

PATHFINDER

ROLEPLAYING GAME™



GABRIELLA
WILDERROT

GABRIELLA UNDERCROFT

1 cavalier (beast rider/gendarme) tiefling neutral/neutral evil cavalier sword small

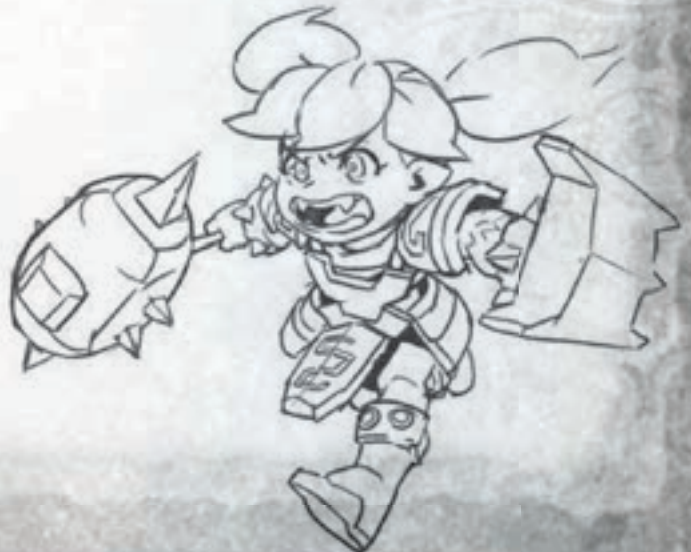
level/class		race		alignment		fav class		order		size	
ability score	total	mod									
STR strength	17	+3	HP hit points	12 / 12		AC armor class	21		MOVE movement rate	15	
DEX dexterity	14	+2	INIT initiative	+3		TOUCH armor class	14		AGE young adult	15	
CON constitution	14	+2	EXP experience			FLAT-FOOTED armor class	19		HEIGHT tall for race	3-2"	
INT intelligence	12	+1	FORT fortitude	+4	+2	+2	CMB combat maneuver	+3	WEIGHT thin for race	37	
WIS wisdom	10	+0	REF reflex	+2	+0	+2	CMD maneuver defense	16	GEAR carried weight	?	
CHA charisma	8	-1	WILL willpower	+0	+0	+0	CONC concentration		TOTAL if carried	?	
			LIGHT encumbrance	57					MED encumbrance	114	
			HEAVY encumbrance	173					LIFT overhead	173	
			LIFT off the ground	345					DRAG push or drag	863	

weapons & attacks	attack	damage	crit
greatsword	+5	1d10+7	19-20 x2
longbow	+4	1d6	20 x3

FEATS & FEATURES

dex: +2, int: +2, cha: -2 type: outsider (native)
 size: small +1 to hit/ac, +4 stealth
 fiend sight: darkvision 120 ft
 darkness 1/day
 sneaky: +2 racial bonus on bluff and stealth checks
 prehensile tail
 scaled skin: +1 natural armor bonus to ac.
 resistance (fire) 5
 mounted combat
 power attack
 dangerously curious
 defender of the society
 highlander

		SKILLS				armor penalty
		total	rank	class	ability	misc
acrobatics	dex	-3			2	-5
appraise	int	1			1	
bluff	cha	1		-	-1	2
climb	str	-2		-	3	-5
diplomacy	cha	-1		-	-1	
disguise	cha	-1	1		-1	
escape artist	dex	-3			2	-5
handle animal	cha	2	1	3	-1	
heal	wis	0			0	
intimidate	cha	-1		-	-1	
perception	wis	0			0	
ride	dex	5	1	3	2	
sense motive	wis	0		-	0	
stealth	dex	6	1	3	2	0
survival	wis	0			0	
swim	str	-2		-	3	-5
use magic device	cha	4	1	3	-1	1



POOKA

2 hd animal companion wolf med neutral

level/class race size alignment

STR strength	13	+7	HP hit points	13 / 13
DEX dexterity	15	+5	INIT initiative	+2
CON constitution	15	+2	MOVE movement rate	50
INT intelligence	2	-4	FORT fortitude	+5
WIS wisdom	12	+1	REF reflex	+5
CHA charisma	6	-0	WILL willpower	+1
AC armor class	16		LIGHT encumbrance	75
TOUCH armor class	12		MED encumbrance	150
FLAT armor class	14		HEAVY encumbrance	225
CMB combat maneuver	+2		LIFT overhead	225
CMD maneuver defense	14		LIFT off the ground	450
GEAR carried weight	30		DRAG push or drag	1125

bite	+2	1d6+1 + trip	x2

SKILLS

armor penalty **-1**

		total	rank	class	ability	misc
acrobatics	dex	2		-	2	
climb	str	1		-	1	
escape artist	dex	2			2	
fly	dex	2		-	2	
intimidate	cha	-2			-2	
perception	wis	1		-	1	
stealth	dex	7	2	-	2	
survival	wis	1			1	
swim	str	1		-	1	

FEATS & FEATURES

medium, non-human, leather barding

low-light vision

scent

link

combat trained

armor proficiency (light)

endurance

attack (dc 20)

flank (dc 20)

come (dc 15)

down (dc 15)

guard (dc 20)

maneuver(overrun) (dc 20)



MAGRIMAR, VARISSIA

A lone guard stood before the waterway entrance of The Lord's Share, a mercantile firm dominating the quayside here in Magrimar. Owned and operated by House Jaeggare, security was deemed unnecessary, as none were deemed foolish enough to steal from the very Houses of Hell. Sleepy and bored, the guard stared out from beneath drooping eyelids as a small skiff slowly floated toward the dock. Leaning back against the doors, his momentary interest quickly died as he spied the lone occupant, a young girl of twelve or so, dressed the style of the upper classes.

Leaping onto the dock, he quickly wrapped a rope around the far piling before heading to the doors. Ever cautious, the guard stood at attention, although sparing a thin smile for his diminutive guest. "This be private property young miss. Ye can't leave yer boat here and I can't be watchin' it." Without missing a beat, the unlikely trespasser continued up the dock, skipping, a broad smile beaming forth.

"Young miss, I have to ask ye to take yer boat and go. This be the property of House Jaeggare and a young noble such as yerself wants no truck with the likes of them."

The guard became alarmed at five paces, standing to attention and staring warily down at the girl. One hand reached behind him for his halberd as the skipping girl came closer still. Drawing himself to his full height, he stood glaring as the young girl stopped before him, her hands raised high as though asking for a hug. Leaning forward, he spoke again, growling in a low baritone which had yet to fail to send the local boys scurrying for shelter. "Young lady, I'll not say again. This be the property of House Jaeggare. Ye'll be getting back in that boat and rowing off now or ye'll regret it."

Looming as he was, his height towered over the tiny figure before him. What was that behind her? Did she have an accomplice? Standing up still taller, his eyes searched the dark space over her shoulder, uncertain. A snake, it was definitely some form of snake.

Slowly, a pale tail rose over her shoulder, its leafish tip wrapped tightly around a long handle. With both childlike hands, the girl grabbed the handle of the axe nearly as big as herself and brought it arcing around. Knocked back into the doors, the only sound of the attack was his helmet ringing on the metal banding.

"Did you really have to hit him so hard Gabby?"

"What was I supposed to do after he saw the tail Brie?"

HISTORY

Gabriella Undercroft was born in 4698 in the city of Westcrown and the nation of Cheliox. Her mother, Daisy, had been captured the year previously when the Order of the Chain descended on the town of Longacre, imprisoning all halflings found. A Bellflower Tiller, her breaking had been especially brutal yet in the end, total. Passed from one bunkhouse to the next, the diminutive maid nearly succumbed to either hemorrhage or horror many times, each time to be nursed back to health. It would be a long year later than Daisy Undercroft would deliver a beautiful baby girl.

Gabriella would never know her mother as slave families are not maintained in Cheliox. Gabriella was moved to the capital of Egorian shortly after weaning and employed as a house-slave as her mother before her. Her life, unjust and reprehensible to an Andoran, passed relatively peacefully and included some basic skills such as her letters and numbers, often taught to Halfling slaves that they might better fill their duties. Nearly a dozen years passed in such a manner and likely many more had the young Halfling girl not reached her flowering, for with her first blood came the changes.

It is not entirely unusual for a child to develop small horns, long nails, hooves or even a tail as they grow up in Cheliox. While not unusual however, it was certainly far from acceptable, socially or morally, and no one even trusted them as slaves. For this reason, Gabriella found herself cast out and homeless at the tender age of thirteen, with only the clothes on her back, the horns on her head, cloven hooves, tail and all.

Life holds few prospects for a Chelish Tiefling on the streets of Egorian, or any street in the Empire for that matter. Without a clear plan, the young teenager began working her way north, to the frontier, and the hope of a new life. Begging where she could, and stealing where she couldn't, she traveled for two years until she reached the border of Nidal. Here, her education would fail her as there are two notable skills Halfling slaves are not taught – Geography and Civics. Gabriella would lose her newfound freedom, and much more, in the Forests of the Uskwood.

Surviving the Uskwood, and the tortures of its Druidic inhabitants, proved more than Gabriella's capabilities. There are many places that a good heart, hard work and an indomitable spirit will take you. Unfortunately, the Uskwood is not one of them.

The thing that crossed the northern border of Nidal five years later was no Halfling teen, although it wore the skin of one. Unblinking eyes, stared out from beneath black

bangs, yet it was a flat stare, as though its bearer looked through you to some horror beyond. Staggering forward, tripping and falling, the being that wore Gabriella Undercroft slowly made its way northward into Varissia. Behind it paced a slaving wolf, taller than she, of deep midnight black.

GABBY AND BRIE

Brie Undercroft was born in the Uskwood Forest of Nidal, yet would never remember her time in the nation of shadows, nor the harrowing journey northward. Eventually establishing herself in The Shadows of Magrimar, she would earn something of a living. Theft came easily to her as the inhabitants naturally trusted the young human girl she appeared to be. Violence frightened her but she didn't have to deal with violence often. Brie is neutral, mostly because she doesn't overly worry about complex matters, leaving such things to Gabby. It was she who named their wolf, Pooka.

Gabby Undercroft was also born in the Uskwood Forest of Nidal. Unlike her sister, her memories of the nation of shadows, particularly the terror of the Druids of the Uskwood, keep her awake at night. Gabby uses the skills she learned escaping Nidal for the benefit of the sisters without qualms and it is she who tamed their wolf, Pooka. Murder comes easily to Gabby who simply has to remember the tortures she endured to spare her sister. Gabby is Neutral Evil, carrying for little beside the two sisters and willing to sacrifice anything to advance their cause.

GABRIELLA

Gabriella Undercroft is a budding cavalier, eventually fighting from the back of a Shadow Wolf (wolf mount) from Nidal. She utilizes tiefling stats but is small size to represent her halfling heritage, per Blood of Fiends.

I have taken the archetype Beast Rider but would rather gain my mount at 6th level from the Leadership Feat. If this is acceptable, I'd like to remove the archetype and regain her ability to wear heavy armor.

If I am allowed to take Leadership, I'd like to get something like a hellhound for a mount. If not, I will no doubt get a large cat at 7th level.

I plan to max out stealth and use magic device to enable me to cast fly on my mount in case I don't get a flying one with leadership. I plan to focus on mounted feats with the exception of taking Fiendish Vision twice, enabling me to see in absolute, and even magical, darkness. This probably needs to be planned for on your part as it may significantly change the flow of battles in the game.

I plan to spend most of my game time as Brie, utilizing Gabby when appropriate. I'd rather the other players not be aware that the two sisters are in one body, and that neither of them are the real Gabriella. I'd also rather that their mental illness not be easily correctable as it would ruin the fun of the character.



RACIAL TRAITS

Dex: +2, Int: +2, Cha: -2

TYPE: Outsider (Native)

SIZE: Medium

DARKVISION 60 FT

DARKNESS: Can use darkness [PFCR 263] once per day with a caster level of 1.

SNEAKY: Tieflings have a +2 racial bonus on Bluff and Stealth checks.

PREHENSILE TAIL: Tieflings have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action.

SCALED SKIN: The skin of these Tieflings provides some energy resistance, but is also as hard as armor. A Tiefling with this trait gains resistance (Fire) 5 and also gains a +1 natural armor bonus to AC.

Automatic Languages: Common, Infernal

CLASS ABILITIES

BEAST RIDER MOUNT: This mount functions as a druid's animal companion, using the beast rider's level as his effective druid level. The animal chosen as a mount must be large enough to carry the beast rider (Medium or Large for a Small character; Large or Huge for a Medium character). See entry in Pathfinder Ultimate Combat page 36 for more details. (PFUC 36).

BEAST RIDER WEAPONS AND ARMOR: A beast rider is proficient with all simple and martial weapons, light and medium armor, and with shields (with the exception of tower shields). (PFUC 36).

CAVALIER ORDERS: You have pledge yourself to the Order of the Sword. The warrior must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. Whenever an order of the sword uses Sense Motive to oppose a Bluff check, he receives a +1 competence bonus on the check. The order has granted the cavalier the following special abilities.

CHALLENGE: You can challenge a foe to combat. Choose one target. Melee attacks deal +1 extra damage against that target. The cavalier can use this ability 1 per day. Challenging a foe requires much of

the cavalier's concentration. The cavalier takes a -2 penalty to his AC, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Whenever an order of the sword issues a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. (PFAPG 32).

GENDARME BONUS FEATS: A gendarme trains to be a mounted terror, almost to the exclusion of all other abilities. You have gained these bonus feats; Power Attack. (PFUC 37).

FEATS

ARMOR PROFICIENCY (LIGHT / MEDIUM): When you wear a type of armor in which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. (PFCR 118)

FIEND SIGHT: You gain low-light vision and your darkvision improves to 120 ft. (PFARG 173)

POWER ATTACK: Take -1 to melee attack rolls for +2 in melee damage bonus (+3 for 2HD or with natural weapons that do 1-1/2 Str mod, +1 for off-hand or secondary natural weapons). Lasts until your next turn.

TRAITS

DANGEROUSLY CURIOUS (Magic): You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you. (PFAPG 329)

DEFENDER OF THE SOCIETY (Combat): Your time spent fighting and studying the greatest warriors of the Society has taught you new defensive skills while wearing armor. You gain a +1 trait bonus to Armor Class when wearing medium or heavy armor. (PFCh: FcGd 62)

HIGHLANDER (Regional): You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas. (PFAPG 332)



GEAR	
Item	lbs.
4 mirror armor	23
Greatsword	4
longbow	3
20 arrows	2
Backpack	2
Belt Pouch	0.5
Bedroll	5
rope	10
soap	
Lamp	1
Canteen	1
Flint & Steel	
Mess Kit	1
1 gold	
Leather Lamellar Barding	25

GEAR	
Item	lbs.

