



The World of
UTERIA

**FERRYPORT
ADVENTURERS**

Uteria

An Adventurer's Guide

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Agnar, Male Human Barbarian3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Human); HD (3d12)+8; hp 35; Init +1 (+1 Dex, +0 Misc); Spd Walk 30 ft.; AC 15 (touch 11, flatfooted 15), *Greatsword +7 S (2d6+6 19-20/x2 Both M); SA: Barbarian ~ Uncanny Dodge Tracker, Bonus Feat, Bonus Trap Sense, Fast Movement (Ex), Intimidating Glare (Ex), Rage (Ex), Rage (Ex), Skilled, Trap Sense (Ex), Uncanny Dodge (Ex), ; Vision: AL: None; Sv: Fort +5, Ref +2, Will +1; STR18, DEX12, CON14, INT13, WIS10, CHA11

Skills and Feats: Acrobatics +3, Bluff +1, Climb +7, Craft (Armor) +5, Handle Animal +4, Intimidate +5, Perception +6, Ride +2, Survival +6, Swim +5; Cleave, Improved Bull Rush, Power Attack

Possessions: 1Greatsword, 1Hide, 1Outfit (Cold-Weather)

Inola, Male Elf Druid3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Elf); HD (3d8)-2; hp 15; Init +2 (+2 Dex, +0 Misc); Spd Walk 30 ft.; AC 14 (touch 12, flatfooted 12), *Quarterstaff +2 0 ft./B/B (1d6/ 20/x2/2 Two-Weapons M) or *Quarterstaff (Head 1 only) +2 B (1d6 20/x2 Two-Weapons M) or *Quarterstaff (Head 2 only) +2 B (1d6 20/x2 Two-Weapons M) or Shortbow +4 60 ft./P (1d6 20/x3 Carried M); SA: Animal Companion (Ex), Elven Immunities (Ex), Elven Magic (Ex), Keen Senses (Ex), Low-Light Vision (Ex), Nature Sense (Ex), Orisons, Spontaneous Casting, Trackless Step (Ex), Weapon Familiarity (Ex), Wild Empathy, Wild Empathy (Ex), Woodland Stride, Woodland Stride (Ex), ; Vision: Low-Light Vision AL: TN; Sv: Fort +2, Ref +3, Will +5; STR10, DEX15, CON9, INT14, WIS15, CHA12

Skills and Feats: Climb +5, Craft (Leather) +6, Handle Animal +6, Heal +8, Knowledge (Geography) +6, Knowledge (Nature) +10, Perception +9, Spellcraft +7, Survival +10, Swim +4; Combat Casting, Empower Spell

Possessions: 1Quarterstaff, 1Leather, 1Shortbow

Jorish Shaydin, Male Human Wild Mage3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Human); HD (3d6)-2; hp 16; Init +1 (+1 Dex, +0 Misc); Spd Walk 30 ft.; AC 11 (touch 11, flatfooted 10), *Amarnium Elven Dagger +1 +2 0 ft./PS (1d4+1 19-20/x2 Primary M (Dagger +1 (Mithral)), 30 hp/inch, hardness 15) or *Amarnium Elven Dagger +1 (Thrown) +3 10 ft./PS (1d4+1 19-20/x2 Primary M (Dagger +1 (Mithral)), 30 hp/inch, hardness 15) or Quarterstaff +1 B/B (1d6 20/x2 Carried M); SA: Arcane Bond (Su), Bonus Feat, Bonus Wizard Spell, Cantrips, Evocation School, Familiar, Force Missile (Sp), Intense Spells (Su), Necromancy Opposition School, Skilled, Transmutation Opposition School, ; Vision: AL: None; Sv: Fort +0, Ref +4, Will +4; STR10, DEX12, CON9, INT16, WIS12, CHA13

Skills and Feats: Appraise +7, Climb +1, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Local) +7, Knowledge (Planes) +7, Perception +5, Sense Motive +3, Spellcraft +10, Stealth +4; Lightning Reflexes, Magical Aptitude

Possessions: 1Amarnium Elven Dagger +1, 1Outfit (Traveler's), 1Spellbook (Wizard's/Blank), 1Rope (Hemp/50 ft.), 1Quarterstaff

Marah Arary, Female Human Ranger3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Human); HD (3d10)+7; hp 26; Init +3 (+3 Dex, +0 Misc); Spd Walk 30 ft.; AC 15 (touch 13, flatfooted 12), *Amarnium Elven Longsword +1 +5 0 ft./S (1d8+2 19-20/x2 Primary M (Longsword +1 (Mithral)), 30 hp/inch, hardness 15) or Shortbow +6 60 ft./P (1d6 20/x3 Carried M) or Dagger +4 0 ft./PS (1d4+1 19-20/x2 Carried M) or Dagger (Thrown) +6 10 ft./PS (1d4 19-20/x2 Carried M); SA: Bonus Animal Companion Hit Point, Bonus Feat, Favored Terrain (Forest) (Ex), Humanoid (Orc) (Ex), Skilled, Track (Ex), Wild Empathy, Wild Empathy (Ex), ; Vision: AL: None; Sv: Fort +5, Ref +6, Will +1; STR12, DEX16, CON15, INT14, WIS10, CHA14

Skills and Feats: Acrobatics +4, Climb +7, Diplomacy +4, Handle Animal +7, Heal +5, Intimidate +6, Knowledge

(Dungeoneering) +6, Knowledge (Geography) +6, Knowledge (History) +3, Knowledge (Nature) +7, Perception +6, Profession (Farmer) +4, Ride +7, Stealth +9, Survival +6, Swim +5; Focused Shot, Point-Blank Shot, Precise Shot

Possessions: 1Amarnium Elven Longsword +1, 1Leather, 1Shortbow, 1Dagger

Nasir, Male Human Fighter3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Human); HD (3d10)+5; hp 26; Init +3 (+3 Dex, +0 Misc); Spd Walk 30 ft.; AC 16 (touch 13, flatfooted 13), *Sword (Short) +7 0 ft./P (1d6 19-20/x2 Off-hand M) or Shortbow +6 60 ft./P (1d6 20/x3 Carried M); SA: Armor Training (Ex), Bonus Feat, Bonus Feats, Bravery (Ex), Skilled, ; Vision: AL: None; Sv: Fort +4, Ref +4, Will +0; STR13, DEX17, CON13, INT11, WIS9, CHA12

Skills and Feats: Acrobatics +4, Climb +7, Intimidate +5, Profession (Merchant) +3, Ride +7, Survival +5; Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))

Possessions: 1Sword (Short), 1Leather, 1Shortbow

Tormas Andtrech, Male Human Fighter3 CR 2 ; Size: M Face: 5 ft. x 5 ft. Type Humanoid (Human); HD (3d10)+12; hp 27; Init +0 (+0 Dex, +0 Misc); Spd Walk 30 ft.; AC 18 (touch 10, flatfooted 18), *Dagger +5 0 ft./PS (1d4+2 19-20/x2 Primary M) or *Dagger (Thrown) +3 10 ft./PS (1d4 19-20/x2 Primary M) or *Sword (Bastard) +6 0 ft./S (1d10+3 19-20/x2 Both M) or *Shield (Heavy/Wooden) +5 0 ft./ (1d4+1 20/x2 Off-hand M); SA: Armor Training (Ex), Bonus Feat, Bonus Feats, Bravery (Ex), Skilled, ; Vision: AL: None; Sv: Fort +6, Ref +1, Will +2; STR15, DEX11, CON16, INT12, WIS12, CHA10

Skills and Feats: Climb +3, Intimidate +6, Knowledge (Dungeoneering) +5, Perception +2, Survival +6, Swim +2; Exotic Weapon Proficiency (Sword (Bastard)), Power Attack, Quick Draw, Shield Focus, Weapon Focus (Sword (Bastard))

Possessions: 1Dagger, 1Sword (Bastard), 1Shield (Heavy/Wooden), 1Scale Mail

Xyla Xibadobbler Swiftdigit III, Female Elfing Rogue3 CR 2 ; Size: S Face: 5 ft. x 5 ft. Type Humanoid (Halfling); HD (3d8)+2; hp 21; Init +2 (+2 Dex, +0 Misc); Spd Walk 20 ft.; AC 15 (touch 13, flatfooted 13), *Dagger (Small) +3 0 ft./PS (1d3 19-20/x2 Primary S) or *Dagger (Small/Thrown) +5 10 ft./PS (1d3 19-20/x2 Primary S) or Sling (Small) +5 50 ft./B (1d3 20/x2 Carried S) or Quarterstaff (Small) +3 B/B (1d4 20/x2 Carried S); SA: Bonus Critical Confirmation (Halfling Weapons), Evasion (Ex), Evasion, Fast Stealth (Ex), Fearless (Ex), Halfling Luck (Ex), Keen Senses (Ex), Sneak Attack (Ex), Sure-Footed (Ex), Trapfinding (Ex), Trap Sense (Ex), Weapon Familiarity (Ex), ; Vision: AL: None; Sv: Fort +2, Ref +6, Will +1; STR10, DEX15, CON10, INT11, WIS9, CHA16

Skills and Feats: Acrobatics +8, Appraise +5, Climb +2, Diplomacy +7, Disable Device +9, Disguise +8, Escape Artist +7, Fly +4, Perception +9, Sense Motive +1, Sleight of Hand +8, Stealth +12, Swim +5, Use Magic Device +8; Alertness, Childlike

Possessions: 1Dagger (Small), 1Outfit (Traveler's/Small), 1Leather (Small), 1Backpack (Small), 1Pouch (Belt) (Small), 1Sling (Small), 1Quarterstaff (Small)

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