				
Improved Disarm				
Improved Trip				
Shield Proficiency				
Simple Weapon Proficiency - All				

Traits				
Focused Mind				
Indomitable Faith				

Gear				
Total Weight Carried: 74/262.5 lbs, Light Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)				
+1 lamellar (leather) armor	25 lbs			
Amulet of mighty fists +1	-			
Bedroll <In: Pony Saddle Bags (21 @ 25.5 lbs)>	5 lbs			
Belt pouch (empty)	0.5 lbs			
Candle x10 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Cloak of resistance +1	1 lb			
Entertainer's outfit (Free)	-			
Flint and steel <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Mess kit <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Musical instrument: Flute	3 lbs			
Pony Saddle Bags (21 @ 25.5 lbs)	15 lbs			
Potion of cure moderate wounds x2	-			
Potion of fly	-			
Rapier	2 lbs			
Ring of protection +1	-			
Rope <In: Pony Saddle Bags (21 @ 25.5 lbs)>	10 lbs			
Soap <In: Pony Saddle Bags (21 @ 25.5 lbs)>	0.5 lbs			
Spell component pouch	2 lbs			
Trail rations x5 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Waterskin <In: Pony Saddle Bags (21 @ 25.5 lbs)>	4 lbs			

Special Abilities				
Bardic Knowledge +2 (Ex)				
Bardic Performance (standard action, 14 rounds/day)				
Bardic Performance: Countersong (Su)				
Bardic Performance: Distraction (Su)				
Bardic Performance: Fascinate (2 targets, DC 14) (Su)				
Bardic Performance: Inspire Competence +2 (Su)				
Bardic Performance: Inspire Courage +2 (Su)				
Cloven Resilience				
Cloven Watchfulness				
Fingerless				
Lore Master (1/day) (Ex)				
Low-Light Vision				
Mountain Footed				
Versatile Performance (Oratory) +9 (Ex)				
Well Versed (Ex)				

Experience & Wealth	
Experience Points: 15000/23000	
Current Cash: 893 gp, 4 sp, 5 cp	

Tracked Resources	
Bardic Performance (standard action, 14 rounds/day)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐

Lore Master (1/day) (Ex)	☐
Potion of cure moderate wounds	☐ ☐
Potion of fly	☐
Trail rations	☐ ☐ ☐ ☐ ☐

Languages	
Aquan	Elven
Auran	Gnome
Common	Sylvan
Draconic	Terran
Dwarven	

Spells & Powers	
Bard spells known (CL 5th; concentration +9)	
Melee Touch +5	Ranged Touch +4
2nd (3/day) — <i>invisibility</i> , <i>mirror image</i> , <i>sound burst</i> (DC 14)	
1st (5/day) — <i>cure light wounds</i> , <i>hideous laughter</i> (DC 13), <i>liberating command</i> ^{UC} , <i>remove fear</i>	
0th (at will) — <i>detect magic</i> , <i>ghost sound</i> (DC 12), <i>light</i> , <i>open/close</i> (DC 12), <i>prestidigitation</i> , <i>read magic</i>	

Background	
Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.	

Sourcebooks Used	
• Advanced Player's Guide Traits / Character Traits	
• Web Enhancement - Focused Mind (trait)	
• Advanced Player's Guide Traits / Character Traits	
• Web Enhancement / Ultimate Campaign -	
• Indomitable Faith (trait)	
• Andoran, Spirit of Liberty / Ultimate Combat -	
• Liberating Command (spell)	
• Ponyfinder Campaign Setting - Cloven (race);	
• Cloven Resilience (equipment); Cloven Watchfulness (equipment); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment)	
• Ultimate Combat / Ultimate Equipment - Lamellar (leather) armor (armor)	
• Ultimate Equipment - Mess kit (equipment)	

Wandering Note Level 9

Male cloven bard 9 - CR 8

Lawful Neutral Fey (Cloven); Age: **18**; Height: **4' 4"**;
Weight: **284lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+1	+2		
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +9 vs. poison, Eat Anything : +18 vs. ingested poisons, Eat Anything : +9 vs. diseases caused by ingestion							

REFLEX (DEXTERITY)	+10	=	+6	+2	+2		
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +9 vs. poison, Eat Anything : +18 vs. ingested poisons, Eat Anything : +9 vs. diseases caused by ingestion							

WILL (WISDOM)	+10	=	+6	+1	+2	+1	
Well Versed : +4 vs. bardic performance, language-dependent, and sonic, Cloven Resilience : +9 vs. poison, Eat Anything : +18 vs. ingested poisons, Eat Anything : +9 vs. diseases caused by ingestion							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+6		+2		+2	

Touch AC	14	Flat-Footed AC	18		
		BAB	Strength	Size	Misc

CM Bonus	+8	=	+6	+2	-	-
+12 Disarming; +10 Tripping						

CM Defense	22	=	10	+6	+2	+2	-
24 vs. Disarm; 28 vs. Trip							

Base Attack	+6	HP	58
--------------------	-----------	-----------	-----------

Initiative	+2	Damage / Current HP	
-------------------	-----------	----------------------------	--

Speed	40 ft		
--------------	--------------	--	--

Gore (Cloven)

Main hand: **+9, 1d4+4** Crit: $\times 2$
Light, P

Masterwork rapier

Main hand: **+9/+4, 1d6+2** Crit: 18-20/ $\times 2$
Both hands: **+9/+4, 1d6+2** 1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	2	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+5	INT (3)	-	
Bluff	+14	CHA (2)	9	
Climb	+7	STR (2)	3	
Diplomacy	+19	CHA (2)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	+14	CHA (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+7	INT (3)	-	
Knowledge (dungeoneering)	+7	INT (3)	-	
Knowledge (engineering)	+7	INT (3)	-	
Knowledge (geography)	+19	INT (3)	9	
Knowledge (history)	+7	INT (3)	-	
Knowledge (local)	+19	INT (3)	9	
Knowledge (nature)	+7	INT (3)	-	
Knowledge (nobility)	+7	INT (3)	-	
Knowledge (planes)	+7	INT (3)	-	
Knowledge (religion)	+7	INT (3)	-	
Linguistics	+15	INT (3)	9	
Perception	+13	WIS (1)	9	
Cloven Watchfulness : +2 to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste				
Perform (oratory)	+13	CHA (2)	8	
Perform (wind instruments)	+14	CHA (2)	9	

Skills				
Skill Name	Total	Ability	Ranks	Temp
 Ride	+1	DEX (2)	-	
Sense Motive	+13	WIS (1)	-	
 Sleight of Hand	+8	DEX (2)	4	
Spellcraft	+15	INT (3)	9	
 Stealth	+1	DEX (2)	-	
Survival	+1	WIS (1)	-	
 Swim	+1	STR (2)	-	

Feats				
Armor Proficiency (Light)				
Bard Weapon Proficiencies				
Combat Expertise +/-2				
Eat Anything				
Greater Disarm				
Improved Disarm				
Improved Trip				
Shield Proficiency				
Simple Weapon Proficiency - All				

Traits				
Focused Mind				
Indomitable Faith				

+2 lamellar (leather) armor				
+6				
Max Dex: +3, Armor Check: -1				
Spell Fail: 20%, Light				

Gear				
------	--	--	--	--

Total Weight Carried: 77/262.5 lbs, Light Load				
(Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)				
+2 lamellar (leather) armor	25 lbs			
Amulet of mighty fists +1	-			
Bedroll <In: Pony Saddle Bags (21 @ 25.5 lbs)>	5 lbs			
Belt pouch (empty)	0.5 lbs			
Candle x10 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Cloak of resistance +2	1 lb			
Entertainer's outfit (Free)	-			
Flint and steel <In: Pony Saddle Bags (21 @ 25.5 lbs)>	-			
Living garments	2 lbs			
Masterwork rapier	2 lbs			
Mess kit <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Musical instrument: Flute	3 lbs			
Pony Saddle Bags (21 @ 25.5 lbs)	15 lbs			
Potion of cure moderate wounds x2	-			
Potion of fly	-			
Ring of protection +2	-			
Rope <In: Pony Saddle Bags (21 @ 25.5 lbs)>	10 lbs			
Soap <In: Pony Saddle Bags (21 @ 25.5 lbs)>	0.5 lbs			
Spell component pouch	2 lbs			
Trail rations x5 <In: Pony Saddle Bags (21 @ 25.5 lbs)>	1 lb			
Waterskin <In: Pony Saddle Bags (21 @ 25.5 lbs)>	4 lbs			
Winged boots (3/day)	1 lb			

Special Abilities				
Bardic Knowledge +4 (Ex)				
Bardic Performance (move action, 22 rounds/day)				
Bardic Performance: Countersong (Su)				

Experience & Wealth	
---------------------	--

Experience Points: **75000/105000**
Current Cash: **3,093 gp, 4 sp, 5 cp**

Special Abilities	
-------------------	--

Bardic Performance: Dirge of Doom (30 ft.) (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (3 targets, DC 16) (Su)
Bardic Performance: Inspire Competence +3 (Su)
Bardic Performance: Inspire Courage +2 (Su)
Bardic Performance: Inspire Greatness (1 allies) (Su)
Bardic Performance: Suggestion (DC 16) (Sp)
Cloven Resilience
Cloven Watchfulness
Fingerless
Lore Master (1/day) (Ex)
Low-Light Vision
Mountain Footed
Versatile Performance (Oratory) +13 (Ex)
Versatile Performance (Wind Instruments) +14 (Ex)
Well Versed (Ex)

Tracked Resources	
-------------------	--

Bardic Performance (move action, 22 rounds/day) ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐

Lore Master (1/day) (Ex) ☐
Potion of cure moderate wounds ☐☐
Potion of fly ☐
Trail rations ☐☐☐☐☐
Winged boots (3/day) ☐☐☐

Languages	
-----------	--

Abyssal	Elven
Aquan	Gnoll
Auran	Gnome
Celestial	Orc
Common	Sylvan
Draconic	Terran
Dwarven	

Spells & Powers	
-----------------	--

Bard spells known (CL 9th; concentration +13)
Melee Touch +8/+3 **Ranged Touch** +8/+3
3rd (3/day)—*confusion* (DC 15), *haste*, *see invisibility*, *communal tongues*^{UC}
2nd (5/day)—*invisibility*, *mirror image*, *silence* (DC 14), *sound burst* (DC 14)
1st (6/day)—*cure light wounds*, *feather fall*, *hideous laughter* (DC 13), *liberating command*^{UC}, *remove fear*
0th (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *open/close* (DC 12), *prestidigitation*, *read magic*

Background

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement / Ultimate Campaign - Indomitable Faith (trait)
- **Advanced Race Guide** - Living garments (equipment)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Ponyfinder Campaign Setting** - Cloven (race); Cloven Resilience (equipment); Cloven Watchfulness (equipment); Eat Anything (feat); Fingerless (equipment); Mountain Footed (equipment); Pony Saddle Bags (equipment)
- **Ultimate Combat** - Tongues, Communal (spell)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)